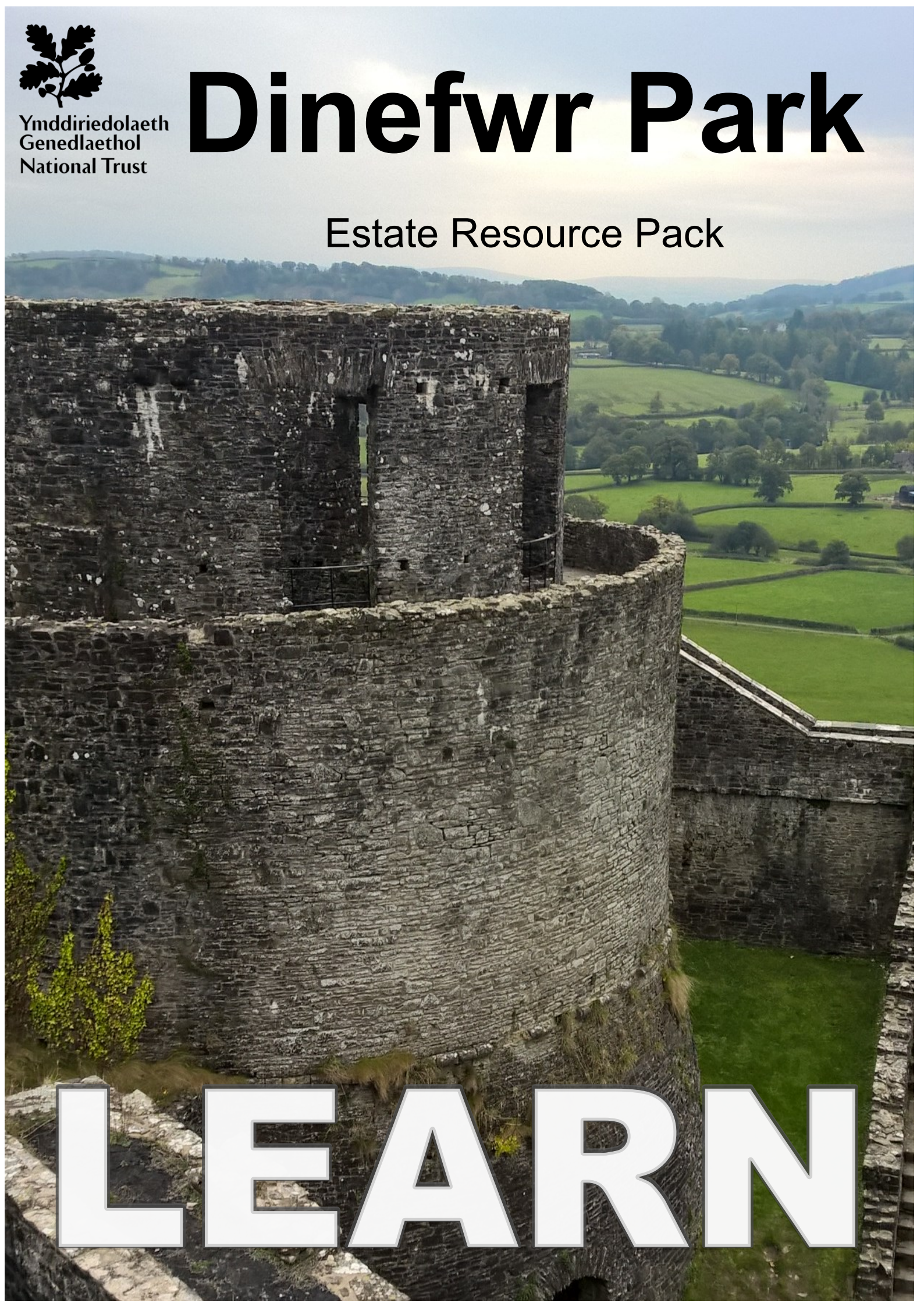




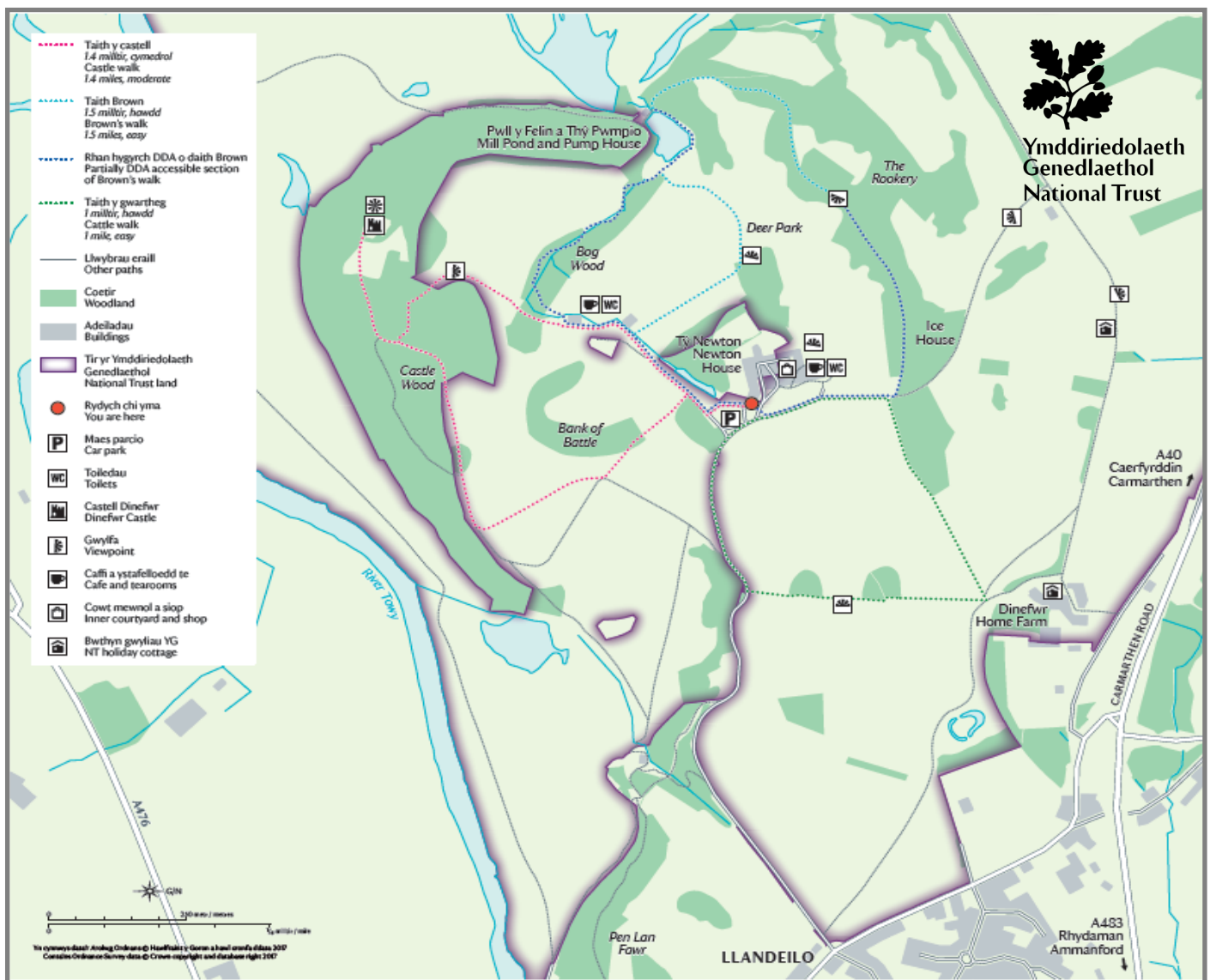
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Dinefwr Park

Estate Resource Pack



LEARN



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Introduction

The aim of this pack is to help teachers approach a self-led visit in a creative, confident and imaginative way. The activity suggestions are flexible and can be carried out in a number of ways. We encourage teachers to select and adapt the material to ensure it meets curriculum outcomes and year group needs.

