

WARWICK CASTLE



Key stage 1&2
ATTACK AND DEFENCE
 The
 Castle
 Structure



- 1421**
Earl of Warwick supervises trial of Joan of Arc
- 1445**
Henry de Beauchamp becomes Duke of Warwick
- 1449**
Richard Neville becomes Earl of Warwick
- 1471**
Richard Neville (Kingmaker), dies at the Battle of Barnet
- 1478**
George, Duke of Clarence imprisoned and killed
- 1540**
Further development at the Castle - including a new roof for kitchens and building of the spy tower.



The Earls of Warwick



De Newburgh



Duplessis



Maudult



De Beachamp



Neville



Plantagenet



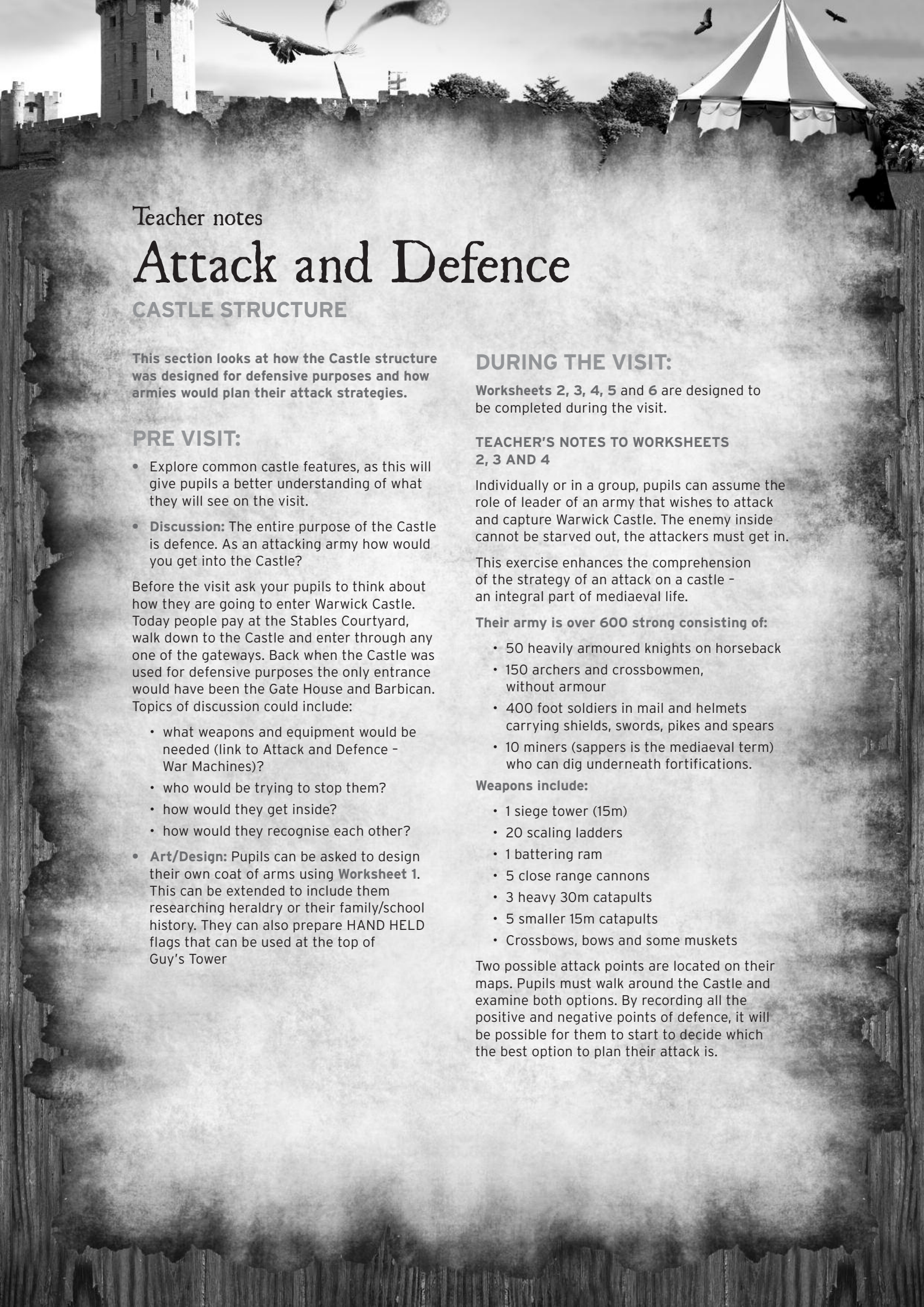
Dudley



Rich



Greville



Teacher notes

Attack and Defence

CASTLE STRUCTURE

This section looks at how the Castle structure was designed for defensive purposes and how armies would plan their attack strategies.

PRE VISIT:

- Explore common castle features, as this will give pupils a better understanding of what they will see on the visit.
- **Discussion:** The entire purpose of the Castle is defence. As an attacking army how would you get into the Castle?

Before the visit ask your pupils to think about how they are going to enter Warwick Castle. Today people pay at the Stables Courtyard, walk down to the Castle and enter through any one of the gateways. Back when the Castle was used for defensive purposes the only entrance would have been the Gate House and Barbican. Topics of discussion could include:

- what weapons and equipment would be needed (link to Attack and Defence - War Machines)?
- who would be trying to stop them?
- how would they get inside?
- how would they recognise each other?
- **Art/Design:** Pupils can be asked to design their own coat of arms using **Worksheet 1**. This can be extended to include them researching heraldry or their family/school history. They can also prepare HAND HELD flags that can be used at the top of Guy's Tower

DURING THE VISIT:

Worksheets 2, 3, 4, 5 and 6 are designed to be completed during the visit.

TEACHER'S NOTES TO WORKSHEETS 2, 3 AND 4

Individually or in a group, pupils can assume the role of leader of an army that wishes to attack and capture Warwick Castle. The enemy inside cannot be starved out, the attackers must get in.

This exercise enhances the comprehension of the strategy of an attack on a castle - an integral part of mediaeval life.

Their army is over 600 strong consisting of:

- 50 heavily armoured knights on horseback
- 150 archers and crossbowmen, without armour
- 400 foot soldiers in mail and helmets carrying shields, swords, pikes and spears
- 10 miners (sappers is the mediaeval term) who can dig underneath fortifications.

Weapons include:

- 1 siege tower (15m)
- 20 scaling ladders
- 1 battering ram
- 5 close range cannons
- 3 heavy 30m catapults
- 5 smaller 15m catapults
- Crossbows, bows and some muskets

Two possible attack points are located on their maps. Pupils must walk around the Castle and examine both options. By recording all the positive and negative points of defence, it will be possible for them to start to decide which the best option to plan their attack is.

