

Educational Resource

# Working @ Windsor



## So you think you could work at Windsor Castle?

In this activity you will be interviewed for some of the jobs which used to exist at castles such as Windsor in medieval times.

Each game needs 3-6 players and is suitable for ages 8+.

You will need a set of job cards and a set of skills cards.

The aim of each round is to get hired for a certain job at Windsor Castle.

Players take turns being the monarch (king or queen) and interviewing while the others act as candidates for the job. To start, stack the

**Windsor Castle Job Cards** and **Skills Cards** into 2 piles and choose the first player to act as the king / queen for the first round.

The king / queen might ask follow up questions to make it more challenging for the rest of the group!



Educational Resource

# Working @ Windsor

How to play the game.



- Each job candidate takes 3 Skills Cards. They can look at their cards but mustn't let others see them. The monarch takes a Windsor Castle Job Card. They show the group and read about the job. This is the job that the players will interview for using the skills cards they have. Some skills will work well for the chosen job, others will require imagination to come up with a good argument that will convince the monarch.
- Having heard the job, applicants may discard 1 Skills Card and draw another from the top of the pack. **It's a gamble!**
- Each player explains why they would be good at the job using their skills. One by one, the monarch asks each person:

***“Why do you think you would make a good .....?”***

Players can justify their skills in any way they like, but they cannot add new skills that are not on their cards.

- Once each candidate has had their turn to explain why their skills make them a good person for the job, the monarch decides who gets the job. They could decide on the applicant with the best skills, or with the funniest answers. The monarch gives the winning candidate the job card, which they hold on to until the end of the game to show how many interviews they've won.
- Gather the used Skills Cards, shuffle them and put them on the bottom of the pile. A new king / queen is chosen and each job applicant chooses 3 new cards.
- The game comes to an end once each player has had the opportunity to be the monarch. **The player with the most job cards at the end wins.**

## Falconer

Someone who breeds and trains birds like hawks and falcons to hunt other animals.



## Lady's maid

A servant who helps rich women dress, do their hair, and look after their clothes. You also help with castle chores



## Ewerer

Middle-ranking servant responsible for tablecloths, providing water for hand-washing, and drying the king / queen's clothes.



## Turn-spit

Someone, usually a child, who helps roast animals for feasts by turning the handle of the 'spit', the machine used to roast meat over a fire.



## Guard

An ordinary soldier. Duties include protecting the castle and guarding the king / queens bedchamber at night.



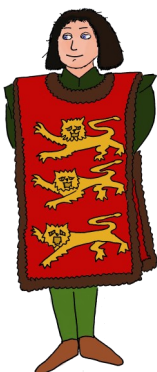
## Scullion

A low-ranking kitchen servant who does the washing and cleaning up, and takes out the rubbish.



## Page

A child from the age of 7, who is assigned to a noble person or knight to begin training to be a knight. Carries out all duties as needed / begins basic studies.



## Constable

A person who takes care of the castle in the absence of the king / queen. This was often bestowed on a great lord or knight.



## Castle Cook

A servant in charge of running the castle kitchen and preparing food, including huge banquets when guests or foreign leaders visit.



## Fletcher

A person who makes bows and arrows, and who attaches the feathers to the ends of arrows



## Gong Farmer

A person who shovels out the contents of toilets and cesspits and takes it outside the walls or to the moat for disposal.



## Jester or Bard

Someone who tells jokes, juggles or writes poems and songs to entertain people



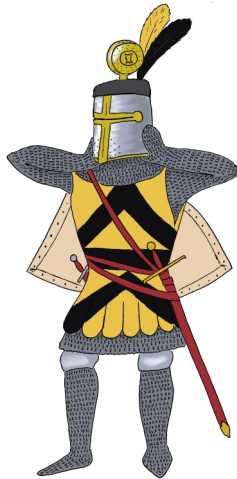
## Blacksmith

Forged or sharpened tools or weapons. Beat dents out of armour, Made shoes for horses.



## Knight

A professional soldier following long hard training which began when he was only 7.



## Squire

Attained at the age of 14 while training to become a knight. He would be assigned to a knight to carry and care for weapons and horses.



## Priest

Provided spiritual welfare but also held large areas of land and had great power / influence over the king and queen



## Almoner

Ensures the poor people of Windsor were cared for and received alms or money.



## Butler

Served wine and food. In charge of butts of wine or beer. Looks after brewers and other staff.



**You have excellent  
timekeeping**

**You have a lot of  
funny hats**

**You don't mind  
blood and guts**

**You get up early  
in the mornings**

**You love working  
outside**

**You can read  
and write**

**You work very  
quickly**

**You are good at  
cleaning up after  
yourself**

**You are quiet**

**You have a loud  
speaking voice**

**You have no sense  
of smell or taste**

**You're a very  
messy person**

**You can't tell the  
time**

**You don't mind  
loud noises**

**You hate crowds  
of people**

**You're happy to be  
fed with kitchen  
scraps**

**Animals hate you**

**You've got good  
hearing**

**You're a  
terrible singer**

**People find you  
Intimidating**

**You're very  
patient**

**You're good at sewing**

**You love being helpful**

**You can see well in the dark**

**You're good at finding lost things**

**You can go for ages without needing to pee**

**You're good at lying**

**You're tough – you've got great stamina**

**You can talk to animals with your mind**

**You're reliable**

**You make new friends easily**

**You're very good at maths**

**You're a fast runner**

**You're sneaky**

**You're good at keeping secrets**

**You never ask questions**

**You have a good imagination**

**You're good at saving money**

**You're scared of the dark**

**You're a good singer**

**You're good at remembering names**

**You're careful about small details**

**You own your  
own shovel**

**You're good at stay-  
ing awake all night**

**You always feel  
very important**

**You don't get  
bored easily**

**You love fancy dress**

**You're good with  
your hands**

**You're very  
good at rhyming**

**You know how  
to tie lots of knots**

**You're always  
very polite**

**You love fire**

**You own many  
disguises**

**You're always in  
a good mood**

**You like noise and  
excitement**

**You're extremely  
tall**

**You're very strong**

**You've got very  
steady hands**

**You have a very  
good memory**

**You've got great  
taste in interior de-  
sign**

**You're a good  
dancer**

**You have no  
imagination**

**You don't mind  
working in small  
spaces**