



Training for Knighthood Activity

Inspired by Chris Alt, Medieval Weapons Demonstrator

To begin this activity, watch the 3-part demonstration by Chris Alt by clicking the play button on each video!



Becoming a knight in the Middle Ages took a lot of time and training! In this activity, you will be able to practice some of the guards that demonstrator Chris Alt teaches in his demonstration videos.

This game will get you up and moving, so that you can be prepared and ready for knighthood! Follow the instructions to make and play the three different variations of the game.



Once you have made a spinner, and a set of cards, you can play all 3 variations of the game!

Materials:

- Printer
- Heavy paper or cardstock
- Scissors
- Glue
- Split pin paper fastener, thumbtack etc.
- Holepunch

Share your at-home activity creations with us on social media by tagging us @glencairnmuseum #glencairnmedievalfestival or email a photo to info@glencairnmuseum.org

Making the Game - Instructions

Making the Spinner:

- Print the pages with the spinners on heavy paper or cardstock.
- Cut both spinners out around their outlines.
- Cut the arrow out carefully.
- Glue your spinners together carefully, back-to-back, so that one side has numbers, and the other has images.
- With your holepunch, punch a single hole in the end of the arrow where indicated.
- Using either your split pin paper fastener or your thumbtack, lay your arrow over top of your spinner, lining up the punched hole with the center of your spinner, and fasten the arrow and spinner together by pushing it through both pieces. If using a thumbtack, you will need a surface below the arrow and spinner to safely push your thumbtack into!
- Note: Be careful not to fasten them too tightly together. The arrow should have room to spin around when hit!

Making the Movement Cards:

- Print the card sheets on heavy paper or cardstock.
- Cut out your movement cards along the white spaces between each card.
- Shuffle up the cards.

Playing the Game - Instructions

Variation 1 - Spinner Only

In this version of the game, you only need the spinner! Use the side that has images of Chris Alt in different guard positions. You can play alone or with friends! Each person takes a turn to spin the arrow, and calls out the guard position that the arrow lands on. All other players must pose in that guard as quickly as possible!

Variation 2 - Cards Only

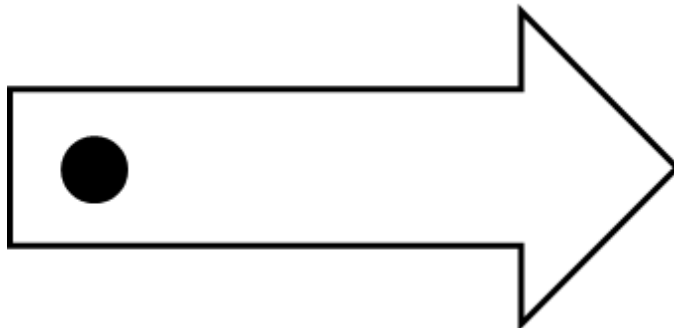
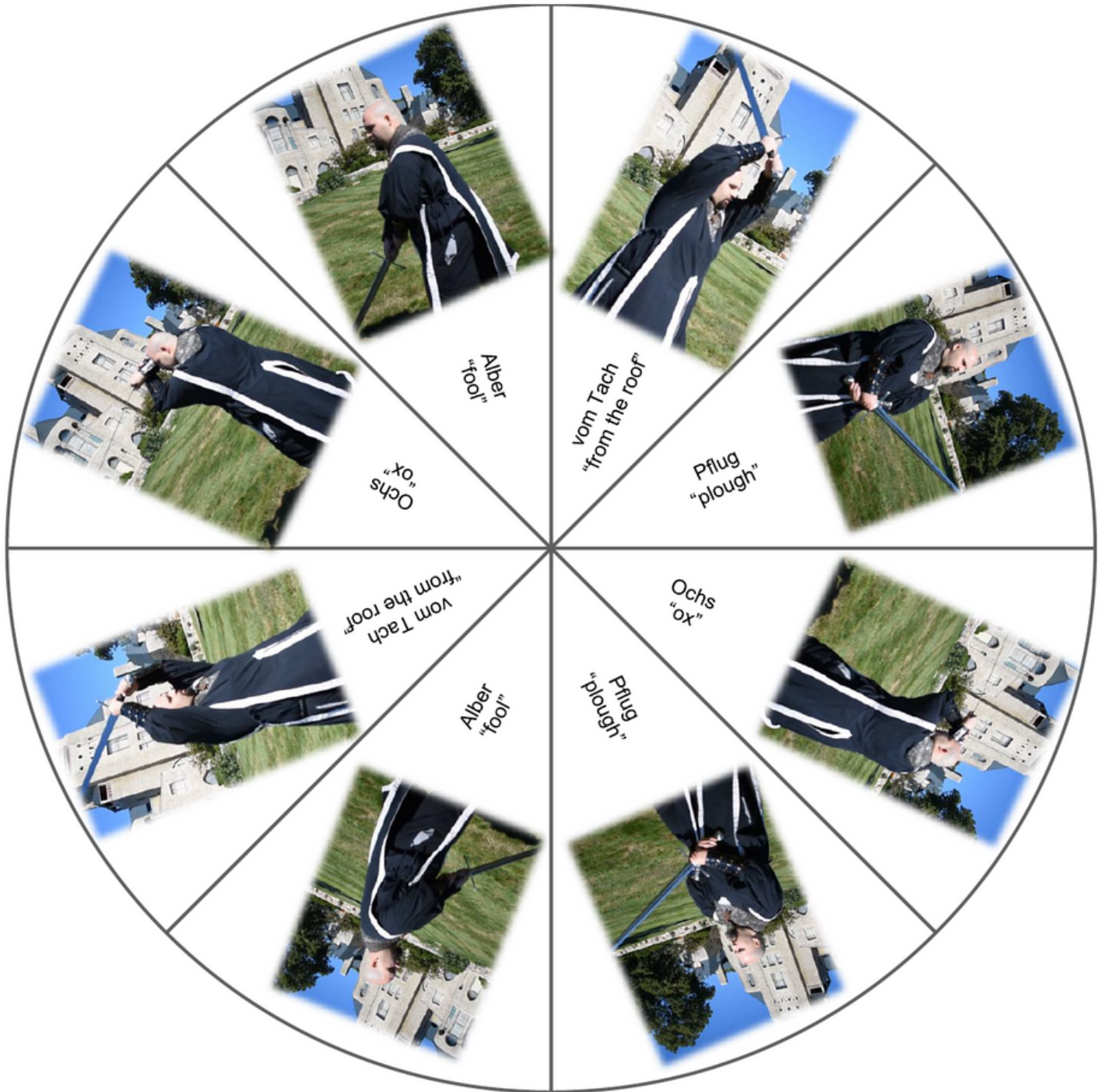
In this version of the game, you only need the cards! You can play alone or with friends! Each person takes a turn to shuffle the cards, and with the deck face down, draw out one card at random. All other players must pose in the guard position shown on the card as quickly as possible!