OPTION 1 THE CLARENCE AND BEAR TOWERS - NORTH WALL

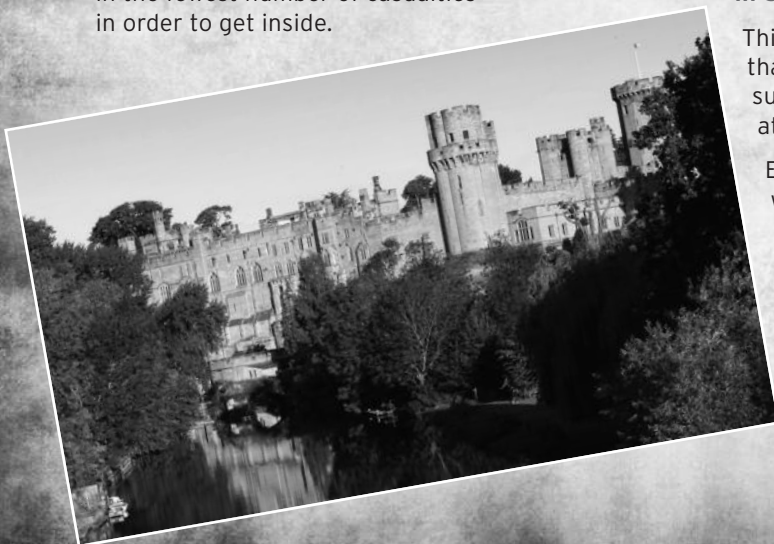
The main defensive problems on this side are the height of the walls (approximately 9m high) and the ditch in front. Here an attacking army could fill in the ditch to use heavy machinery, such as a siege tower and battering ram. The low walls allow more men to pour in, using smaller scaling ladders to breach a weak point if captured and the narrow walls would only leave a few spaces for defenders. Also the towers are small in comparison with others and have no machicolations to prevent scaling.

The Gate is misleading because it appears to offer a very weak point of attack. This would not have existed and is most likely to have been a later addition during more peaceful times. Mining would be possible, although the 10 miners would take a long time to dig underneath tower foundations and might be better employed as foot soldiers. Germ warfare could also be used, by catapulting dead animals inside the Castle; however, this tactic is more likely to have been used in more drawn out sieges.

This option is however not without danger to the attackers. Foot soldiers attacking the Clarence Tower would find themselves fired on by defenders hidden over 30m above in Guy's Tower. To the right, bowmen on the Mound could offer support. A small 'sally port' door hidden round the side of Clarence Tower enabled defenders to spring a surprise attack at ground level, but should they be killed before retreating this could make an easy entry point for the advancing army.

In Summary

This option is the best as it will probably result in the fewest number of casualties in order to get inside.



OPTION 2 THE SOUTH FACE FROM THE PARKLANDS

The angle of attack is made significantly more difficult with the River Avon acting as a natural defence. The walls are far too thick and have been strengthened over time to make them impossible to mine. The river flooded in winter, making it very difficult to cross in the deep mud underfoot. When dry in summer, it offered little protection from the defenders above. The Mill could offer some shelter, although this is likely to have been wooden and would have been burnt when approaching attackers first appeared on the horizon.

To the far end of this view is Caesar's Tower. It is actually the tallest tower 44m from the riverbed to the top. Its irregular shape, machicolations and stepped base make it almost impossible to scale. On the roof of the main castle building a number of troops could defend in rows, unlike the narrow walls elsewhere. In addition, spy towers, turrets, merlons and embrasures all add to the defensive quality. Only the 30m catapults would be useful, although they would need to get close to the river to reach inside.

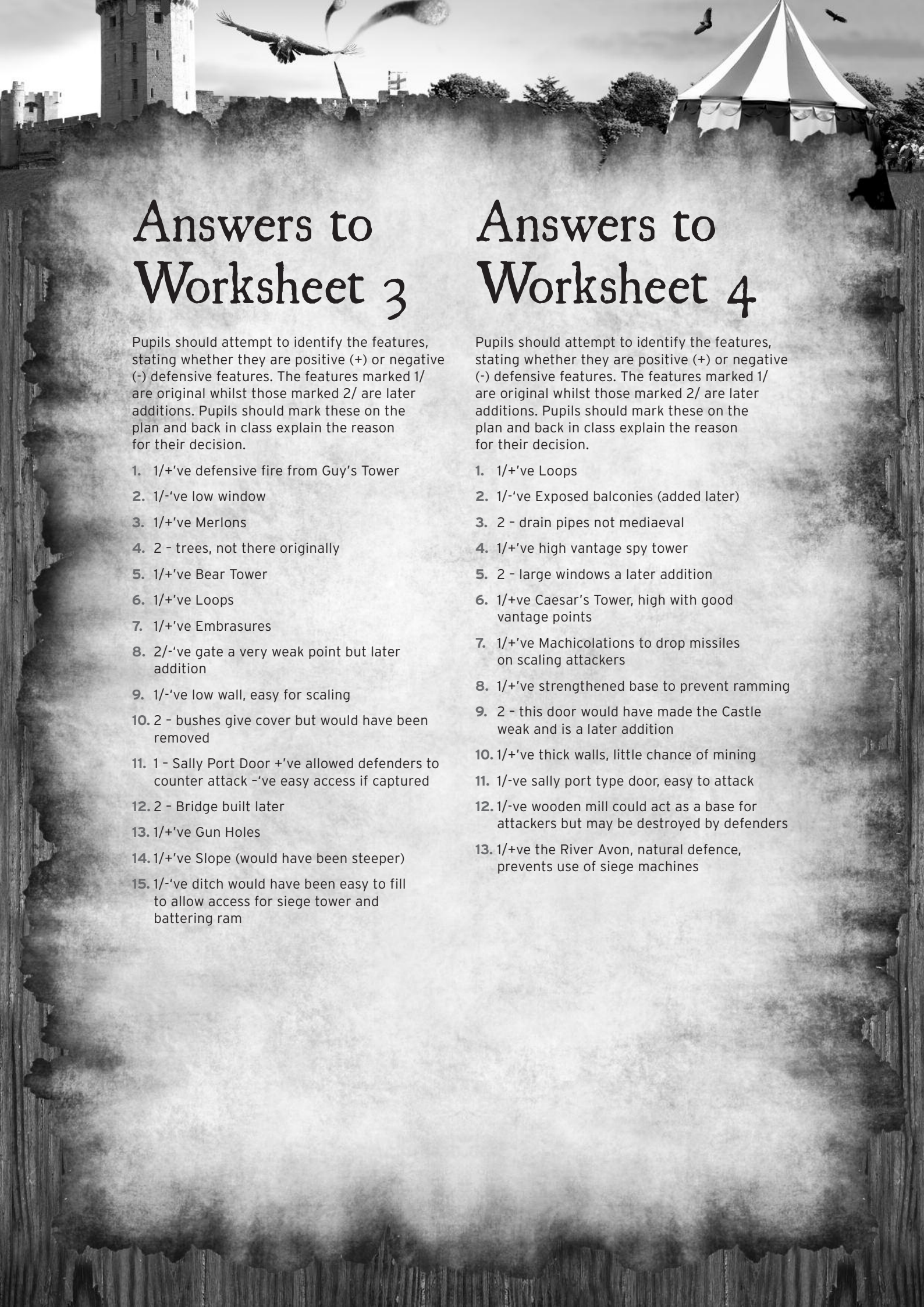
The gate at the base of the Watergate (Princess) Tower, the exposed balconies above, the large glass windows and the small door in the middle of the whole south face would not have been present (students should identify these weaknesses and question them).

