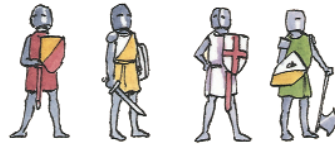


ADVENTURES IN THE MIDDLE AGES

The Binkertons' curiosity leads them back to the Good Times Travel Agency where a trip to the Middle Ages awaits. They quickly discover that medieval life isn't all knights in shining armor and stately pageants. Things go from bad to worse when the castle they're in is attacked and flaming arrows and flying cows shower down on them.



RESEARCH

A Knight in Shining Armor

There are lots of Web sites where you can collect pictures and photos of suits of armor. Have your students do a search using the key words "medieval armor." Based on their research, ask your students to design a suit of armor that they think would do the best job of protecting the knight inside.

Knight School

Ask your students to provide research about the training of knights. What qualities and skills would a knight need? How did knights-to-be develop their skills? How long did it take to become a knight? Ask them each to write a short story about a day-in-the-life at knight school.



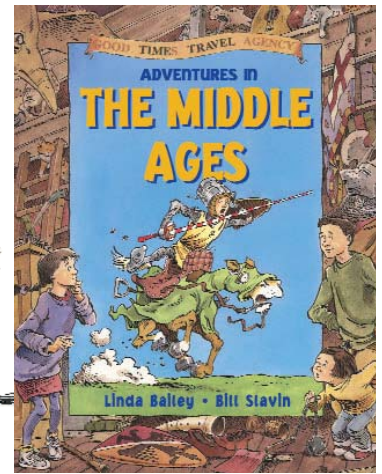
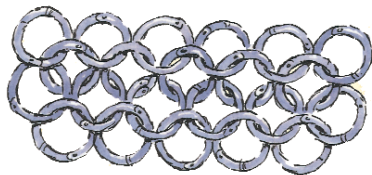
WRITING

Say It in a Song

In the Middle Ages, people sometimes wrote songs about heroes and their deeds of bravery. In small groups, have your students write a song or rap (they can use the melody from a popular pop song) about how the Binkertons saved Sir Richard's castle.

A Message from Our Sponsor

How would your students encourage people to try the Good Times Travel Agency? Have them write a short radio advertisement to tell people why this travel agency is like no other. Don't forget to include a catchy slogan!



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DRAWING

Trading Card Classes

During medieval times the class system was very distinct. From kings and queens to landowners, knights and peasants, each person had a specific role and duties to carry out. Have your students create a set of trading cards based on characters from the past. Include a picture of each character, a list of his or her clothing or armor, any special skills and the character's role in society.

ROLE-PLAY

A Peasant in the Present

Try this role-play activity: In groups of two have one child pretend he or she is a medieval peasant who has traveled in time to the present and have the other child act as a modern-day guide. Have them go on a tour of a classroom, library or schoolyard and explore all the many strange modern things that might mystify a visitor from the past. Get the "peasant" to ask questions about any words or ideas that wouldn't make sense to someone from medieval times. Then ask them to switch roles and explore a different area.

