IN BRIEF



The Lady of the Fountain is a story about one of King Arthur's knights – Sir Owain! This pack is based on this story, and it's all about knights. You'll find out about how people became one, the rules they were supposed to follow and even the tournaments they took part in!

1. LITERACY LESSON IDEAS

- The tale of Sir Owain and the Lady of the Fountain is from many hundreds of years ago, so students might not be familiar with some of the words used in the tale. The **Storytime Glossary** lists difficult words that they will find in it and the other stories that can be found in the issue. Knowing how to look things up is an important life skill, so encourage pupils to turn to the glossary when they need to!

- This month's **Class Discussion Sheet** has questions about knights. What do your pupils know about them, and can they name any from other stories (or even books, films and video games?) Talking about knights could lead into a discussion of the Middle Ages and how knights fitted into society at the time. At the bottom of the page is an activity where students can draw themselves as a knight and draw a design to go on their shield.

- The **Reading Comprehension Sheet** has questions that encourage students to read the story extract carefully to find the answers. *Why* is the forest dark and *what* is the fountain made of? The answers are all there in the text if pupils look hard enough!

- A story is made up of a series of events that take place one after the other, and each event should lead to the next. But what happens if the events are in the wrong order? Things get confusing, of course! The **Story Sequencing Sheet** has eleven sections of Sir Owain's story in it, and your students have to number them to show the order they *should* be read in.

  To complete this activity, your pupils will need to know the tale well. Encourage them to reread it and check back to it often!

Continued on page 2...

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1. LITERACY LESSON IDEAS CONTINUED

- Did you know that there is no one 'definitive' story of King Arthur and his knights? Over the centuries, writers from England, France, Wales and other places have told stories about this legendary king, and this process continues today. For example, plenty of films and TV programmes have been created which feature Arthur and his knights. The **Storyboard** page gives your students an opportunity to retell the story of Sir Owain in their own words. They can use the art on the page to remind them of key events in the tale.

- Now that your class are familiar with the story of Sir Owain, they can tell their own tale of heroism with the **Write Your Own Knightly Story** activity. The sheet has prompts and suggestions about what the different stages of the story should be, but there is plenty of room for creativity. What will their knight be like, and what will they encounter? It's up to your pupils!

2. HISTORY LESSON IDEAS

- When we think about the Middle Ages, knights are one of the first things that come to mind. These armoured warriors were a key element of medieval society, and the **What is a Knight?** page contains important information about them and the role they played. Do your students know other facts about knights?

- Becoming a knight was not easy, and many potential knights began their training when they were children! The **Knight Life!** sheet has nine shields which have information about different stages on the path to knighthood on them. The shields should be cut out and put in chronological order, from being chosen as a page to being knighted. Note: not all knights followed this path! Commoners could be knighted for bravery in battle or doing some other great service, for example. However, the stages on the shields show the typical way of becoming a knight.

- Knights practised their skill with a horse and lance by taking part in contests called tournaments or jousts. The **Joust the Thing!** pages have a simple but fun game for taking part in a joust with just a pencil, a sheet of paper and a dice. Players roll the dice to see what happens, and the possible outcomes are based on events in real tournaments. On the second sheet are knights for pupils to cut out and colour in. They can be used to act out the joust!

Continued on page 3...

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3. PSHE LESSON IDEA

- Knights were supposed to follow **The Code of Chivalry**, a set of rules that told them how they were meant to behave. (Not all knights followed these guidelines, though!) Can your pupils work out which rules on the sheet are from the real code, and which are made up?

  You could follow this up with a discussion about rules for citzenship and good behaviour. Do pupils think that the Code of Chivalry has ideas that are still useful today? The class could even collaborate on a 'Code for Being a Good Friend' or similar!

4. MATHS LESSON IDEA

- Knights often owned land that was farmed by peasants – an area controlled by a knight was called a manor. Knights collected taxes from the peasants and used it to pay for weapons, armour, horses and all the other things they needed. The **Mind Your Manors** page has a map of a manor, and students have to work out how much each peasant has to give the knight!

