

Cumbræ-Craft: Medieval Kirkton!

Lesson 4: Part 1

Kirkton was the main medieval village of centre of Cumbræ. Today we will be going back in time to talk to some of it's villagers and learn more about it!

What to do:

Explore the town and see if you can find the answers to the questions below. Many townsfolk will be happy to talk to you!

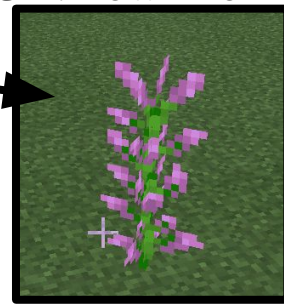
- 1. How long did Kirkton exist before Millport was built ?**
- 2. Kirkton was expanded from what building?**
- 3. Where did 10% of everyone's wages go each year?**
- 4. What did the Sheriffs of Bute use Cumbræ for?**
- 5. What happened to Kirkton's church?**

Lesson 4: Part 2

As you have seen, many different people and skills made up medieval villages - just like in modern times! Let's use what you've learned to create your own recreation of a medieval town.

What to do:

1. Look around town for a wall you can break down to the next area. Hint: It's near a lilac bush!



2. Find a plot, by yourself or with a classmate, that you will build on. Each plot has a sign telling you about what it should be, and how many people should work on it.

Each plot will have a chest with some items to help you build. You can also grab some wood and flowers from the market in Kirkton to build with. Here is a list of the available plots:

Market	Villager Home 1
Stable	Villager Home 2
Farm	Blacksmiths
Church	Chronicle Keepers
Fletcher	Watchtowers

Note: If you are building the watchtowers, the plots are split into three and are found around the edges of town. Start at the one with the chest.