Positive aspects about this option would be the element of surprise as it is unlikely that a defending army would expect an attack on this side and might not protect it with so many men. The side incorporating the Watergate (Princess) Tower would be the weakest, although heavy casualties would be expected.

In Summary

This option has so many natural defences that are well protected, that even a surprise attack would not allow sufficient attacking troops to enter the Castle.

Extra marks can be awarded to pupils who decide to attack using option 1 but confuse the defenders with a second decoy attack on the Watergate (Princess) Tower as this would divert the attention of the bowmen on the Mound, to leave Bear Tower exposed to a raid.



Answers to Worksheet 3

Pupils should attempt to identify the features, stating whether they are positive (+) or negative (-) defensive features. The features marked 1/ are original whilst those marked 2/ are later additions. Pupils should mark these on the plan and back in class explain the reason for their decision.

1. 1/+ve defensive fire from Guy's Tower
2. 1/-ve low window
3. 1/+ve Merlons
4. 2 - trees, not there originally
5. 1/+ve Bear Tower
6. 1/+ve Loops
7. 1/+ve Embrasures
8. 2/-ve gate a very weak point but later addition
9. 1/-ve low wall, easy for scaling
10. 2 - bushes give cover but would have been removed
11. 1 - Sally Port Door +ve allowed defenders to counter attack -ve easy access if captured
12. 2 - Bridge built later
13. 1/+ve Gun Holes
14. 1/+ve Slope (would have been steeper)
15. 1/-ve ditch would have been easy to fill to allow access for siege tower and battering ram

Answers to Worksheet 4

Pupils should attempt to identify the features, stating whether they are positive (+) or negative (-) defensive features. The features marked 1/ are original whilst those marked 2/ are later additions. Pupils should mark these on the plan and back in class explain the reason for their decision.

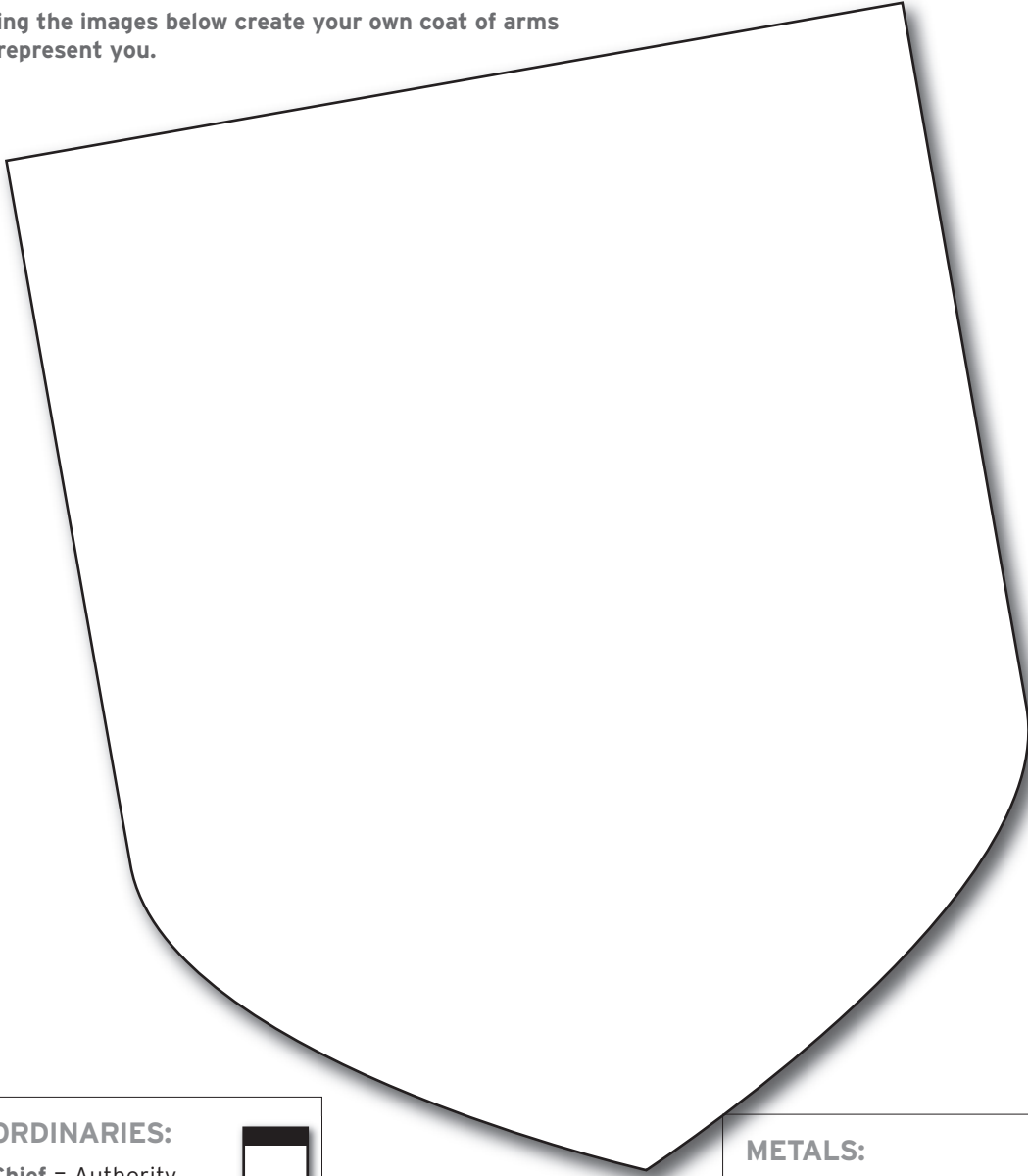
1. 1/+ve Loops
2. 1/-ve Exposed balconies (added later)
3. 2 - drain pipes not mediaeval
4. 1/+ve high vantage spy tower
5. 2 - large windows a later addition
6. 1/+ve Caesar's Tower, high with good vantage points
7. 1/+ve Machicolations to drop missiles on scaling attackers
8. 1/+ve strengthened base to prevent ramming
9. 2 - this door would have made the Castle weak and is a later addition
10. 1/+ve thick walls, little chance of mining
11. 1/-ve sally port type door, easy to attack
12. 1/-ve wooden mill could act as a base for attackers but may be destroyed by defenders
13. 1/+ve the River Avon, natural defence, prevents use of siege machines