Health and Safety

Although risk assessment sheets are available on request, in accordance with local education authority guidelines, teachers and group leaders are responsible for carrying out their own, especially if individual children have particular needs.

Booking A Visit

To enquire about a visit or to find out more information please contact

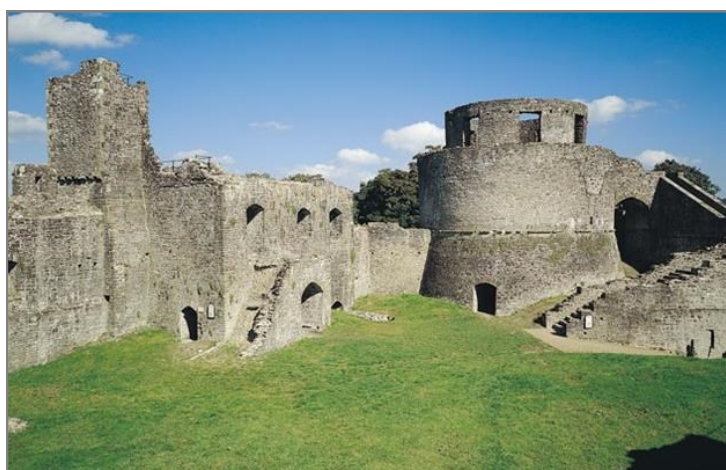
dinefwrlearning@nationaltrust.org.uk

or call 01558 825927

We ask that you book at least 2 weeks in advance for any guided visits.

Castles and the Curriculum

Welsh castles provide children with a dramatic atmosphere and exciting environment in which to develop a range of literacy and language skills. Suggestions in this pack encourage pupils to immerse themselves in the castles environment in order to generate ideas, viewpoint and hands on experiences. The activities also explore, plan, develop and reflect upon ideas for a variety of writing and oral language projects.





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Curriculum Objectives

AIMS

Introduce, explore and discuss all elements of castle structure and castle life.

OBJECTIVES

Knowledge and understanding of the World

Time Events and people

- Routines, changes and sequence of events
- Recognise changes caused by time
- Identify differences in ways of life
- Use a range of resources, including artefacts, buildings and visual stimuli
- Look at different representations and interpretations of the past.

Myself

- Learn about the senses that humans have and use to enable them to be aware of the world around them.
- Learn about pulse rates and how they change with exercise

NATIONAL LITERACY AND NUMERACY FRAMEWORK

Language. Literacy and Communication Skills

Oracy, Reading, Writing

- Experience outdoor learning environments.
- Ask and answer questions.
- Discuss information.
- Discover through a range of planned activities.

Write independently in response to a variety of stimuli, stories and poems.

Mathematical Development

- Number, Handling Data
- Collect represent and interpret data.
- Identification of Shapes

OUTCOMES

Children will be able to:

- Identify events as they appear, and distinguish between past and present.
- Use appropriate language.
- Identify the difference between past and present.
- Identify different ways of interpreting the past.
- Ask and answer questions about the past.





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Using our Senses

Using only four of your senses fill out the table below to describe your walk through Castle Woods and your time in Dinefwr Castle.

Sense	Castle Woods	Inner Castle
What can you see ?		
What can you hear ?		
What can you smell ?		
What can you feel ?		

Examples of vocabulary:

Stone Green Grass Sky
Damp Trees
Breezy Cold Quiet Warm

Attack on the Castle

You live in the castle and have been told with no warning that an attack has begun. In your panic you start to run crazily around the inner walls.

Carry out this activity for all members of your group, and write the results of tasks 2, 3 and 4 in the graph below.

