

# Knights and Castles, Damsels and Dragons Writing Adventures!

Creative Writing Made Easy!



Jan May

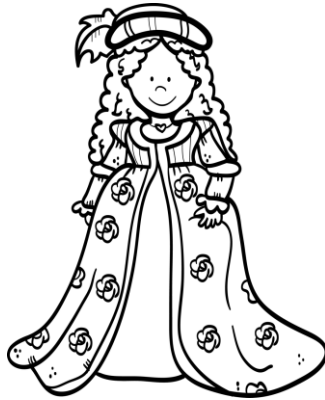
# Knights and Castles, Damsels and Dragons

## Writing Adventure



By Jan May

New Millennium School Books



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by Jan May

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Education and Language Arts

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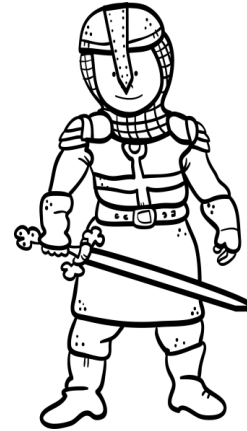
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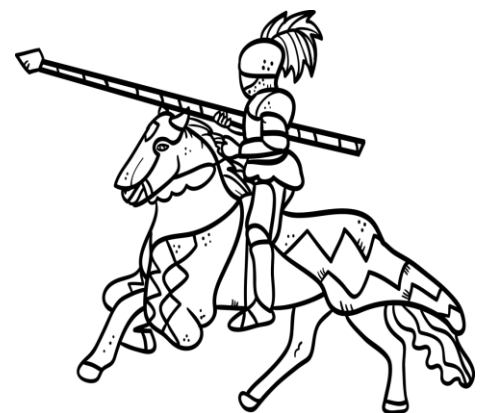
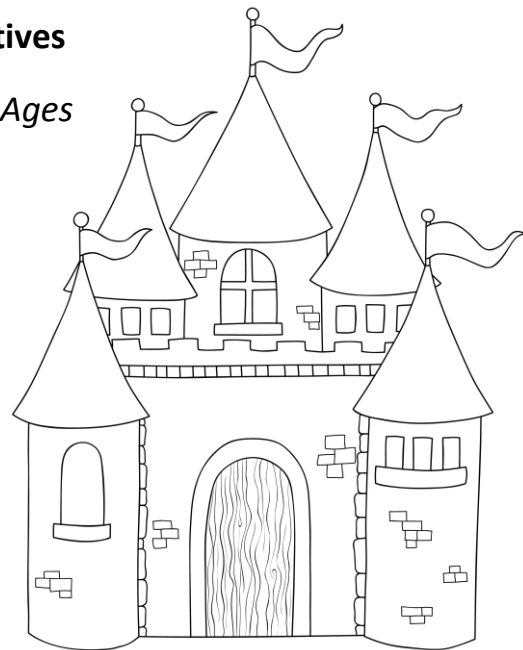
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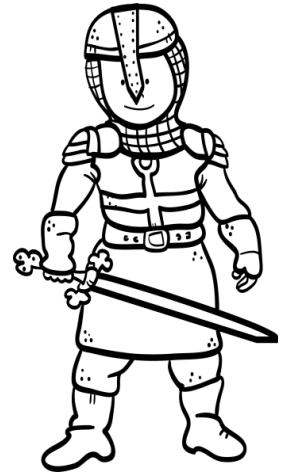
## About the Author





# Welcome to Knights and Castles, Damsels and Dragons

## *Writing Adventure!*



This is a fun and exciting creative writing curriculum surrounding the fascinating lives during medieval times. This curriculum can be used in your homeschool or with a co-op group. It is designed to eliminate work for the teacher. It's also a great summer project that can end with a Medieval Fair.

It is user friendly and self guided for grades 3-6 with easy step by step instructions. It can be used once or twice a week for 30-60 minutes. Whether your student is a skilled writer or just starting out, this curriculum will inspire a love for writing! Medieval History is peppered throughout the book. Fun activities and optional crafts in each lesson will keep your students happily busy for hours.