Castle Structure

In battle, mediaeval knights in full armour all looked the same. They were identified by their coat of arms on their shields, banners, surcoats and the comparisons on the horses. The designs behind these were full of symbolism.

Using the images below create your own coat of arms to represent you.



ORDINARIES:

Chief = Authority



Chevron = Protection



Pale = Strength



Bend = Defence



Fess = Military Belt



METALS:

Gold = Generosity

Silver = Peace

CHARGES:

Lion = Courage

Bear = Protector

Elephant = Strength

Ram = Authority

Stag = Peace

Horse = Willing to fight for king and country

COLOURS:

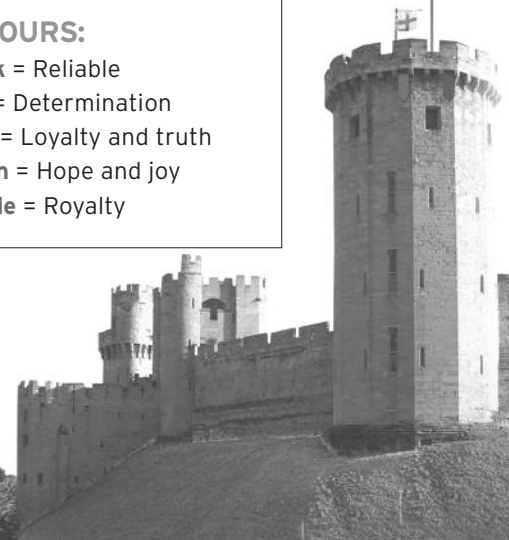
Black = Reliable

Red = Determination

Blue = Loyalty and truth

Green = Hope and joy

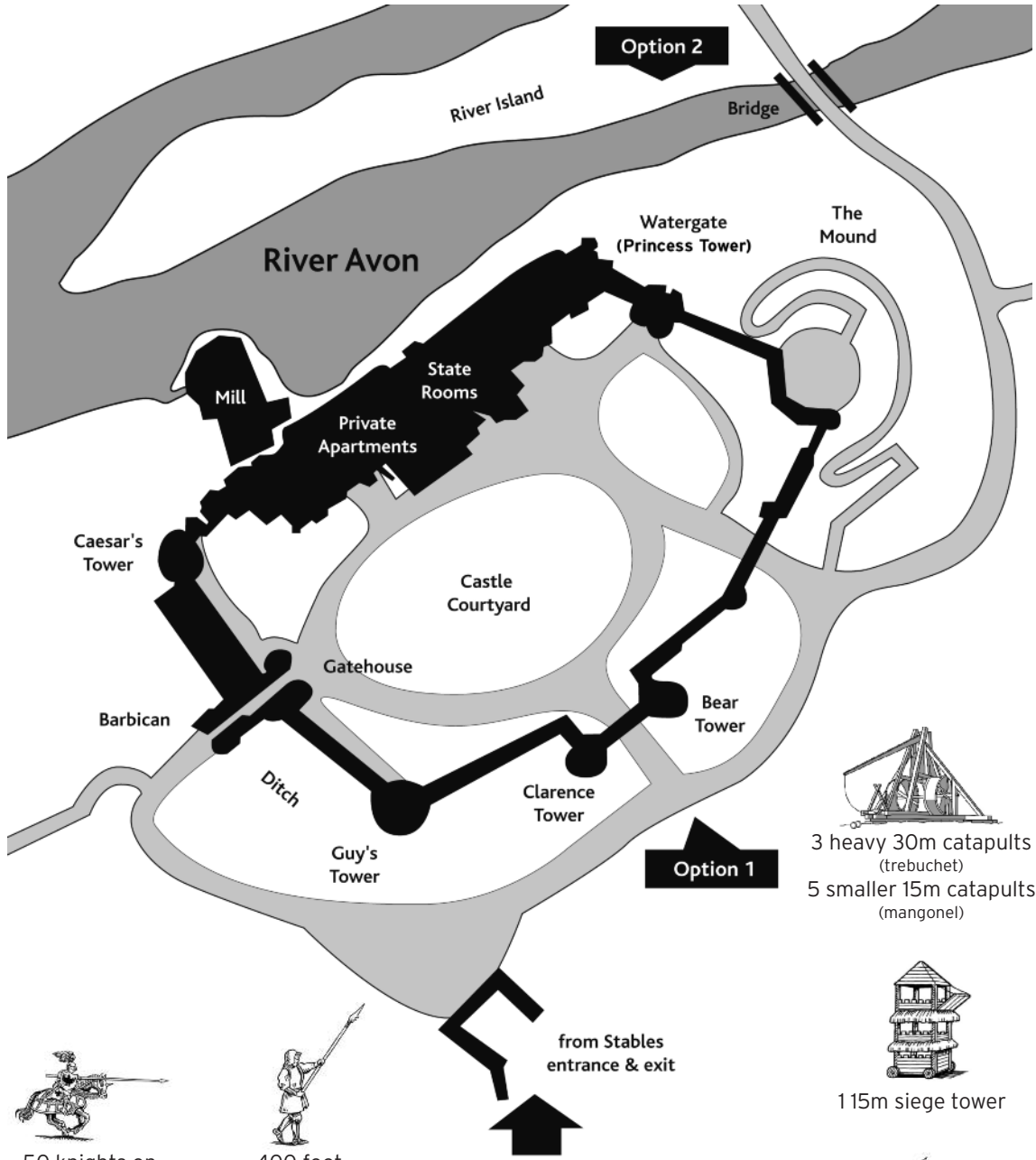
Purple = Royalty



Castle Structure STRATEGY AND ATTACK

You are the leader of an attacking army that wishes to capture the Castle. Details of your army are below. The map shows two options of attack.