5. ART LESSON IDEA

- Did you know that knights often dressed in bright colours for battle? They wore cloth surcoats over their armour, and their armour was often painted, too. Even their horses could be fitted with fabric *caparisons* in fabulous hues! The **Colour a Knight!** page has a picture that students can decorate with their own colour scheme. What look do they want their knight to have, and which colours work well together?

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STORYTIME GLOSSARY

1 OF 2

If you don't recognise a word in the magazine, look it up here!

Whose Home is It? (Page 6)

- **Peepul tree:** large, leafy tree from India
- **Fluttered:** flew lightly
- **Squawked:** said in a harsh birdlike way
- **Obviously:** clearly and without doubt
- **Frustrated:** annoyed because things weren't going their way
- **Wise:** having good judgement
- **Judgement:** decision based on careful thought
- **Scruffy:** looking messy or untidy
- **Your Holiness:** a title showing respect
- **Purred:** said in a soft, vibrating way
- **Tuft:** sticking-up bit of hair or fur
- **Trusting:** believing other people

The Wild Piper (Page 10)

- **Towering:** tall and impressive
- **Yowl:** make a loud, wailing cry
- **Tresses:** long pieces of hair
- **Peculiar:** unusual
- **Elderly:** old
- **Weary:** very tired
- **Crust:** bit of outer part of bread
- **Currant:** small dried fruit
- **Spellbound:** so amazed she couldn't look away
- **Melody:** tune of a song
- **Chanter-pipe:** bagpipe part that plays notes
- **Mischievous:** playfully naughty
- **Heather:** grasslike plant

The Baccoo (Page 15)

- **Veranda:** long shady balcony
- **Racket:** loud unpleasant noise
- **Curious:** wanting to know something
- **Vegetable patch:** area of garden where vegetables are grown
- **Spindly:** long and thin-looking
- **Lurched:** moved suddenly and clumsily
- **Stumpy:** short and thick
- **Scribbled:** wrote messily
- **Trembled:** shook slightly
- **Smeared:** smudged messily
- **Crumpled:** crushed out of shape
- **Boiler:** device for heating water
- **Greedily:** in a selfish, greedy way
- **Cradled:** held gently in arms

The Octosaurus from the Deep! (Page 20)

- **Concrete:** hard material used for building
- **Quay:** platform for boats to stop at
- **Explored:** investigated
- *Megaphone*: loudspeaker you can carry
- **Binoculars:** device used to look at things which are far away
- **Scaly:** covered in hard, flat pieces
- **Ridge:** raised strip
- **Tentacles:** long, flexible limbs
- **Deafening:** very loud
- **Surging:** moving powerfully
- **Swamped:** flooded with water
- **Trap:** catch so it can't escape
- **Shreds:** small bits
- **Foam:** frothy bubbly stuff

Continued on page 2...

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STORYTIME GLOSSARY

2 OF 2

Free-Range Fun! (Page 28)

- **Enormous:** very big
- **Coop:** little house for keeping chickens in
- **Rescued:** saved from danger
- **Miserable:** very unhappy
- **Cooped up:** kept in a small place for too long
- **Cunning:** clever at tricking others
- **Extensions:** bits added onto something
- **Installed:** put in and ready to use
- **Perches:** places for birds to sit
- **Nesting box:** place for birds to lay eggs
- **Treadmill:** machine for walking on
- **Loungers:** long chairs to lie down on
- **Refreshing:** making someone feel cool
- **Free-range:** able to move around freely

Princess of the Seven Cities (Page 30)

- **Wondrous:** impressive and amazing
- **Palaces:** big homes for important people
- **Treasures:** valuable things
- **Balcony:** platform sticking out from building
- **Embraced:** hugged
- **Punish:** hurt someone for doing something wrong
- **Celebrated:** had a party
- **Parasol:** light umbrella
- **Impatient:** not willing to wait
- **Wilderness:** wild area outside city
- **Earthquake:** shaking of the ground
- **Cowards:** people who lack courage
- **Cherished:** valuable
- **Inspired:** encouraged

The Lady of the Fountain (Page 37)

