

Knights of the European Grail

Expansion pack: Great Britain



This is the sixth Expansion Pack for players of the game.

The others are :

1. Portugal
2. Italy
- 3 Spain
4. France
5. Germany



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The KEG game – Quick start guide

This game is only playable on Apple (iOS) and Android mobile devices (e.g. smartphones or tablets). It can be downloaded through the App Store and Google Play Store for free.

Installation instructions are here: <https://www.goethe.de/prj/keg/en/pro.html>

In this point and click adventure game, you will explore mediaeval Europe in the roles of our two protagonists, Richard and Artemisia. They are travelling on missions spanning from Porto to Cologne. Richard's main goal is to find out more about a mysterious group called the Arthurian Knights, while Artemisia dreams of being an international tradeswoman. You will help them solve problems and navigate delicate situations.

- There are language learning mini-games within the game which will test your knowledge. These games are used in situations where different outcomes are possible, e.g. if you need information from another character, and you can try the mini-games as often as you want.
- You can also access the 5 different mini-games directly through the **main menu**. Tap the "Mini-games" button and choose the type of game that you would like to play. Each type has a different language learning approach.
- In the storyline of the main game, you have conversations with other characters and you need to pick the correct option to get to move forward in the game. The correct dialogue choice might be something like your tone (politeness etc.), as well as the words you choose.
- While playing through the storyline, you will encounter new game systems. These will have an **in-game tutorial** with visuals that will explain the new elements in detail.
- Reference book: Tapping a **blue word** in a text will open a small window with a translation into English, German, Spanish, Italian, Portuguese, French. This is usually for more unusual vocabulary, or for cultural and historical explanations.
- There is a 'save game' feature. You can create a manual save in the settings, which you can access at the top left hand side of the screen. You can then use this manual save through the 'load game' option in the main menu to continue playing where you left off.

Knights of the European Grail

Introduction

The challenges in this Expansion Pack are suitable when you have played through the related part of the game, which starts in **Portugal** and ends in **Great Britain**.

At the time of launch, the Expansion Packs are provided in English and the language of the pack (French for France, etc.) We hope, over time, to create all six packs in all six languages of the KEG project so that you can use bilingual texts – one for the language you are learning and one for your own language to support you.

The KEG game is for players to practise understanding languages as they play; you don't need to translate everything to understand!

They are intended to expand your knowledge of the geographical, historical and cultural background in the European countries visited by the characters in the game, to stimulate your curiosity, and challenge you **to research and produce your own texts in a language you are learning**.

You might like to show work you have completed to your teacher, if you have one, or to someone else, or keep it in your portfolio. Alternatively you might wish to share your work digitally. If so, do stay safe online and do not share private information.

<https://digital-strategy.ec.europa.eu/en/policies/online-privacy>

<https://www.bbc.com/ownit/the-basics/8-tips-for-staying-safe-online?collection=staying-safe>

Share your discoveries with others, using **#KEGRAIL!**

The challenges suggest links to help you find more information, sometimes with simplified language, and often with video or graphic support so that you do not need to understand or translate every word.

If, while using the Internet for research tasks, you do need to use a translation support tool, you could try <https://www.deepl.com/en/translator>

Treat translation tools carefully, as they cannot always be fully accurate.

Knights of the European Grail

Matthew Paris map

This map of Great Britain below (in the British Library – <https://www.bl.uk/collection-items/matthew-paris-map-of-britain>) is from the 13th Century, the period where the KEG game is placed. It is not geographically correct by modern standards. You will see the shapes of Wales (in the West – *Occides* in Latin), Scotland (in the North and Cornwall in the South-West (South is *Auster* in Latin) are different from the modern map (in white).

Your challenges

Challenge 1. Finding the way. Look at the map for the old spelling of

e.g. London = *London*

Wales

Scotland

Devon

Cornwall and Tintagel (which is in the game)

Edinburgh – the capital of Scotland, and nearby Berwick (North Berwick is in the game)

St Albans, the monastery where Matthew Paris worked

Challenge 2. - Find a blank modern map of Great Britain (e.g. [https://ukmap360.com/united-kingdom-\(uk\)-blank-map](https://ukmap360.com/united-kingdom-(uk)-blank-map)) and label it the old and modern names of other places you recognise, e.g. the cathedral cities, illustrated with a church, or the ports (on the coast) or the islands. It's your choice! How many can you find?

e.g. *Dover*



Windsor Castle is recorded as 'Windleshores' on the Matthew Paris map and is shown as a castle crossing the River Thames. Windsor castle was later to become the home of the Order of the Garter.