Can you go to each option in turn and use Worksheet 3 and 4 to work out which side of the Castle you would attack?



50 knights on horseback



400 foot soldiers



150 archers and crossbowmen



muskets and crossbows



1 battering ram



5 close range cannons



3 heavy 30m catapults (trebuchet)
5 smaller 15m catapults (mangonel)



115m siege tower



20 scaling ladders (long and short)

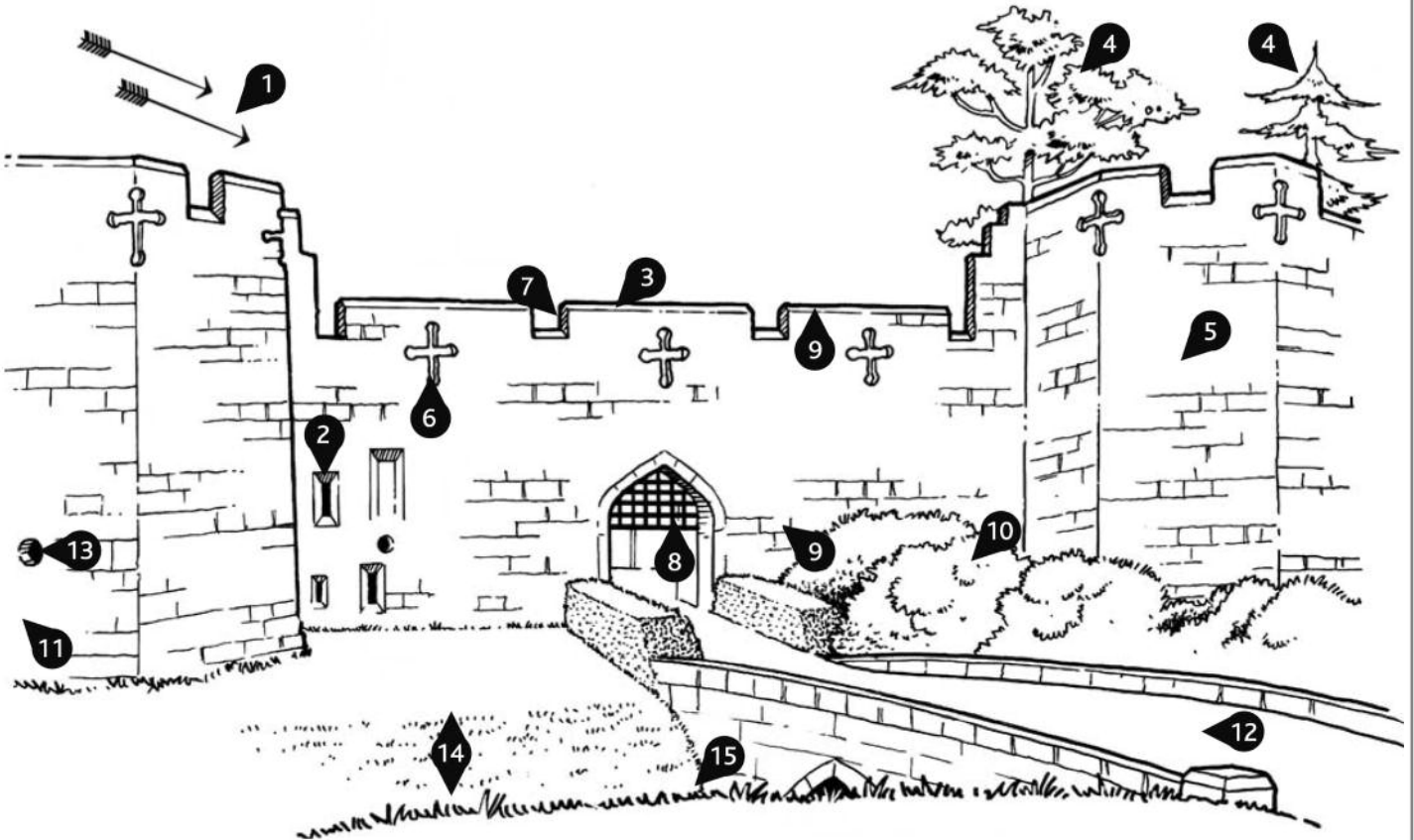
YOU WILL ENTER THE CASTLE HERE



Castle Structure THE CLARENCE AND BEAR TOWERS - NORTH WALL

Can you label all the features and say whether they are positive (+ve) or negative (-ve) defensive elements?

Look out for some of the features that are later additions to the Castle and mark them on the plan to help you remember when you are back in class. You will need to say what makes you think that they are later additions.