- **Knight:** kind of warrior from Middle Ages
- **Armour:** protective clothing used in battle
- **Menacing:** scary and threatening
- **Defend:** protect
- **Clopping:** sound of horse's hooves
- **Forgive:** stop feeling upset with person who has done something wrong
- **Quest:** journey to do an important thing
- **Misfortunes:** unlucky events
- **Grimy:** dirty and messy
- **Serpent:** large snake
- **Hostage:** prisoner
- **Ruckus:** loud noise and commotion
- **Honourable:** honest, truthful and fair

The Maria Way (Page 41)

- **Nation:** country
- **Countryside:** areas outside cities
- **Ruins:** broken parts of old buildings
- **Curious:** eager to learn more
- **Arithmetic:** maths
- **Memorise:** learn something by heart
- **Certificate:** special paper given as award
- **Shrugged:** raised her shoulders to show she didn't care
- **Appointment:** meeting at a certain time
- **Pestering:** annoying someone with requests
- **Curriculums:** lists of things to be taught

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CLASS DISCUSSION SHEET

LET'S TALK ABOUT...

knights! What do you know about these warriors who star in many myths and legends? Aside from brave Sir Owain, can you think of any other knights?

1. What do you think a knight is? Where did they come from, and when did they exist?

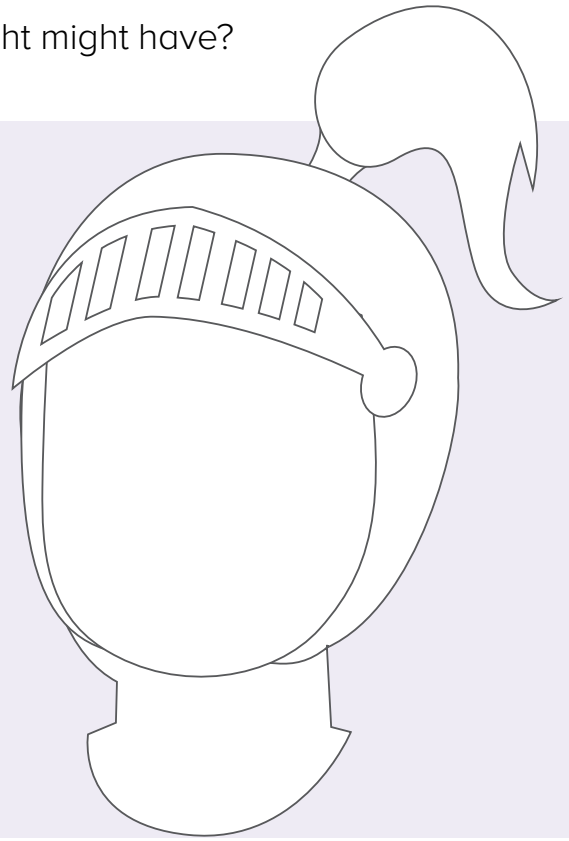
2. How would you spot a knight? What might they wear and carry?

3. Can you name other stories about knights? Or knight movies you've seen!

4. What are the qualities you think a knight might have?

IF I WAS A KNIGHT...

Imagine you are a brave knight! Draw your face in the suit of armour on the right!



What would your knight name be?

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READING COMPREHENSION SHEET

What will you discover in this month's extract?

> The forest was dark, with many moss-covered trees that blocked out the sun. He heard the tinkle of running water and followed the sound. It led him to a marble fountain in a clearing.
>
> Then, a knight in black armour rode out of the woods!
>
> "Who dares to disturb my fountain?" he roared in a menacing voice.

1. In the first sentence, the forest is described as being 'dark'. *Why* is the forest dark, based on what you find out in that sentence?

2. Which word in the second sentence is used to describe the sound of the water in the fountain?

3. What is the fountain made out of?

4. What do you think the word 'menacing' means in the last sentence?

SIGHT OR SOUND?

Which of these adjectives (describing words) are used to talk about how things look, and which are used to talk about how things sound?

Loud Colourful
Bright Deep
Quiet Dark

ANSWERS: 1. Because the sunlight is blocked by the trees. 2. 'tinkle'. 3. Marble. 4. Frightening or scary-seeming. **Sight or Sound?** *Colourful, bright* and *dark* are used to talk about how things look, and *loud, deep* and *quiet* are used to talk about how they sound.