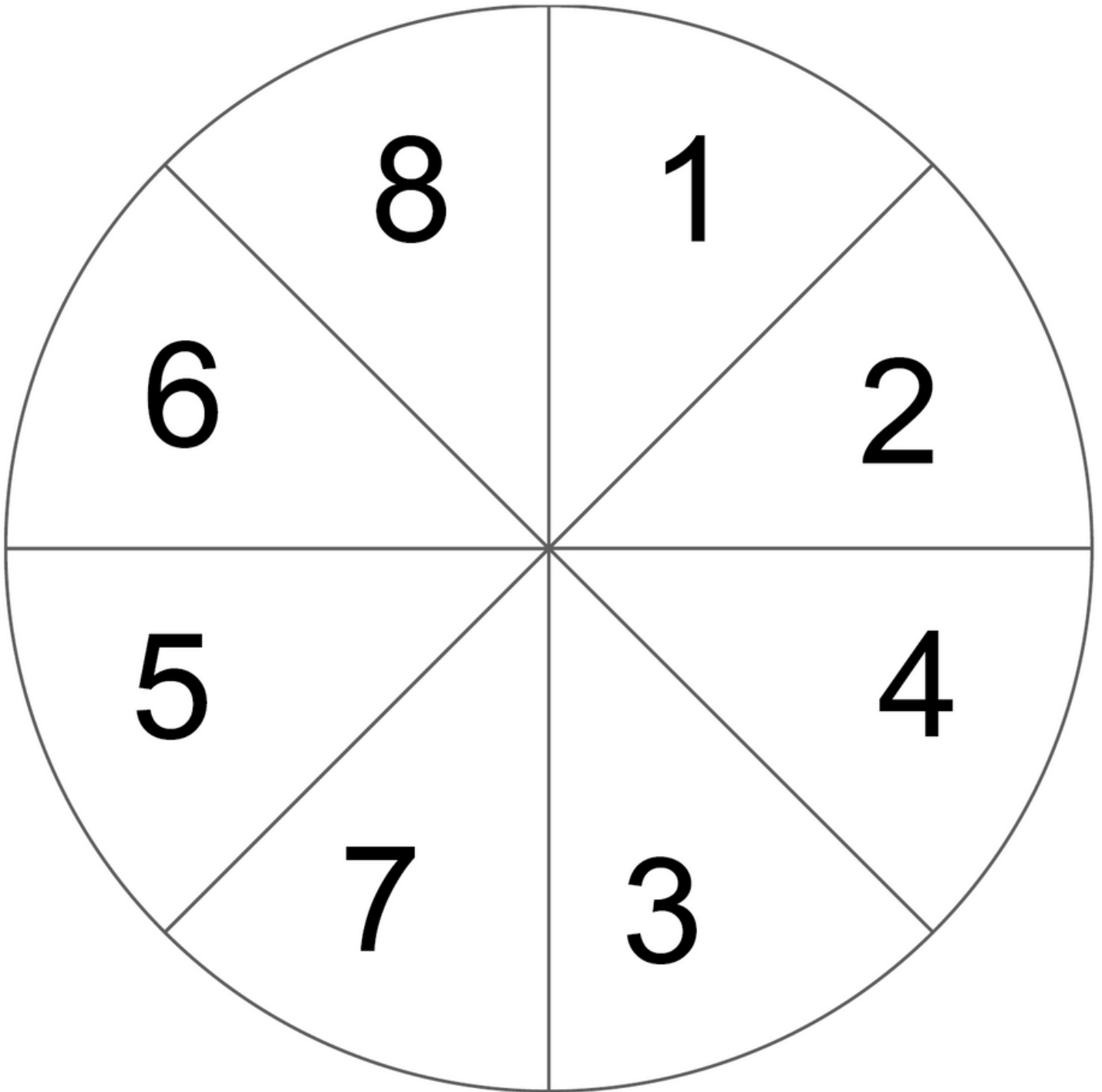
Variation 3 - Spinner and Cards

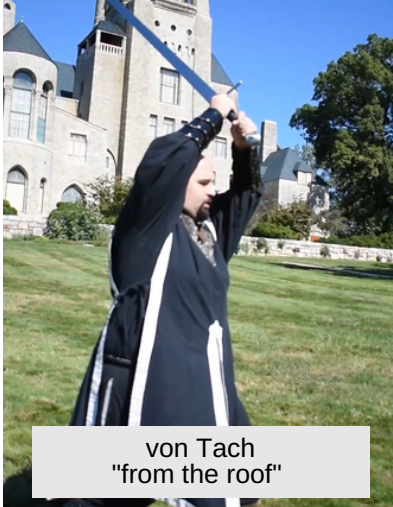
This version of the game challenges you to put together moving between multiple guard positions. Use the side of the spinner that has the numbers on it. You will need to detach the arrow, flip the spinner, and reattach the arrow. Each player takes a turn to spin the arrow. The number that the arrow lands on indicates how many cards should be drawn. The cards are then laid down in the order they are drawn, and all players must move through the full combination of guard positions in the order that they are displayed.

And don't worry! If you forget any of the guards, just rewatch Chris Alt's demonstration video!

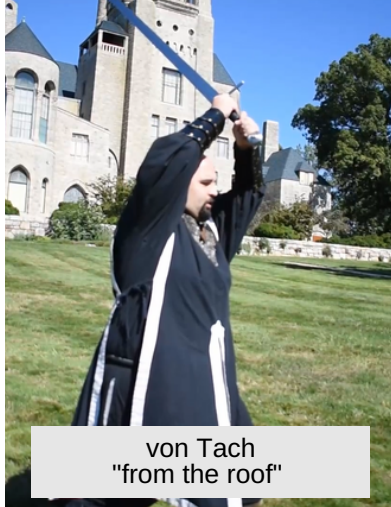
GLENCAIRN MUSEUM







von Tach
"from the roof"



von Tach
"from the roof"



von Tach
"from the roof"



von Tach
"from the roof"



Ochs
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Pflug
"plough"



Pflug
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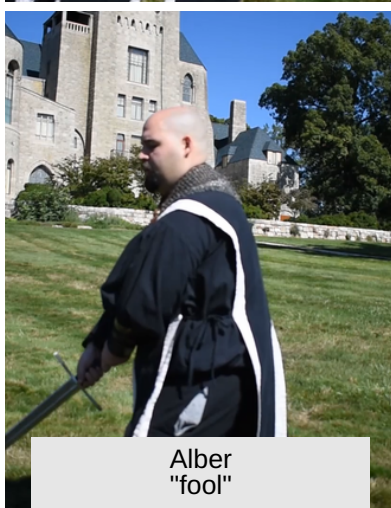
Pflug
"plough"



Pflug
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Alber
"fool"



Alber
"fool"



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