1	Castle feature	+ve/-ve

6	Castle feature	+ve/-ve

11	Castle feature	+ve/-ve

2	Castle feature	+ve/-ve

7	Castle feature	+ve/-ve

12	Castle feature	+ve/-ve

3	Castle feature	+ve/-ve

8	Castle feature	+ve/-ve

13	Castle feature	+ve/-ve

4	Castle feature	+ve/-ve

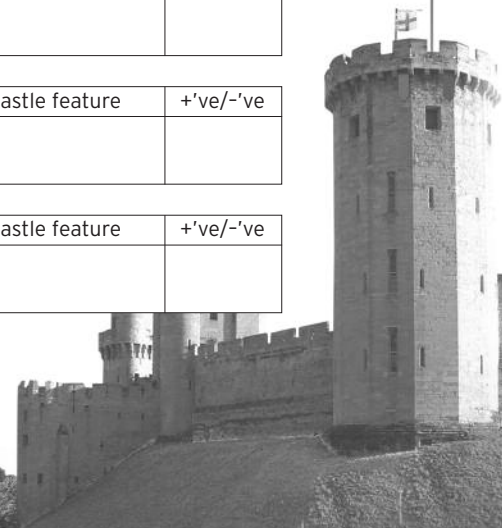
9	Castle feature	+ve/-ve

14	Castle feature	+ve/-ve

5	Castle feature	+ve/-ve

10	Castle feature	+ve/-ve

15	Castle feature	+ve/-ve

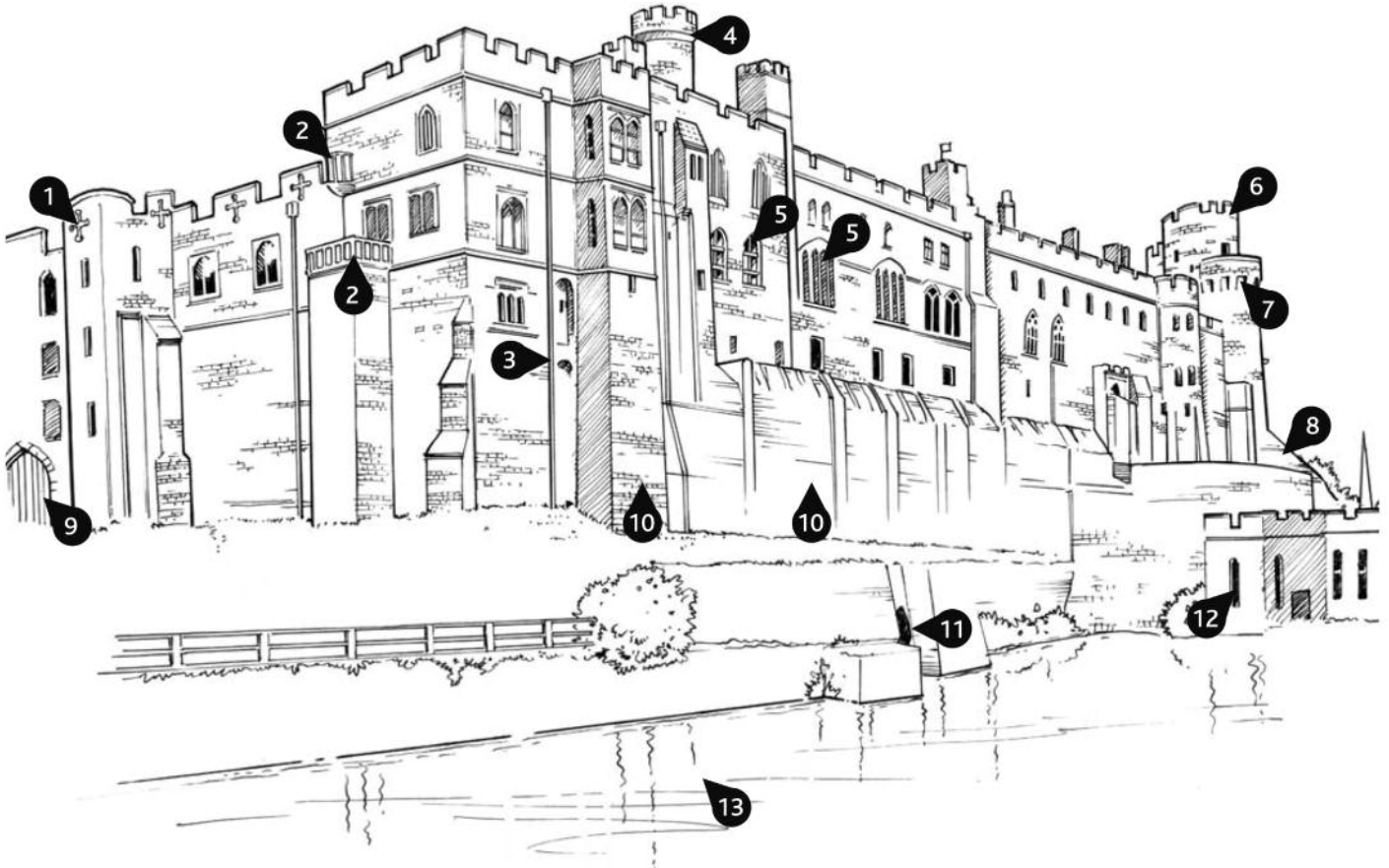




Castle Structure THE SOUTH FACE FROM THE PARKLANDS

Can you label all the features and say whether they are positive (+ve) or negative (-ve) defensive elements?

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3	Castle feature	+ve/-ve

8	Castle feature	+ve/-ve

13	Castle feature	+ve/-ve

4	Castle feature	+ve/-ve

9	Castle feature	+ve/-ve

5	Castle feature	+ve/-ve

10	Castle feature	+ve/-ve



TEACHER'S NOTES TO WORKSHEET 5 AND 6

After looking at the two attacking options, pupils are asked to examine why the Gate House and Barbican is built to resist the strongest of attacks. This task is a valuable observation and understanding exercise. This area of the Castle contains impressive examples of classic castle defensive features, such as the death trap and the double defence system.

The worksheets require pupils to identify the major defensive features. Encourage students to examine the Gate House and Barbican as thoroughly as possible to enable them to understand the intentions of the various defensive features.

Once the exterior of the east side has been examined, take a closer look inside the Barbican. The drawbridge may have been left down to entice attackers inside or lowered after the initial fighting as a trick. Once through the first portcullis, soldiers would find themselves inside a narrow passage with high stone walls, where progress would be halted by a second but lowered portcullis. They would be trapped either by the crowd behind them or the first portcullis being dropped. From this point few would survive, as a hail of arrows and missiles would rain down from all angles on the sitting targets. In addition to this, the appropriately named 'murder holes' would spray boiling water or quicklime to blind or scald the men on the ground.



Answers to Worksheet 5

Pupils should attempt to identify the features, stating whether they are positive (+) or negative (-) defensive features. The features marked 1/ are original whilst those marked 2/ are later additions. Pupils should mark these on the plan and back in class explain the reason for their decision.

1. 1/ + Caesar's Tower - 44m high, defensive fire from the left
2. 1/ + Barbican, a purpose built defensive feature
3. 2/ Clock
4. 1/ + Guy's Tower 39m offers defensive support from the right
5. 1/ + Gatehouse with high 'spy tower' offers good vantage
6. 1/ + Machicolations
7. 2/ New Windows
8. 1/ + high wall would be difficult to scale
9. 1/ + Merlons
10. 1/ + Loops
11. 2/ - New Building outside of the walls
12. 1/ + Steep drop to river, offering little chance of flank attack
13. 2/ - Huge drawbridge would have existed where the stone bridge is today
14. 1/ + first of two portcullises
15. 1/ Drainpipe
16. 1/ + Ditches too deep to fill
17. 1/ + Steep slope and high walls offer little chance of mining underneath.

Answers to Worksheet 6

(INSIDE LOOKING OUT)

Pupils should attempt to identify the features, stating whether they are positive (+) or negative (-) defensive features. The features marked 1/ are original whilst those marked 2/ are later additions. Pupils should mark these on the plan and back in class explain the reason for their decision.