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STORY SEQUENCING SHEET

A storyteller is telling the tale of Owain's adventure, but he has put the events in the wrong order! What order *should* they be read in?

Owain struck the black knight, who fled. Owain followed him, and found the black knight being cared for by a lady in a white gown. ☐

Owain asked the lady if he could go with Arthur, and she said he could if he returned in three months. ☐

The knight set off. Along the way, he saved a black lion from a serpent. The lion told him he should rescue captives from a giant. ☐

Sir Kynon told him he should go to the fountain in the woods. There he could find a knight in black armour, who was very strong. ☐

The lady said she needed a new knight to guard her fountain in the forest. Owain promised that he would do this. ☐

The black knight and Arthur fought, and the king found out that the knight was Owain! He asked him to come on a quest with him. ☐

But Owain was away for three years! When he got back, the lady said he must go on a quest to make up for breaking his promise. ☐

A long time ago, Britain was ruled by King Arthur, and Sir Owain was one of his knights. Owain wanted to prove how mighty he was! ☐

Together, Owain and the lion defeated a one-eyed giant and saved his hostages. He returned to the lady, who accepted him back. ☐

A month later, King Arthur and his knights went looking for Owain. They found the fountain and were attacked by a black knight. ☐

So Owain ventured into the forest and soon came to a beautiful marble fountain. Then, a knight in black armour charged at him! ☐

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STORYBOARD

Tell the story of Sir Owain in your own words!
Write about his adventure under the pictures below...

1



2



3



4



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WRITE YOUR OWN KNIGHTLY STORY

Imagine that you are a knight! Follow the steps below to write your own adventure tale about a great quest...

YOU SET OUT ON ADVENTURE! How do you get ready? Where do you go?

ACCEPT A QUEST! You get asked to do something important. Who asks you? What do they want you to do?

YOU ARE TESTED! While on your quest, you get distracted by something else and fail to complete your quest. Who or what distracts you?

MAKE AMENDS! You apologise for not completing your quest and promise to do some great deed to make up for it. What is it?

THE CLIMAX! You complete your great deed! How do you do this?

THE RETURN! You go back to the person who gave you your quest and are thanked by them.

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WHAT IS A KNIGHT?



These warriors are often heroes in fairy tales and legends, but what *is* a knight? Read on to find out!

A knight is a kind of warrior! They existed in Europe in the Middle Ages! They were trained to fight on horseback and wore heavy armour to protect themselves from harm.

Knights served lords! The lord gave the knight land to rule over. In return, the knight promised to fight for the lord when he needed it. The main character in 'The Lady of the Fountain' serves a lady instead of a lord, though!

Being a knight was expensive! They needed to pay for armour, weapons and warhorses, as well as soldiers to help them in battle. Knights got money to do this by selling crops grown by peasants on their land.

A knight lived in a castle... if they were lucky! Castles were fortified homes, and they were very expensive to build. A poorer knight might have a large manor house or stay in the castle of his lord.

Knights were *supposed* to be honourable! In the late Middle Ages, knights were supposed to follow a set of rules called the *code of chivalry*. They were meant to be polite, honest, honourable and protect the weak. However, many knights didn't actually follow these rules!

Lords and kings could be knights, too! They were very *important* ones, who had lots of other knights under their command.

There are still knights today! In modern times, a king or queen can make someone a knight (if they are a man) or a dame (if they are a woman). This is a special honour for people who have served their country, but these knights are not expected to fight and the monarch just taps them on the shoulder with a sword instead of hitting them with it like in the Middle Ages!

Knights had their own sport! To practise their fighting skills, knights would take part in contests called tournaments. Two knights would charge at each other on horseback and try to strike each other with blunt lances. They scored points by hitting their opponents.

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KNIGHT LIFE!

If you want to become a knight, you have to start young! Cut out these shields and see if you can put them in the correct order to become a knight!

A. Become a Page!
If you're a boy from a noble family and about seven years old, a knight might offer to make you his page. Hooray!