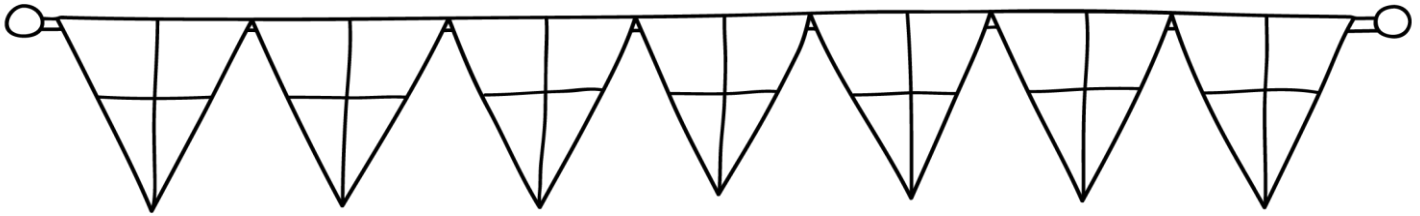
The course will culminate at the end of 12 weeks with a story and Medieval Fair. This book teaches:

- Developing a character
- Using your senses in creating a setting
- How to spice up your dialogue
- How to create an interesting plot
- *Show, Don't Tell*, the golden rule of writing
- Choosing a theme that encourages character growth
- How to incorporate literary tools like onomatopoeia and similes



Each lesson has three sections:

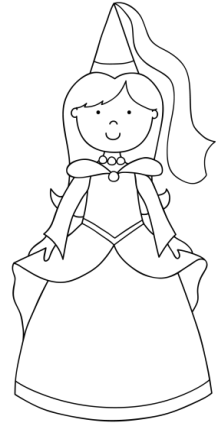
- Learning Time
- Writing Time
- Craft/Activity Time



## Introduction-Teacher's Notes

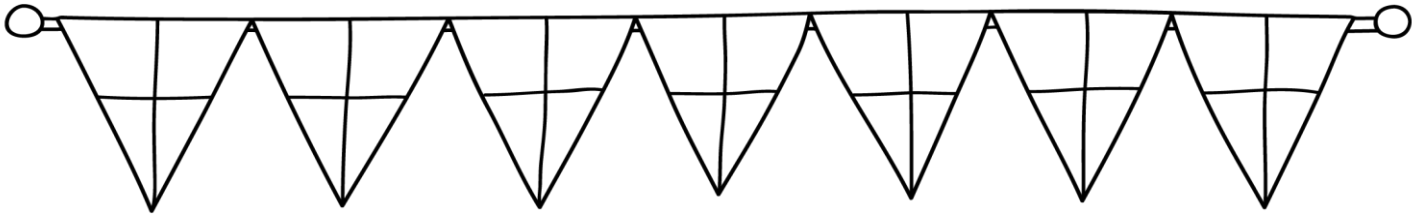
How to Get the Most from these Lessons

**I have taught creative writing for over fifteen years** and have found that given the right tools, any child can write and love it. I always stress creativity over grammar, and I praise every small effort made. I encourage parent-child brainstorming and fun activities for each lesson, thus creating a "writing adventure" instead of a dull writing lesson. I have discovered that keeping these things in mind, even the most reluctant writer will dive into the writing pool!



**There are twelve easy lessons with 1-2 handouts and an activity for each lesson**, where the students will choose a medieval village character and write from that point of view. Will he be a knight? Dragon Trainer? Will she be a princess? Royal Baker? They get to choose!

**Creative writing time can also be enhanced by geography, history, reading or art.** This is a great time to read about knights, *Robin Hood*, *King Arthur's Round Table*, *The Door in the Wall*, *Beowulf for Children*, or watch *The Sword in the Stone* movie. Choose Art projects on building a shield or making a family crest. This is also a great time to start a family tree or genealogy and write simple reports. **Check out my Pinterest Page for fun Medieval Projects like knight pool-noodle horses, helmets, duck tape swords and princess hats:**



<https://www.pinterest.com/janmay2012/duct-tape-crafts-for-boys/>

**Encourage your students** to find fun medieval facts from living library books to keep in a notebook.

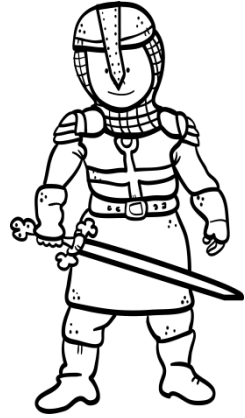
**Brainstorming** with the students for story ideas and plots creates an excitement and you will find the children begging for writing time. Kids have terrific ideas of what they are interested in so listen with an open mind!

