

SQUIRE

This phase usually last-

and know how to fight:

and riding spurs.

armour, keep weapons

Be able to sing, play an instrument and dance

Learnt skills around

fighting - archery, horse-man ship and

Cleaned knight's cl

Carried messages

Took part in academ

ic studies including

Learnt good manners

dance, music and writing



- ARRIVE READY TO LEARN Assemble all you need for school and ensure you are ready for your day of learning:
 - your pencil case with what you need for each lesson; your complete PE kit;
 - your school bag with reading book;
- and any homework to ensure handing in on time.
- FIRST AID COURSE This course will be provided for you to complete in school.
- ATTEND E-SAFETY ASSEMBLIES These will be provided in school.
- LEARN THE CHIVALRY CODE
- You will be able to find this on the inner cover of this booklet.
- PREPARE A MEAL AT HOME Write out your menu and if you can, take some photos of your meal. Your parents or guardians will have to sign to say you have completed this task.
- FITNESS JOURNAL
- Decide what you are going to do and stick to it for two weeks. It could be one activity or a variety but it must be three times a week at least. Activities could include scootering or walking to school, playing football, swimming lessons, dance or gymnastics.



CHIVALRY CODE OF CONDUCT

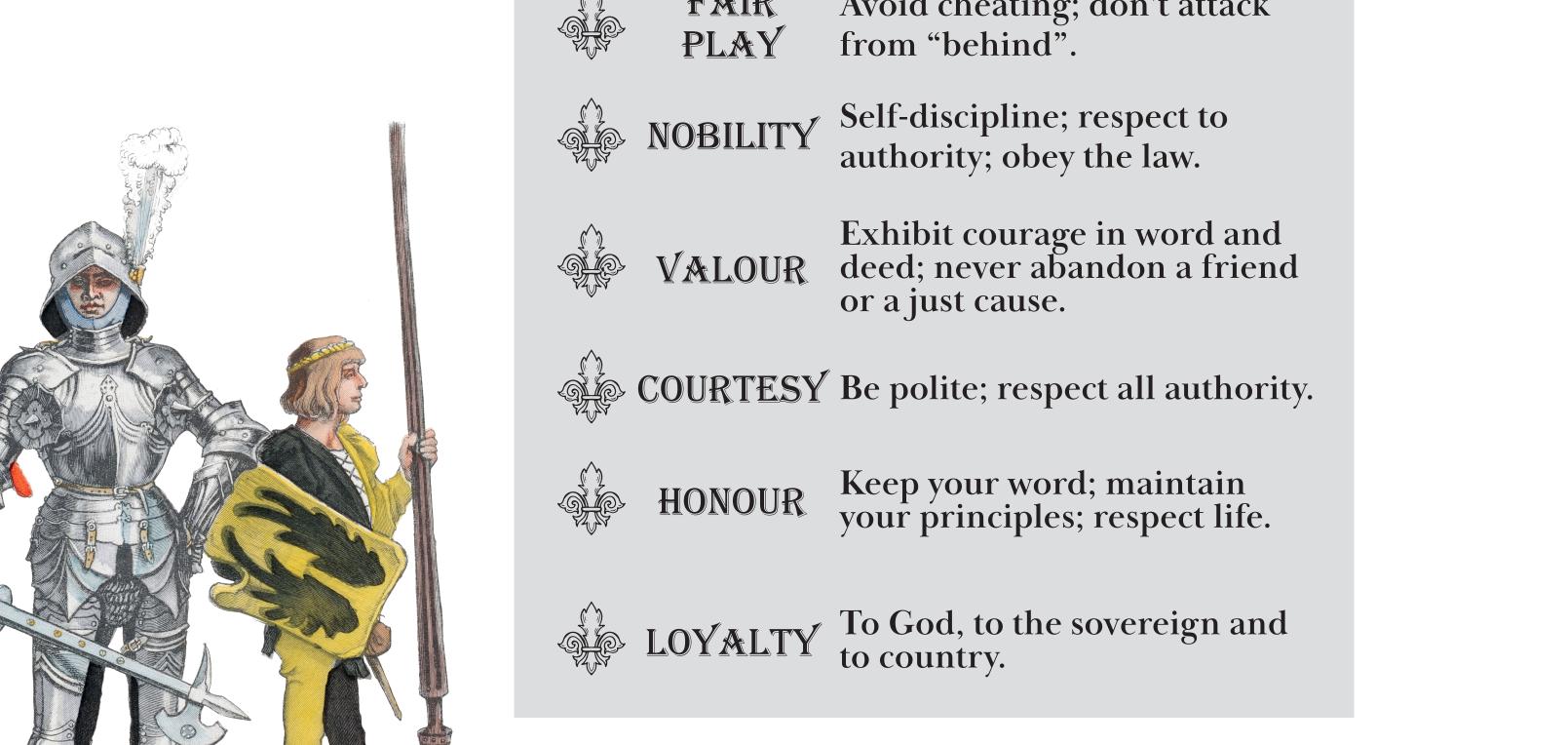
FAIR PLAY	Avoid cheating; don't attack from "behind".

Self-discipline; respect to authority; obey the law.

HONOUR Keep your word; maintain your principles; respect life.

LOYALTY To God, to the sovereign and to country.







To become a knight was a process that took up to fourteen years and comprised of distinct phases page, squire, knight.

A boy of noble birth, who was going to become a knight, was usually sent away at age seven to a nobleman's household to be a *page*. Here he learned how to behave and a variety of skills such as how to ride a horse.

When about fourteen, he was apprenticed to a knight whom he served as a *squire* and was taught how to handle weapons; he even went into battle with the knight to assist him. Successful squires were knighted when they were around twenty-one years old.



ELIGIBILITY TASKS

LEARN A NEW CREATIVE SKILL

This was something all good squires would do. You could learn to play a tune on the recorder or another instrument; learn how to paint or do pottery; learn a new song or a dance or even some acrobatic or juggling skills.

DESIGN YOUR OWN SHIELD

Might shields always said a lot about them as a person. It described their family, where they came from, their skills, their interests etc. So think about who you are and design your shield to reflect you.

REPORT ON SOMEONE THAT INSPIRES YOU Who inspires you? Is it a sports personality or someone in the public eye? Is it someone who has overcome difficulties in

order to succeed? Is it someone you know personally? Whoever it is, present your reasons as to:

> Who they are; What they have done;

Why they inspire you; What difference they make to your life.

You could present this as a poster, a speech, a power-point or however you choose.

ACTS OF SERVICE This could be done in the following ways:

helping out at lunchtime in the lunch hall; picking up litter;

helping in the office; helping maintain and care for the school environment.

Check your chosen activity first with your teacher.

COAT OF ARMS - ELEMENTS → MANDLING Crest: the family 'badge'. Mantling: thought to represent the Crusaders who fought in the Middle East and needed to keep the sun off them. Wreath: covered the join of the helmet. Helmet: the type of helmet depended on the rank of the owner. Supporter: an animal or person of strength and honour, seeming to hold the shield. symbolic of the importance of the family coat of arms.

Motto: in Latin, it stated how the family wanted to be viewed by