B. Help Your Knight in Battle and at Home
As a squire, you'll care for your knight's horse, polish his armour and weapons, and help him get ready for battle.

C. Congratulations! You Are a Knight!
Well done! Now you must serve your lord, protect the people, and live by the knight's code. You might even train your own page one day!

D. Leave Home to Start Your Training!
You'll leave your family to live with your master. As a page, you'll serve him at dinner, do odd jobs, and learn how to ride a horse.

E. Prepare to Be Knighted!
Before your knighting ceremony, you take a bath to purify yourself and spend the night praying for courage and wisdom.

F. Practise Your Skills Every Day!
Pages also learn sword fighting, hunting, reading and good manners. It's like being at 'knight school'!

G. Train Hard and Prove Your Bravery!
If you've mastered all the skills of a knight and served your lord well, he will decide it's time for you to be knighted!

H. Get Promoted to Squire!
At around 14 years old, you move on to the next stage of training and become a squire — you're getting closer to knighthood!

I. The Knighting Ceremony!
Your lord will hit you with the flat bit of his sword and say, "In the name of God and St. Michael and St. George, I dub thee knight. Be brave and loyal."

ANSWERS: A, D, F, H, B, G, E, I, C.

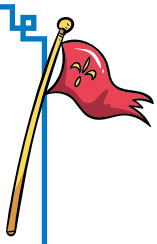
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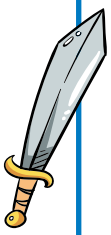
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THE CODE OF CHIVALRY

Knights had a lot of power, but they were supposed to follow a set of rules that would encourage them to do good. Ten rules are listed below, but only seven are true! Can you tick the ones that you think are in the code?













1. **Be brave and do what is right!**
Even when it's difficult, always try to be brave. ☐
2. **Protect the weak and help others!**
Look after those who need help, and with fairness. ☐
3. **Tell the truth**
Speak honestly and keep your promises. ☐
4. **Be loyal to your friends and family!**
They rely on you! ☐
5. **Show respect to everyone!**
Be kind and polite to all people, young or old. ☐
6. **Laugh when others make mistakes!**
Don't offer a helping hand to those in need, but laugh instead. ☐
7. **Keep learning and do your best!**
Never give up, even when things get tough. ☐
8. **Take things you like, even if they belong to someone else!**
Stealing from others is allowed between knights. ☐
9. **Be barave and never run away in battle!**
Remember, your lord is depending on you! ☐
10. **Take the biggest reward and the best horse for yourself!**
Being greedy is part of the job! ☐

THE TRUTH ABOUT THE CODE

The Code of Chivalry was created in the late Middle Ages, when people decided that knights should be more than just strong fighters. The idea was that a knight should be brave, kind and truthful, too. At first, many knights cared more about winning battles than following these rules! *Some* didn't treat people kindly at all! But as time went on, stories about heroic knights became very popular.

The truth is, not every knight followed the code all the time. But many knights tried their best, and these rules helped people dream of a better, fairer world.

ANSWERS: 6, 8 and 10 were *not* rules that knights had to follow!

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JOUST THE THING!

Jousting was a dangerous sport played by knights on horseback! You can try a safer version by playing this game with a friend.

YOU WILL NEED:

- ★ A dice
- ★ A friend
- ★ The table below
- ★ Pencil and paper to keep score
- ★ Cut out the knight figures to act out your joust! *(on the next page)*

DID YOU KNOW?

Jousting was a favourite sport for knights. Even though they used blunt wooden lances and wore heavy armour, it was still very dangerous! In fact, it was so risky that the Church tried to ban jousting because knights kept getting hurt!