**Give kids a reason to write. End the unit with a Flashlight Theater celebration.** The children can make a simple theater box by cutting out a square in the middle of a BIG box or drape sheets over chairs. Turn out the lights and shine flashlights on the reader (and bring snacks!). Each child can read their stories. Even friends can bring stories they have written and participate in the theater. This is great for a co-op idea with another family! Invite friends, grandparents, or neighbors to watch.

**End the Semester with a Medieval Fair and Tournament.** This can be a great motivator and cultural experience. Include games, food, songs, readings, pool noodle jousts and tournaments! Ideas included later in this book.



## Lesson One: Create a Medieval Character



### Lesson Time:

The first thing to do in beginning a good story is to create an interesting character that you will enjoy reading about.

Look through the Medieval Characters Information Sheets in the back of this book to learn about each character and decide which one you want to become. You can then write from that person's point of view.

A good story helps a character grow. He or she should have a few weaknesses to be realistic. If the character starts out selfish, give him opportunities to learn how to give. If he or she is fearful, give them a situation where they learn to face their fears and gain courage. If she struggles with shyness give her a situation when she has to be outgoing or bold to save someone's life or keep someone safe.

### Writing Time:

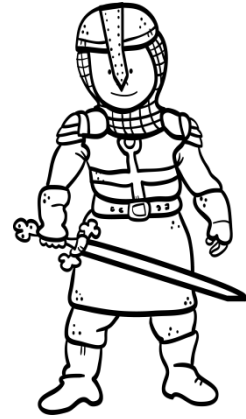
Fill out the handout on the next several pages called *Create a Medieval Character*. This will help you create the character that you will be writing about. You can change the answers if you get better ideas in the future. Also look at the next page called *Jobs and Positions during Medieval Times* to help you decide where you want your character to work. If your character is too young to have a job, he can be an apprentice, one who works alongside someone and learns their skills. This was very popular in medieval times!

## Jobs and Positions during Medieval Times

- Apothecaries-makes medicines
- Armourers & Brasiers (armour-makers and workers in brass)
- Bakers
- Barbers (also surgeons and dentists)
- Basketmakers
- Blacksmiths
- Bowyers (longbow makers)
- Broderers (embroiderers)
- Butchers
- Carpenters
- Chandlers (candle makers)
- Clothworkers
- Court Jester
- Dragon Keeper
- Duchess, Baron, Bareness, Lords and Ladies
- Farriers (shoers of horses)
- Fletchers (arrow makers)
- Goldsmiths
- Knights
- Loriners (stirrups and other harness for horses)
- Mercers (general merchants)
- Minstrel - music makers
- Monk
- Noblemen - middleman between royalty and peasants -Dukes,
- Pattenmakers (makers of wooden clog-style footwear)
- Plumbers
- Royalty-King, Queen, Prince, Princess
- Scriveners (writers of court letters and legal documents)
- Weavers



# Create a Medieval Character



Name your character \_\_\_\_\_

How old? \_\_\_\_\_ Male or Female? \_\_\_\_\_

Human or Animal? \_\_\_\_\_

What is his or her job or position?

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Describe what he or she looks like?

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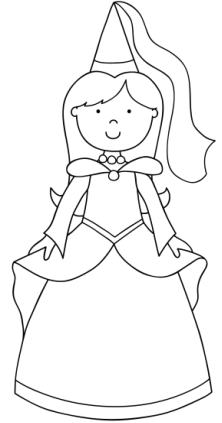
What's his or her favorite food?

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What's his or her favorite thing to do?

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Write down ideas that might be fun to write about with your character:



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Where does he/she live? What's the name of the village?

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Does he or she have any dreams for their lives? What are they?

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What does your character fear the most?

