Medieval Castle Design Project

Castles were the center and most important part of a Medieval Manor and there were several factors that went into building a castle. Factors that affected the floor plan of a castle was the terrain it was built on, the surrounding landscape, the number of people it would support and the wealth of the Nobles or Royalty who were building it. But even with all these variations there was one thing that all Castle Floor Plans had in common. They were all designed with life or death in mind. A castle was a place of maximum safety and this was the rule that they all followed.

A Castle Floor Plan was designed with the safety and security of its occupants in mind – It had to withstand enormous and powerful sieges, and attacks from land and often from sea. It had to protect its occupants through centuries of warfare.

Over the course of the next four class periods you will travel back in time to Europe during the Middle Ages and become a Castle Architect. Your task will be to become an expert in castle life and design, in order to build a blueprint for Lord Horen's Castle. Use the following schedule to keep yourself on task to meet the Lord's construction date.

Project Tasks

 1: Explore the parts of a castle and understand castle terminology

 2: Finish castle terminology and research castle designs to start a rough draft sketch

 3: Finish a rough draft castle design on paper (a blueprint)

 4: Create a 3D or virtual 3D (i.e. minecraft) castle. Be creative, but show effort and make it look nice!

Aim to finish your castle project by March 18th, the last day we have together before spring break. (I will not be here on the 18th and will collect castles when we return from break. *However*, my desire for you is to have little homework over spring break. Please use your time wisely now!)

STEP #1: Explore the Parts of a Castle

Use the following websites to guide you through exploring the parts of a castle and what purpose each part served. Write the definition of each word on a sheet of paper and keep it next to the computer for your reference. Be sure you do not leave anything the Lord wants out (he is not a forgiving man), so review the list carefully!

http://medievalcastles.stormthecastle.com/parts-of-a-medieval-castle.htm

http://www.castlewales.com/casterms.html

http://www.topcastles.com/

http://medievaleurope.mrdonn.org/castles.html

http://www.childrensmuseum.org/castles/games.php

STEP #2: Lord Horen's Castle Specifications

Once you have explored the parts of a castle, you are ready to review Lord Horen's specific requirements.
Lord Horen wants:

Watch Towers	Great Hall	Royalty Quarters
Gate House	Ward (courtyard)	Soldiers Quarters
Curtain Wall	Dungeon	Commoners Quarters
Kitchen	Armory	Food Storage
Chapel	Keep	Blacksmith
Well	Stables	

STEP #3: Castle Research

Once you have reviewed the list of all Lord Horen's requests, you may begin researching castles for design ideas. Be sure you stay focused on castles from the 1000 to 1400. As you browse through castles, be sure to look for features that will help you make the Lord's castle as strong as possible. In other words, it must be able to withstand the strongest and longest attack from any enemy! You can model your castle design after one that exists, make some changes to it, or create a unique one of your own, similar to castles of the Medieval time period.

STEP #4: Castle Layout & Design

Now that you have researched several different castles, it is time to begin a "Rough draft" (or blueprint) of the Lord's Castle. Begin by establishing the dimensions of the castle, be sure it is large enough to accommodate all of the castle inhabitants, including the serfs, in case of a siege.

Next, start to determine where buildings will be placed and what floor (1st or 2nd) rooms will go on. Once you have everything successfully mapped out in a rough draft, you can start your 3D project!