HOW TO PLAY IT:

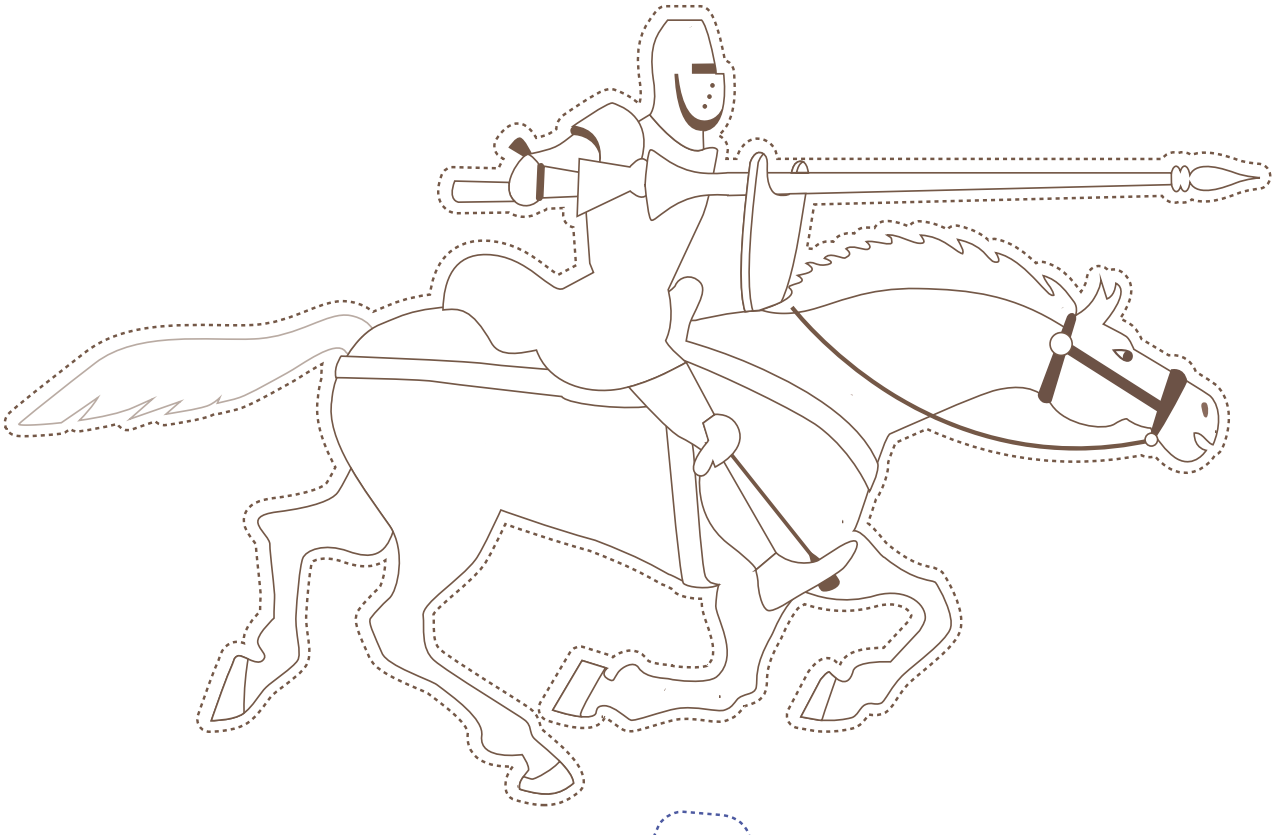
1. **Play 9 rounds (called 'passes').**
   In each pass, your knights ride towards each other and try to hit each other with their lances!
2. **Each player rolls the dice once per pass.**
   Look at the table to see what happens!
3. **Write down your points for each pass.**
   Use your pencil and paper to keep score.
4. **Play 9 passes, then add up your points.**
   Whoever has the most points at the end wins the joust!
5. **Watch out! If you hit your opponent's horse, you're disqualified and lose the game right away!**