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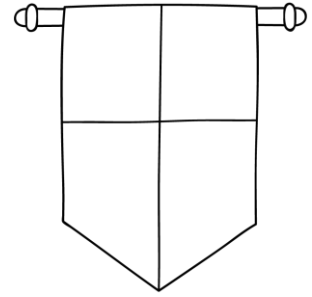
What motivates him or her and gets them excited?

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Tell about your characters family:

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Tell about your characters best friend:

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Are there dragons in your story? If so, describe them and tell us their names and species:

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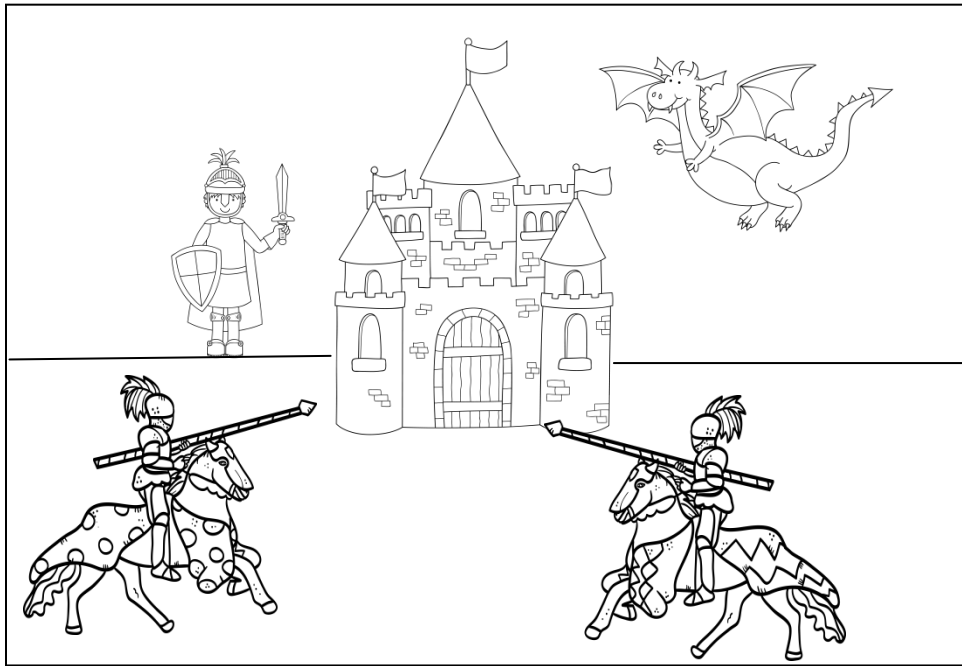
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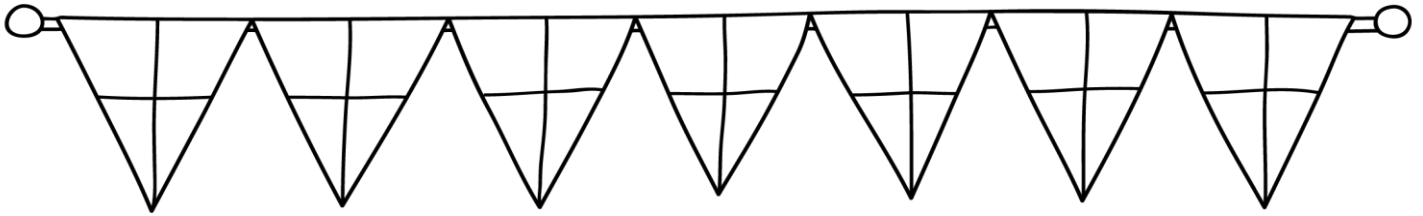
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## Activity Time

Create a Story Poster by coloring the images on the next several pages, cutting them out and gluing them to a poster board. You can also draw other things in like trees, streams, or mountains.