1. 1/ Murder holes
2. 1/ Second portcullis
3. 2/ Glass windows
4. 1/ First portcullis
5. 1/ Firing balcony
6. 2/ Modern lamp
7. 1/ Recess for avoiding horse and cart

Additional Exercise – Conquer or Capture

INSIDE THE CASTLE

Some of the attacking army have successfully fought their way inside the Castle Walls, but the battle is still not over. More resistance will be met in the Courtyard. Pupils can decide what the outcome of their attack will be. Will they:

1. Fight their way successfully to the top of Guy's Tower to claim the Castle by raising the flag (HAND HELD flags only can be flown if some have been prepared.)

OR

2. Be overpowered by the defenders and be taken to the Gaol?

1. CONQUER

Pupils should recognise the significance of Guy's Tower, the highest point of the Castle. To reach the top clearly conveys success in capturing the Castle. It was also the secure siege building used by important defenders

to protect them once the Castle walls had been breached. With its easily defensible position and numerous rooms, people could store food and stay inside for a number of weeks.

Some higher Key Stage students may be able to work out how the spiral steps leading up to Guy's Tower were built to favour defenders. With a clockwise upward spiral staircase, swordsmen, who would have been right handed, would have been cramped for room with their leading arm on the inside of the spiral. Apart from fighting from above, the defenders would have had the added advantage of having more room to fight on the outside of the staircase. There are 134 steps to climb from the Courtyard level to the top of Guy's Tower, so to fight all the way up would have taken a huge physical effort for even the strongest foot soldier.

TIPS FOR A SUCCESSFUL VISIT

Guy's Tower is the early part of the Towers and Ramparts Walk. This is quite a strenuous one-way walk, with a number of steps and also incorporates the walls, Gatehouse and Caesar's Tower.

2. CAPTURE

If the wrong attack options were taken then it is possible that only a small number of men actually make it inside. Without support they would be overpowered by the reserve defenders and taken prisoner. They would then be taken to Caesar's Tower where the accommodation ranged from the 'comfortable' rooms within the Tower itself for those of higher status, to far less pleasant rooms down in the basement, containing the Gaol itself.

Peasant foot soldiers would be taken to the Gaol. Living conditions would be squalid. Daylight did not penetrate the thick walls and an open drain offered the only sanitation. The situation worsened for those who were unlucky enough to meet their fate in the 'Oubliette' (from the French 'oublier' - to forget), a tiny sunken chamber set into a wall. Lowered into this hole the captive would hardly be able to move or breathe. Here they would simply be left to die!

The Gaol will help pupils realise the harsh conditions experienced by some people in the Middle Ages as well as emphasising the fate that awaited soldiers if they were captured. Part of the Castle Dungeon brings to life the torture and execution of those unlucky enough to be in the Gaol.

ALSO SEE: Crime and Punishment.

TIPS FOR A SUCCESSFUL VISIT

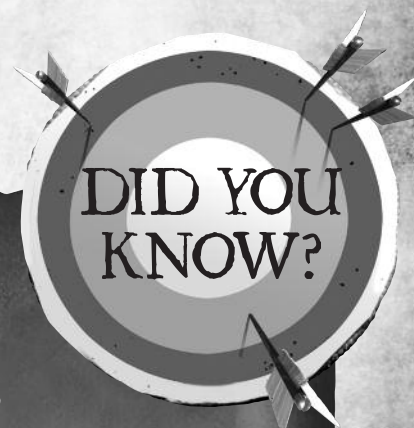
The Gaol is a confined space that becomes very busy at peak times. Avoid the queues by visiting early in the day.

UNDERSTANDING THE ATTRACTIONS

The Castle Dungeon is a thrill and scare based attraction that may not be suitable for those of a nervous disposition. The attraction is not recommended for under 10s.

POST VISIT:

- Creative Writing/Descriptive Writing: Using the evidence collected, pupils can write a 'plan of attack', including where they would attack and why and how they would use their resources.



SIEGE OF WARWICK CASTLE 1264

William Maudit became Earl of Warwick in 1263 during the Second Barons' War.

Several nobles had become resentful towards King Henry III's policies. William unwisely sided with the King. As a result Simon de Montfort, the Earl of Leicester ordered the attack on Warwick Castle in 1264. Warwick Castle was unprepared for such an attack and had little defence. The Castle walls were breached and the Earl captured and held to ransom.

After that the following Earls learnt the lesson and the defensive building work on the Castle began in earnest!