- 1. Find your starting point**
- 2. Take your pulse**
- 3. On the count of 3 run one lap of the castle, getting one of your group members to time you**
- 4. Take your pulse when your return to the starting point**



Names	Pulse before attack	Running time	Plus after the attack

Shapes

All these shapes can be found in and around the castle:

Circle

Rectangle

Arch

Square

Hexagon

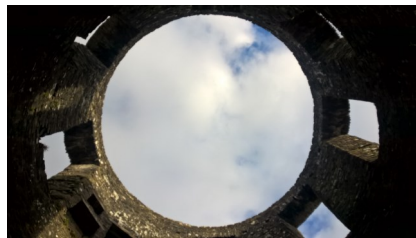
Can you find them and write the correct label next to the picture.

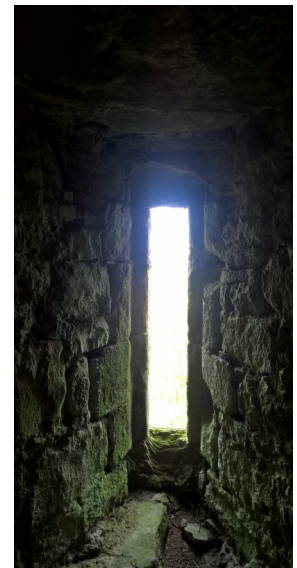


















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Let's get in Character

Divide the children into groups of five, allocate a character to each child and encourage role play.



The Lord and Lady rely on everyone to do everything for them. They are kind and generous but are completely useless at day to day tasks.



The Lord and Lady rely on everyone to do everything for them. They are kind and generous but are completely useless at day to day tasks.



Knight– He is always boasting about how brave and clever he is but spends most of his time looking for excuses not to fight.



Servant– She works hard and for long hours. She is always there to help and can be a bit bossy.



Servant— He is lazy and is always being told off. If no one is looking he likes to try and sneak away for a quick nap.



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Designing a Coat of Arms

This is the coat of arms of Gruffudd ap Nicholas ran the castle in 1460. Its thought that he built the first Newton House as a comfortable home, rather than the gaunt grimness of the medieval castle.



Originally Coats of Arms were crated to identify Knights during battle, however they were later used for noble families to show their power, identity and lands.

During the Middle Ages many people could not read, there for the use of colours, symbols and animals made them easier to understand.

Below are a variety of symbols, animals and colours, with their meaning's for you to create your own Coat of Arms.



Symbols:



Christian Faith



Enthusiasm



Harmony, Wisdom



Power, Authority



Sincerity



Passion



Protectiveness



Bravery



Nobility

Animals:



Bravery



Bravery



Hardworking



Peace, Harmony



Kindness



Enthusiasm



Grace, Beauty



Loyalty

Colours:

Yellow or Gold—Generosity.

White or Silver— Peace, Harmony.

Green = Joy, Hope, Loyalty.

Red = Bravery.