<https://kottke.org/21/12/how-to-build-the-perfect-medieval-castle>



(Cotton MS Claudius D VI, British Library, public domain)

The Matthew Paris map records 252 places, including 81 cathedrals and monasteries, 41 castles and 33 ports.

Merlin

Matthew Paris also included Arthurian legend on his map. The modern Welsh capital (Cardiff) is not featured, but the town now called Carmarthen is labelled as *'caermerdin id est civitas Merlini'*. Translated from Latin this means 'Caermerdin, i.e. the city of Merlin'.

Challenge 3:



What would Merlin look like if he appeared in the game? Create an image of Merlin with the tools of your choice, and label it to show your ideas.

To help you, use historical information about how people dressed in the 13th century. You could start your research here:

<https://www.historic-uk.com/CultureUK/Medieval-Fashion/>

Don't be influenced by modern-day images of a wizard e.g. in films and cartoons!

While playing the game in Great Britain you have seen the name Tintagel (and found it on the map).

Challenge 4 is to find out information about Tintagel - its history, legend and what can be seen today.

You can present your findings in your own preferred format (an information chart, a paragraph, an infographic, or you could make a video or voice recording and share it with #KEGRAIL) in the language you are learning, or another language (or more than one). www.freeimages.com

As a starting point you could visit : <https://www.english-heritage.org.uk/visit/places/tintagel-castle/history-and-legend/history/>

Or watch

<https://vimeo.com/356398525>

Challenge 5: The world then and now. The KEG game is set in the year 1250. Below, from Wikipedia, are some facts about that year. Your challenge is to use your general knowledge, or research, to add more, and to write alongside them some similar facts about the current year.

In 1250	Now
The world population is estimated at between 400 and 416 million individuals.	The world population is
In Great Britain Scotland was ruled by Alexander II and III (1214-49 and 1249-86) Wales was ruled by Llywelyn ap Gruffydd (1247 to 1282) England was ruled by Henry III who took the throne aged 9 and reigned from 1207-72. Ireland was at that time also ruled from England.	
World climate transitioned from the Medieval Warm Period to the Little Ice Age.	
King Louis IX of France was released by his Egyptian captors after paying a ransom of one million dinars.	
A great storm shifts the mouth of the River Rother in England 12 miles (20 km) to the west; a battering series of strong storms significantly alters other coastal geography around Romney Marsh (Essex).	

<https://en.wikipedia.org/wiki/1250>

Challenge 6: Time travel poster. You have seen Tintagel represented in the game. What does it look like now?

Make a digital poster to advertise this historical site to young people of your age in the language you are learning.

- Include anything that interests you about this famous site.
- You may also want to include what visitors can do at the site and its surrounding areas.



Challenge 7: Compare the life of a knight in a mediaeval castle, with the life of a squire, and with your own life. This text outlines the activities of a knight.

- The daily life of a knight started at dawn when Mass would be heard and prayers would be said
- The first meal of the day for the knight was breakfast
- Knights would engage in weapons practice at the quintain and the pell
- The daily life of the knights would include discussions on warfare strategy and increasing knowledge of siege warfare and weapons
- Mid-morning prayers and a meal
- As the Medieval period progressed the culture changed becoming more refined and elegant. Knights were expected to understand the rules of chivalry and courtly love. Time might be spent on dance practice.
- In the afternoon the daily life of knights turned to increasing their skills in horsemanship and would accompany their lord in hunting, hawking or inspecting the estate
- Evening prayer and then supper in the Hall of the castle or Manor House
- After supper there might be entertainment - music, dancing, jugglers, acrobats, jesters, etc
- Bedtime prayers

<http://www.lordsandladies.org/daily-life-knight-middle-ages.htm>

Research the daily work of a squire and create a similar chart. You could start here :

<https://en.wikipedia.org/wiki/Squire> and read more here :

<https://www.worldhistory.org/article/1240/how-to-become-a-medieval-knight/>

<https://www.medievalists.net/2022/05/things-everyday-life-middle-ages/>

Add in your chosen language something that describes your own life and daily routine now.

The daily life of a knight	The daily life of a squire	Your daily life

Mediaeval characters and craftsmen

Challenge 8: Create your avatar.

If you were a character in the game, what role would you play? A noble? Someone at court? A priest or a nun? A peasant? A fighter or important citizen?