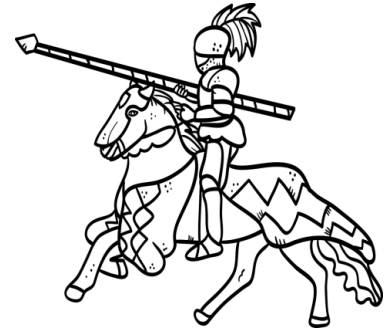




## Lesson Two - Developing Story Ideas

### Lesson Time

A theme is the main idea that your story is about. Choose a theme that will help your characters grow. Here are some ideas:



### Patience-Learning to trust God's timing

When we pray for patience, God doesn't send us a basket full of patience but He gives us opportunities to grow in patience. Usually, it comes with a difficult situation that forces us to use our faith muscles.

The Bible tells us in the book of James to consider it joyful when you have to put up with hard situations, knowing that they create patience in us. (James 1:2-3)

Can you make a list of some things that a person in medieval times might have to be patient about? Some examples are: A king's son or daughter is impatient to live a dream of their own they have or a squire is impatient to become a knight and maybe he proves his valor by conquering or training a dragon.

Write your ideas on the lines below:

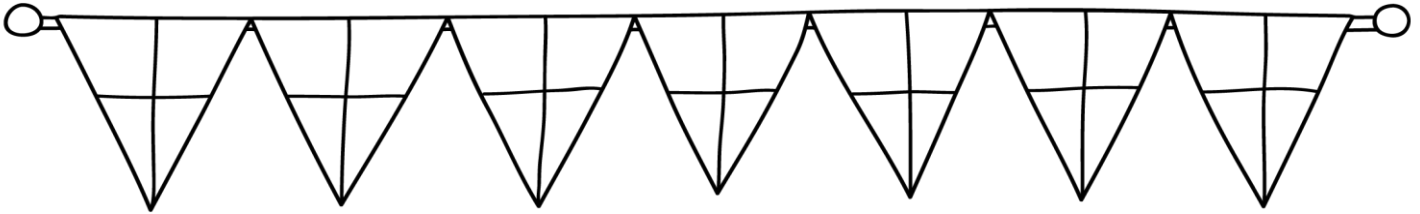
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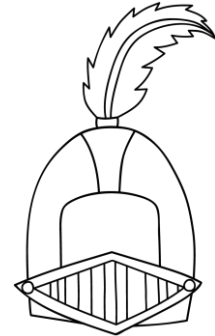




## Courage-Learning to trust God's protection

Courage isn't the absence of fear, but the ability to do what's right even though we are afraid.

The Bible says, "God has not given us a spirit of fear, but of love, power and a sound mind." (II Timothy 1:7)



He also says that He will never leave us, so we know that we can rely on His strength to help us in our times of need. This is what David remembered when he faced Goliath. Some ideas for courage may be that a squire may be afraid to become a knight, he does not feel ready or a princess may not want to become queen and runs away.

Make a list of things a person in medieval times might be afraid of on the lines below:

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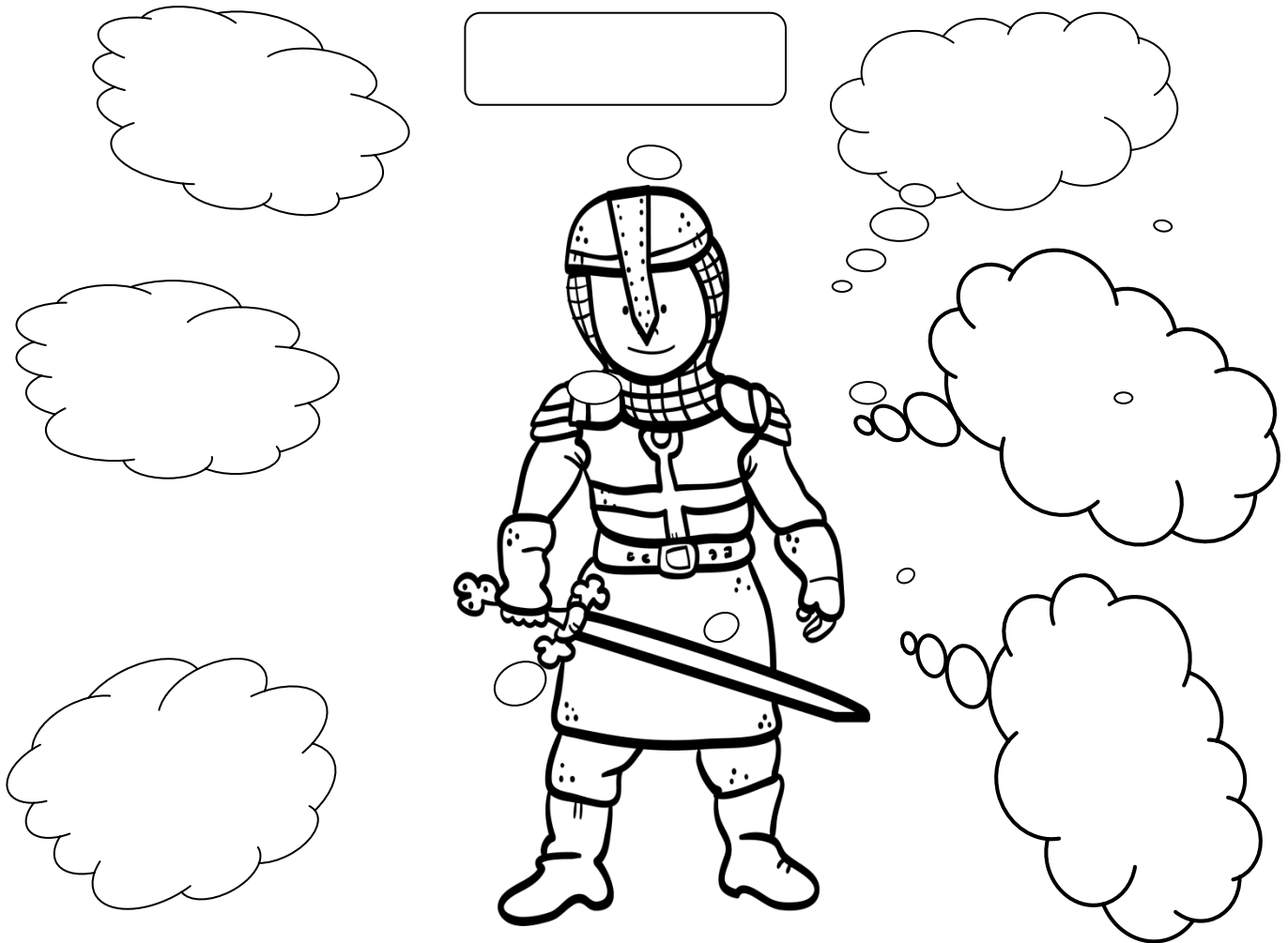
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After reading these character qualities, you should have some good ideas for writing a story. Use the diagram on the next page to develop your ideas.

## Writing Time

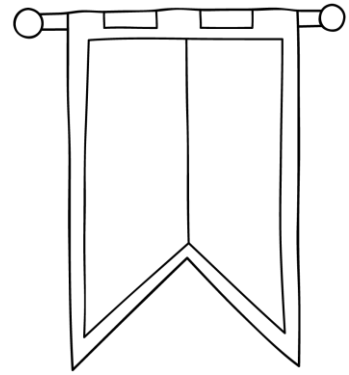
What theme did you choose? \_\_\_\_\_

Write the theme in the middle rectangle below. Use the story web to create a problem that will help your character grow. Write whatever problem that pops into your mind in one of the clouds below. Keep going, until all the clouds are filled. There is no right or wrong answers, so let the ideas fly off your pencil! You can also add more clouds if you want to. For example, I choose "Courage" and wrote it in the middle. Then I added story problems that a character would have to overcome in the clouds like: Fear of dragons, fear of the dark, fear of growing up, or fear of not being able to become a knight, princess, or dragon trainer.



Every story has three major parts: A beginning, middle and an end.

The Beginning should have three important things: Those are listed below. Answer the three questions to kick start your beginning.