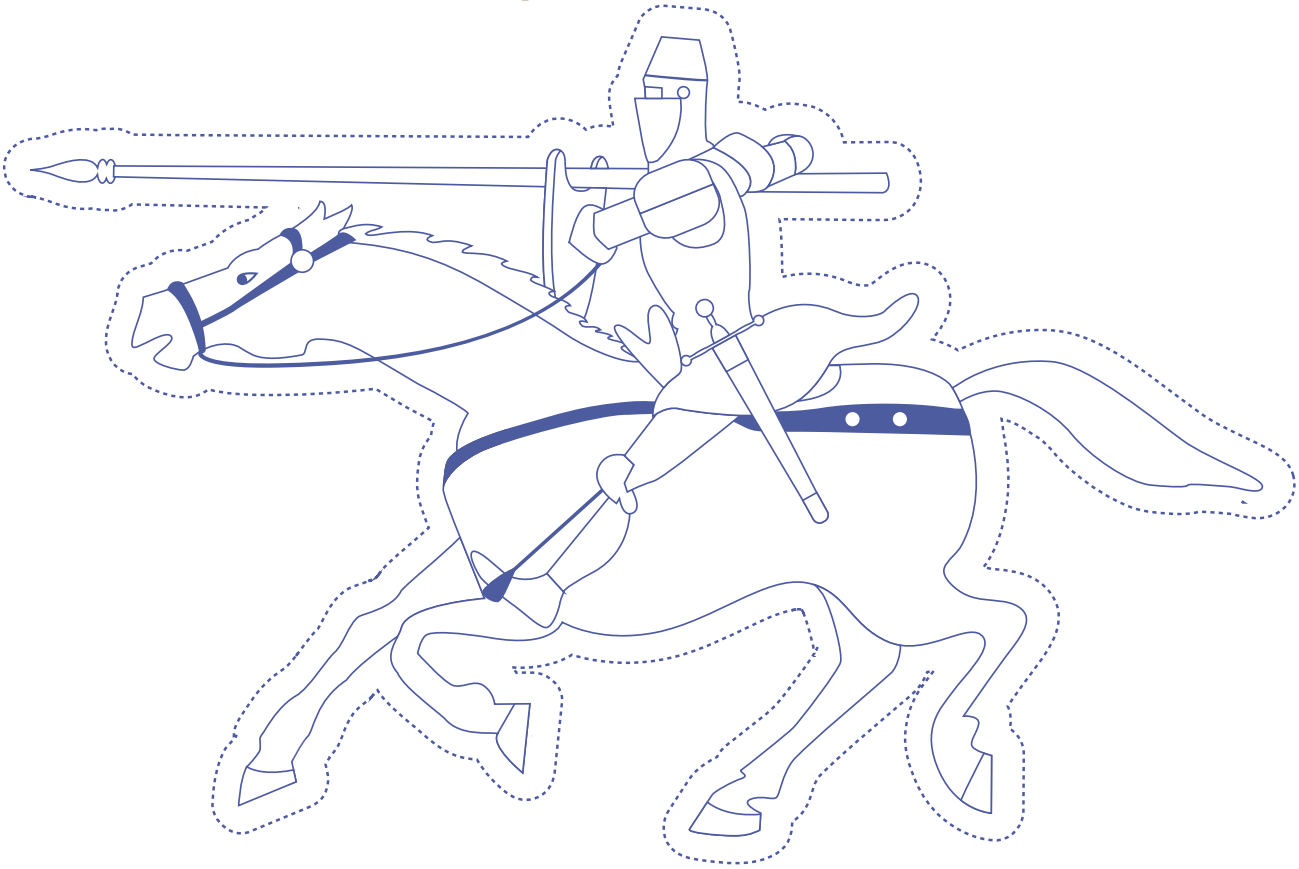
Dice	What happens?	Points
6	You knock your opponent off their horse! Roll again – if it's another 6, they're too hurt to continue and the joust ends early.	5 points
5	You break your lance on their helmet!	3 points
4	You break your lance on their shield!	2 points
3	You break your lance on their chest or arm!	1 point
2	You miss!	0 points
1	Miss! But roll again – if you roll another 1, you accidentally hit their horse and are disqualified!	0 points

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JOUST THE THING! (CUTOUT KNIGHTS)