Choose your character and research how they might look, and what they might be called

Challenge 9: Match the craftsman's title (number) with their job (LETTER).

In towns in the Middle Ages there were a host of craftsmen such as

1	Carpenters	pot makers	A
2	Bakers	cleaned and thickened wool before it was dyed	B
3	Butchers	made objects from wood	C
4	(Black)smiths	bow makers	D
5	Fletchers	made metal objects	E
6	Bowyers	turned wooden bowls on lathes	F
7	Fullers	bread makers	G
8	Dyers	cut hair, pulled teeth and performed operations	H
9	Potters	barrel makers	I
10	Coopers	made arrows	J
11	Turners	dyed cloth	K
12	Barber(-surgeon)s	prepared meat for eating	L

Often craftsmen of the same kind lived in the same street. Craftsmen often had a workshop below their living space which doubled up as a shop. Behind they had a storeroom. The craftsman and his family lived in the rooms above.

All of these craftsman titles are now common family names in Great Britain.

<https://www.medievalists.net/2022/05/things-everyday-life-middle-ages/>

Monks and nuns

The monastic Orders were international and pan-European, with different philosophies. The nunnery at North Berwick in East Lothian (in the KEG game) was of the Cistercian Order.

In the life of Cistercians important aspects were:

- manual labour, especially agricultural work
- brewing
- education
- academic pursuits
- prayer.

Cistercians wore, and still wear, a white habit. They take their name from Cîteaux in France, where they were founded in 1098 by St. Bernard.

Challenge 10: Choose an Order (or more than one) from the list below and research information to help you produce a graphic, or a set of bullet points (as above), about the order you have chosen (origins of their names, countries where they had monasteries, famous sites, main principles or beliefs, clothing, daily routine, food & drink, type of work, etc.)

Some of the major Orders in mediaeval Britain were: Augustinians, Benedictines, Carthusians, Cistercians, Cluniacs, Knights Hospitaller, Premonstratensians, Knights Templar, Trinitarians,


Some sources;

<https://www.britainexpress.com/History/medieval/religious-orders.htm>

https://www.dhi.ac.uk/cistercians/cistercian_life/

Before the days of printing in Europe (c 1440) many monasteries had workshops for the production of manuscripts (hand-written) pages.

The British Library has an important collection of mediaeval illuminated manuscripts you can explore here: <https://www.bl.uk/catalogues/illuminatedmanuscripts/TourIntro3.asp>

	<p>This illuminated page features a large capital letter B (for Bestiary – a book about animals) and an illuminated picture of lions.</p>	<p><i>British Library</i></p> <p><i>Royal 12 C XIX</i></p> <p><i>England, North or Central</i></p> <p><i>1st quarter of the 13th century</i></p> <p><i>Creative commons</i></p>
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Certificate

Completed ____ challenges

in the Great Britain Expansion Pack

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KNIGHTS OF THE EUROPEAN GRAIL

Discover an innovative way of learning 6 of the most widely spoken European languages (English, German, French, Spanish, Italian, and Portuguese)!



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Extra! Get creative!

Create an illuminated page.

Choose a short piece of text, or a single word in the language you are learning.

Design a page with illumination; if you can, share it on social media with #KEGRAIL.

Younger players can follow the instructions here:

<https://www.english-heritage.org.uk/members-area/kids/kids-rule-things-to-make-and-do/design-your-illuminated-initials/>

- Make a storyboard for Richard's journey across Great Britain in the language you are learning, as if you were planning to make a film.
- Devise an Internet treasure hunt around the Europe of the game.
- Make a recording of a podcast speech that Richard or Artemisia could deliver at a modern Tedtalk about life in medieval times. (You could share it with #KEGRAIL).
- Invent a boardgame, or card game, based on the Knights of the European Grail with instructions in the language you are learning.
- Create a promotional visual for the game, with title, image and strapline in the language you are learning.
- Research important women in the Middle Ages, such as Isabella de Fortibus in England.
- Explore the stories of King Arthur in different countries, and make a map

https://en.m.wikipedia.org/wiki/List_of_locations_associated_with_Arthurian_legend

<https://vimeo.com/356398525>



Create an infographic about Knights

<https://www.realmofhistory.com/2017/10/16/10-medieval-english-knights-facts/>

<http://www.knightsinbattle.com/FAQs.htm>

<https://www.english-heritage.org.uk/visit/inspire-me/brief-history-of-knights-tournaments/>

<https://www.livescience.com/jousting>

If you can, share your creations on social media with **#KEGRAIL**.