

Year Group: Year 1 & 2

Length: 23 mins

Starting Positions: Sit in your own space on the floor

Learning Intentions:

To know about...

- The features of a castle: moat, drawbridge, ramparts
- Defending and attacking a castle
- Characters from fairy tales, including kings, princesses, knights, goblins and dragons

Synopsis:

- You are servant to the benevolent King Cole in his fairy-tale castle, and are bringing him his breakfast.
- In the courtyard you meet the Princess and a Knight, who are jousting and are nasty to you. How you'd love to be a brave knight!
- You deliver the King's breakfast up to his tower, and dust his crown. Suddenly the castle alarm sounds.
- A dragon flies into the castle grounds, and steals the King's crown off his head! You try to stop it by grabbing its tail and are lifted into the air.
- You fall to the forest floor but are saved by an old woman passing by, who may or may not be a witch.
- She grants you three wishes and makes you into a brave knight with armour, sword and shield, instructing you to retrieve the King's crown from the Goblin King.
- Riding your unicorn, you discover the Princess' horse in a clearing and follow footprints to the South.
- You come across a large, slimy, green castle – the Goblin King's castle – and use your first wish to enter under the wall.
- You find the crown in the well, and save the Princess from her cell.
- The Goblin King intercepts you and steals back the crown, but you use your lance to re-take the crown and fly back home on the unicorn.
- You're officially made a knight of the King Cole's castle and are given your own horse and praises from the King.

Characters

- **Princess Petulia** – King Cole's daughter, also a knight
- **King Cole** – kindly old King
- **Grizella** – mysterious old woman who lives in the forest
- **Goblin King** – giant goblin, who wants to become King of the Castle

Locations:

- **King Cole's castle**
- **The Forest**
- **The Goblin King's castle**

Glossary:

- **Turrets** – a small tower at the corner of a castle
- **Moat** – a deep, wide ditch surrounding a castle
- **Drawbridge** – a bridge, which goes over a moat, and can be raised to stop people getting in
- **Ramparts** – defensive wall of a castle, usually with a walkway
- **Jousting** – a sporting contest in which two opponents fight on horseback with lances
- **Banquet** – an elaborate, formal meal for many people
- **Minstrels** – a singer or musician

Discussion:

Story & Factual

- What was your job in the castle?
- What sort of tasks did you carry out?
- What job did you really want to do instead of this one?
- Who did you meet in the forest, and what did she give you?
- Why did the Goblin King want the crown?
- Describe the Goblin King's castle.
- How did you get the crown back?

PSHE & Philosophical

- Why do you think the Princess was nasty to you at first? Can you think of anyone in your life who has said a nasty thing but didn't really mean it?
- What makes a good King? (Goblin King vs. King Cole)
- What job would be more difficult, being a Knight or a servant?
- Are dragons and goblins real? What about kings / castles / witches?
- If you had three wishes, what would you wish for?

Resources:

You'll find these follow up resources on your shared drive:

- **Literacy Resources** – 5 creative writing ideas
- **Photo Storyboard** – order the images from the story (or use them for other things – e.g. writing)
- **Quick Quiz** – re-cap key facts
- **Or try some recount, report or creative writing ideas of your own!**