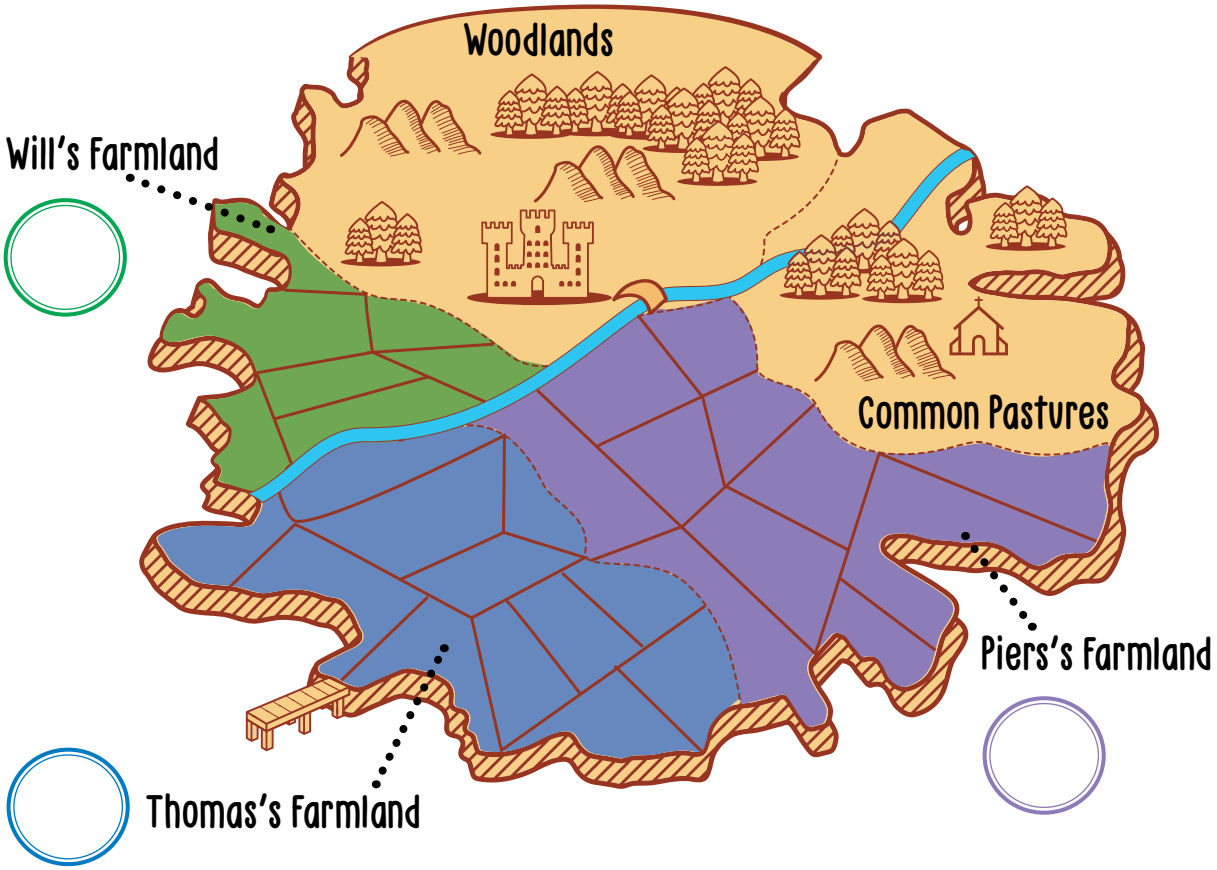




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MIND YOUR MANORS

As a knight, you rule a *manor*. This includes a castle and fields that are farmed by peasants. Every year, they have to give you some of what they grow – but can you work out how much they owe you?



Each peasant owes you 1 bag of grain for every field they farm...	TOTAL
How much does Piers owe you?	
How much does Will owe you?	
How much does Thomas owe you?	
How many bags of grain will you get in total?	
You need to give one-tenth of everything you earn to the Church. How many bags of grain would this be?	

ANSWERS: Will owes you 7 bags of grain, Piers owes you 11 bags of grain and Thomas owes you 12 bags of grain. You would get a total of 30 bags of grain. One-tenth of that is 3 bags, so you would give that much to the church

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COLOUR A KNIGHT!

Knights often wore colourful 'surcoats' over their chest armour, and their shields were often painted with bright designs. Even horses wore cloth covers called *caparisons*. How will *you* decorate the knight below?



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