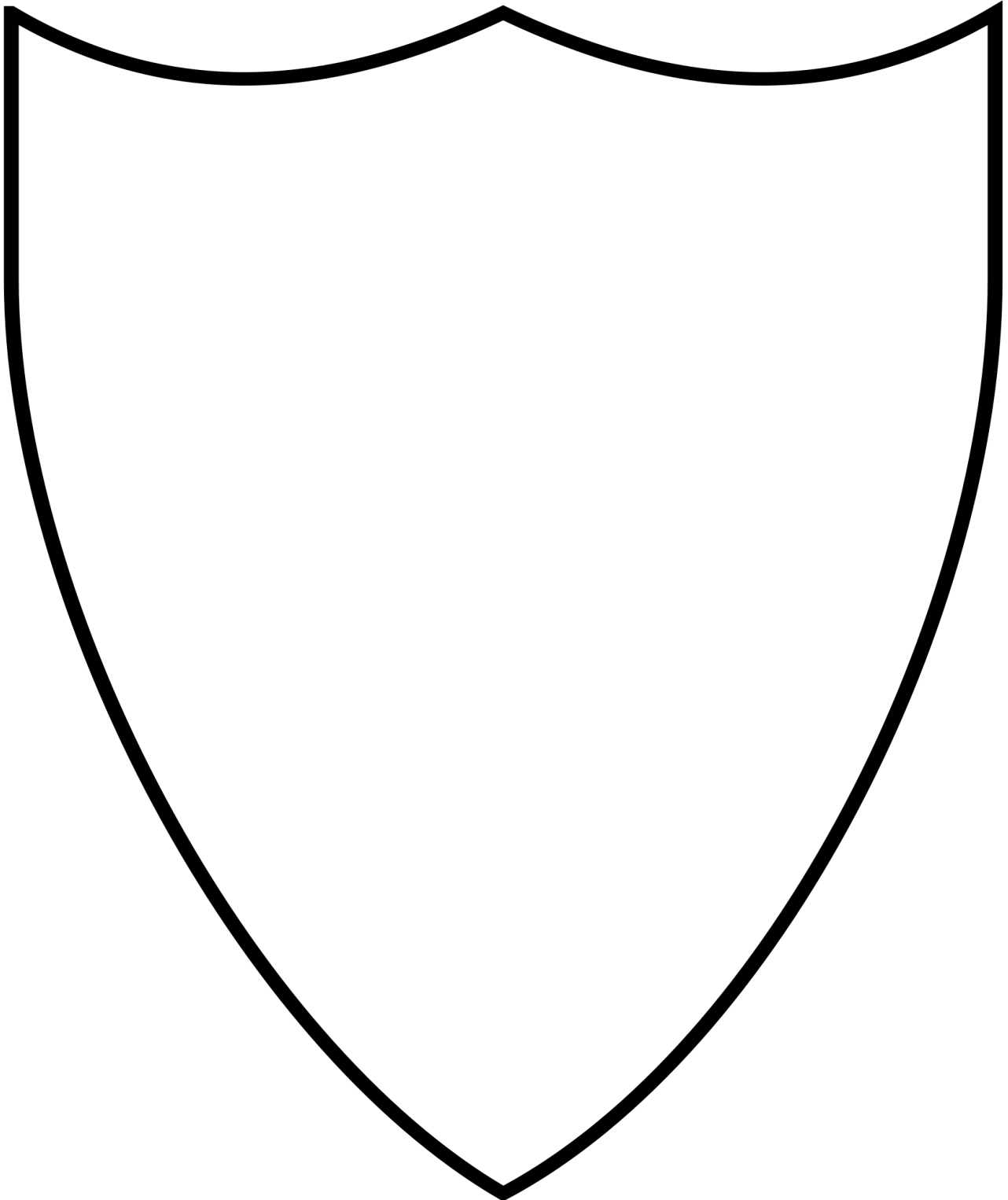
Blue = Honesty, Loyalty.

Purple = Grace, Justice,



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My Coat of Arms





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Prior and Post visit

Activities

Prior to the visit to Dinefwr Castle.

- Explore a variety of castles through multimedia.
- There are various films available to extract clips showing a range of castles, such as: Harry Potter, Brave, Merlin and many more. This allows the class to explore the different styles and structures.
- Using Google Earth enables the class to research different castles around the world and compare their differences.
- Carry out site-specific research of the desired castle, provide the class with relevant resources to create a leaflet, booklet or poster to encourage members of the local community to visit the venue. Get the children to incorporate the history of the castle, drawings of how it looks, in addition to a possible time line of important events which took place there. Begin your research at, <http://cadw.gov.wales/daysout/dinefwrcastle/?lang=en>

Following the visit to Dinefwr Castle.

Use the visit to Dinefwr Castle to inspire creative stories writing.

Put the castle at the heart of the story, develop a plot and characters to make the story as imaginative as possible. Where in the castle does the story take place?. What time period is the story set in?. Who are the characters, are they magical, brave, soldiers, kings and queens, and explain their role in the castle. What happens in the story,?, is it going to be dramatic, a happily ever after, or a cliff-hanger story line? Use all senses when creating the story.

Use pictures taken or drawn during the visit to remind the class about how they felt, or what they saw during their time at Dinefwr Castle to encourage class or group discussion's to reflect on the visit.

Lets get in Character—see page 9.