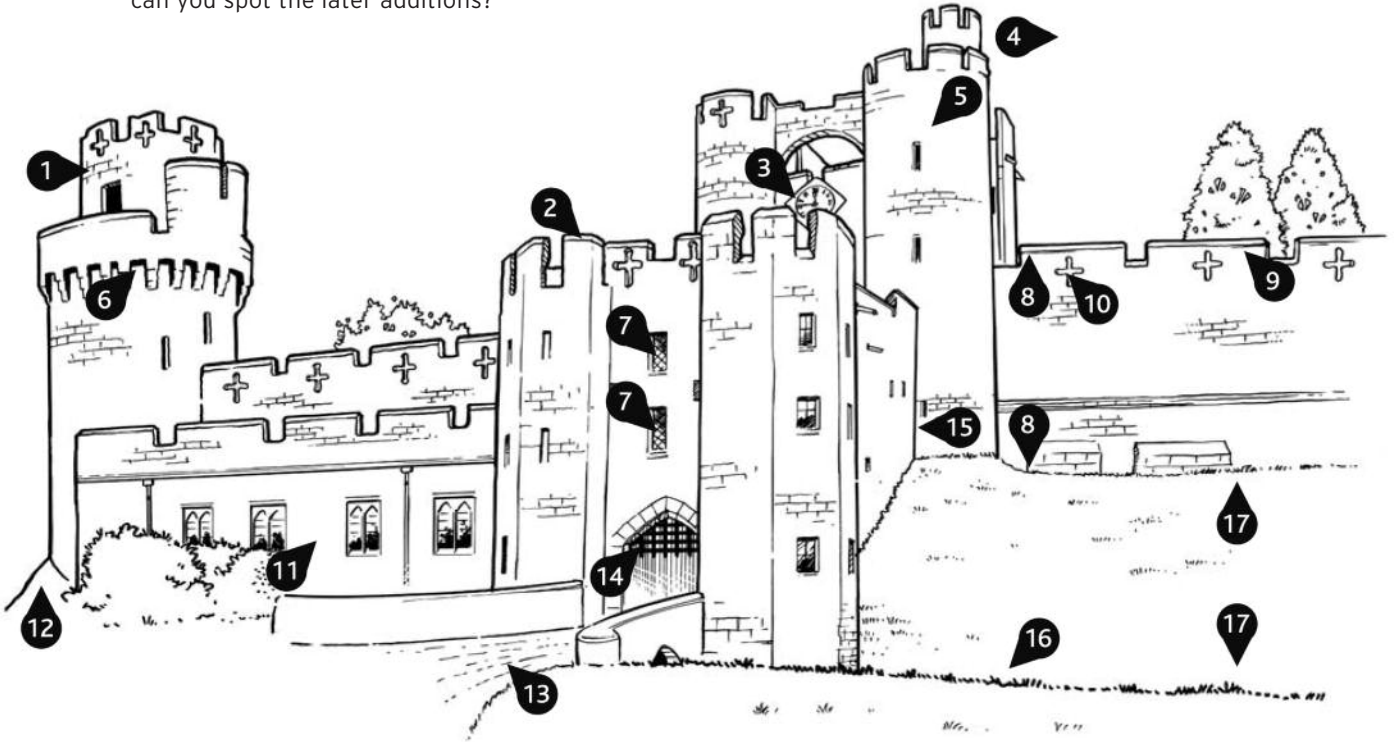


Castle Structure THE CLARENCE AND BEAR TOWERS - NORTH WALL

The main gate of any castle is the most obvious place of attack. Therefore, as at Warwick Castle, heavy fortifications were often made.

Can you label all the features and say whether they are positive (+ve) or negative (-ve) defensive elements?

REMEMBER Not all of what you see today would have existed in the Middle Ages, can you spot the later additions?



1	Castle feature	+ve/-ve

7	Castle feature	+ve/-ve

13	Castle feature	+ve/-ve

2	Castle feature	+ve/-ve

8	Castle feature	+ve/-ve

14	Castle feature	+ve/-ve

3	Castle feature	+ve/-ve

9	Castle feature	+ve/-ve

15	Castle feature	+ve/-ve

4	Castle feature	+ve/-ve

10	Castle feature	+ve/-ve

16	Castle feature	+ve/-ve

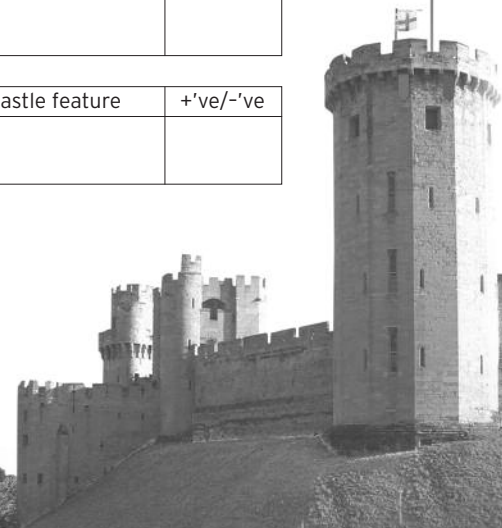
5	Castle feature	+ve/-ve

11	Castle feature	+ve/-ve

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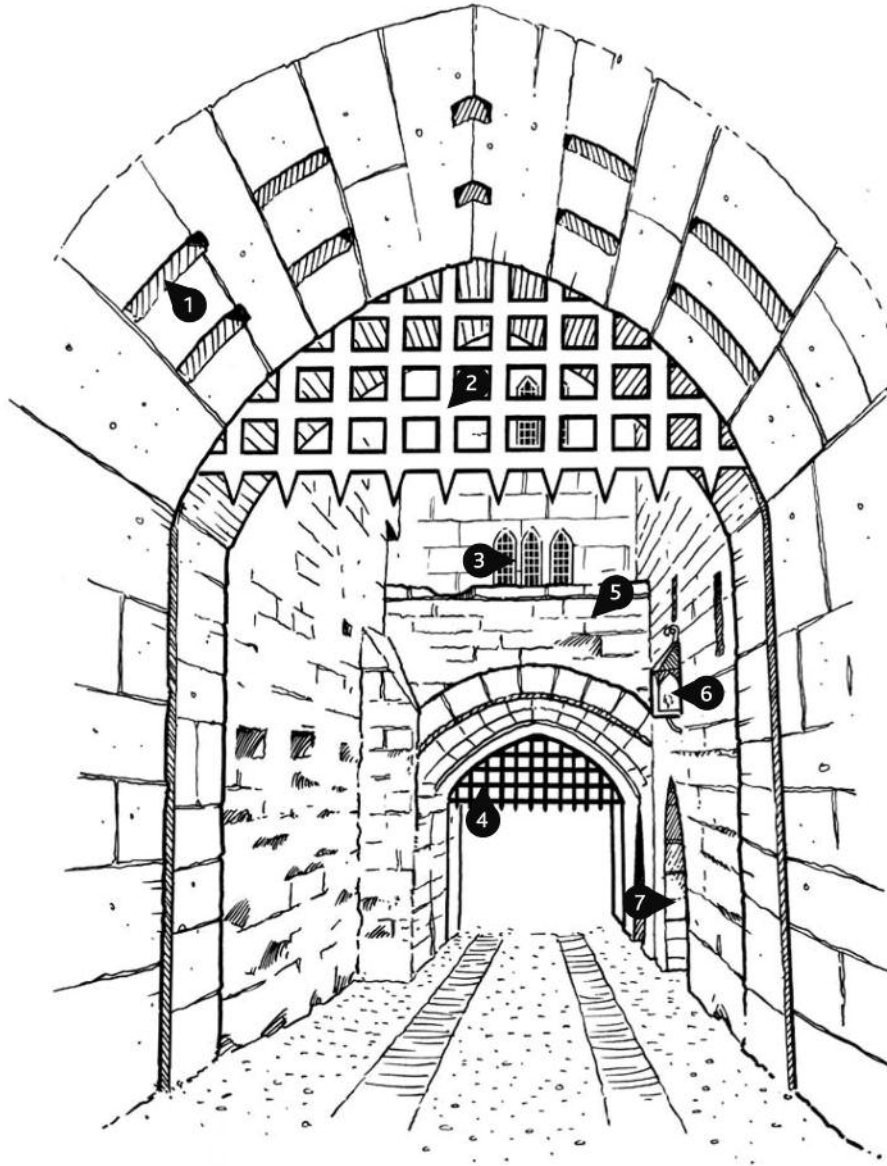




Castle Structure INSIDE LOOKING OUT

Can you fill in the boxes, labelling the features and stating why they made the Barbican such a destruction zone?

REMEMBER Not all of what you see today would have existed in the Middle Ages, can you spot the later additions? **Yes/No**



1	Castle feature	Added later

2	Castle feature	Added later

3	Castle feature	Added later

4	Castle feature	Added later

5	Castle feature	Added later

6	Castle feature	Added later

7	Castle feature	Added later