1. Introduce your main character by describing them while they are at school or working:

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2. Describe the setting of your story - where it happens. Include the five senses: What your setting looks like, sounds like, smells like, tastes like, and feels like:

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3. Make up a Problem for your character to solve. This is called the Story Problem:

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A good beginning sentence starts in the middle of action to draw the reader in. This is called a Hook. Write a hook below for your story. You can always change it later if you have a better idea:

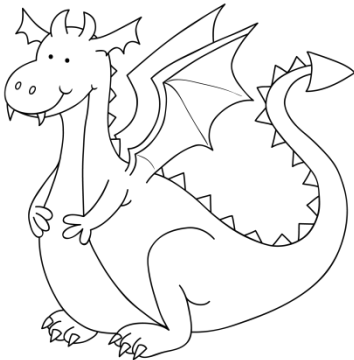
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**Write the Beginning of your Story here.**

**Write for 15 minutes.**



A series of horizontal lines for writing, consisting of 18 lines in total. The first 6 lines are positioned to the left of the dragon, and the remaining 12 lines are positioned to the right of the dragon.

## History Time

### Entertainment in Medieval Times



Children in medieval times were a lot like us today.

They swam, fished and played hide and seek. Children played games with wooden swords, toy soldiers, and dolls. Peasant boys hollowed out bread loaves and made boats. Children from rich families also played board games such as checkers and chess.

Bowling and hopscotch were also popular games. Marbles, archery, ring toss and tug of war were also games they enjoyed.

Just like us, friends and family liked to get together for holidays and parties. They called their parties feasts and banquets where they ate special food and listened to music or watched clowns. Sometimes they would go to fairs and tournaments where the knights practiced their fighting skills called jousting.

People in the middle ages loved songs, dancing, music and stories just like we do. Because they had no television, Internet, Ipads or radios entertainers, called minstrels and troubadours, traveled from village to village singing famous songs about love, great battles, knighthood, courage, reciting poetry, and juggling.

Some of the songs they sang were religious and written down for ages to come. Others were lost. Beowulf is one of the thrilling stories that were saved. It's about a great warrior who fights monsters and dragons. You can still read it today!

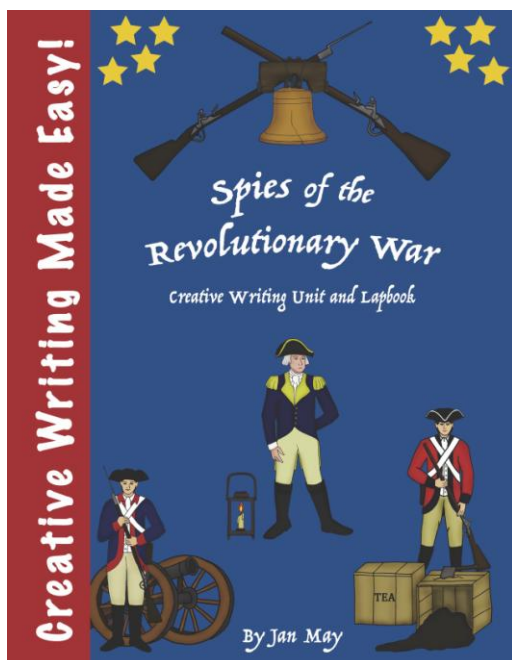
## About the Author

Jan May loved homeschooling her two children through high school. Whether it was attending re-enactments of the Revolutionary War or collecting an amphibian zoo, hands-on education was always at the forefront of her curriculum. She is author of the *Creative Writing Made Easy* series that engages even the most reluctant writers. All of the books are filled with fun interactive language activities involving each type of learner: visual, auditory and kinesthetic making it perfect for the wiggles in boys! Having been a creative writing teacher for over fifteen years, she believes that given the right tools, every child can learn to write and love it!



**Visit her website** for fun battle downloads and activities. Watch for her online teaching schedule- leading students and teens in a fun and engaging writing experience: [www.NewMillenniumGirlBooks.com](http://www.NewMillenniumGirlBooks.com)

If you like this book, you might also enjoy ***Spies of the Revolutionary War Writing Unit***. It makes learning fun and includes a lapbook! Order this book and more at [www.NewMillenniumGirlBooks.com](http://www.NewMillenniumGirlBooks.com)



Learn about the minutemen and the spies of the Revolutionary War.

- Make a battle drum, create your own secret code, and make a dead drop secret message carrier
- Memorize parts of Patrick Henry's famous speech: *Give me Liberty or Give me Death!*
- Become a spy character and write about it.
- Read the famous poem "Paul Revere's Ride"
- Role-play your stories!

