



KRYAL CASTLE'S
EDUCATION DISCOVERY PROGRAM
INFORMATION PACK 2023



WELCOME TO THE BEGINNING OF YOUR ADVENTURE INTO ALL THINGS MEDIEVAL!

This information pack contains everything you need to know about booking, planning and enjoy education with Kryal Castle.



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WHAT IS INVOLVED IN THE KRYAL CASTLE EDUCATION DISCOVERY PROGRAM?

Our Education Discovery Program explores the intriguing world of medieval madness through hands-on activities facilitated by our highly trained knights, nobles and humble peasants. delving into medieval history, customs, battle strategies and weapons.



EXCURSIONS & INCURSIONS

We offer a selection of over 20 modules to choose from under our base program, available for both Excursions and IncurSIONs. Excursions to the castle have the option of adding one of our 4 extra daytime displays to their visit including our highly popular Championship Joust. Our standard program runs for up to 4hrs which comfortably fits 6 modules.

SCHOOL CAMPS

Escape the everyday and have your next camp in a Medieval Castle! Whether you are spending 1 night or up to 4 nights at the castle your camp is sure to be jam packed full of myth, magic and adventure! Kryal Castle can comfortably accommodate for up to 132 students and 14 teachers.



HOW WE SCHEDULE OUR PROGRAM?

Every Education Program at Kryal Castle is fully customised to best suit the needs of your group. You are welcome to select whichever modules you like (up to 6 in our base program) and we provide 1 facilitator per 30 students to fully run the day for you. Unsure of what modules best suit your group? Our friendly bookings team are more than happy to help!

We provide 1 facilitator per 30 students for Day Programs.

CURRICULUM

All our programs have been specifically mapped against The Victorian Curriculum F-10 and Australian Curriculum enabling each to be seamlessly incorporated into your classroom curriculum. A visit to Kryal is perfect inspiration for a wealth of skills development including English, Literature, Math, Science, Civics and Citizenship, and of course History.

HOW DO I BOOK?

That's easy! Simply complete our online booking form found on our website:

Day Visit Booking Form: <https://kryalcastle.com.au/schools/day-visits/>

School Camp Booking Form: <https://kryalcastle.com.au/schools/school-camps/>

BEFORE YOU BOOK –

HERE IS A CHECKLIST OF INFORMATION TO HAVE READY.

- Are you hoping to book for an excursion, incursion or camp?
- Which date/s did you have in mind?
- How many students are you expecting to come along?
- How many adults are you expecting to bring with you? (Including bus drivers if staying overnight)
- What is your expected arrival and departure time?
- Do you have an idea of what modules you'd like to book?
- Were you interested in booking any extra displays?
- Would you like to book catering through us?
- Do you have any special requirements we may need to know about?



DAY VISITS

DESCRIPTION	MIN NUMBER REQUIRED	PRICE	MIN SPEND	DURATION
<u>WEEKDAY VISITS</u>				
Customised Base Program (Up to 6 Modules)	25+ students	\$22.00 pp	\$550.00	Up to 4 hours
Additional Hour (2 Modules)	25+ students	\$6.00 pp	\$150.00	1 hour
Additional Facilitator (1 Facilitator provided per 30 Students)	25+ students	\$300.00	-	4 hours
Teachers/Carers	-	FOC	-	-
<u>SATURDAY AND SCHOOL HOLIDAYS WEEKDAY VISITS</u>				
Self-Guided	-	\$22.00 pp	-	Up to 6 hours
Fully Guided Customised Program (Up to 6 Modules)	20+ students	\$27.00 pp	\$540.00	Up to 4 hours
Additional Hour (2 Modules)	20+ students	\$6.00 pp	\$120.00	1 hour
Additional Facilitator (1 Facilitator provided per 30 Students)	20+ students	\$400.00	-	4 hours
Teachers/Carers	-	FOC	-	-
<u>SUNDAY AND PUBLIC HOLIDAY VISITS</u>				
Self-Guided	-	\$22.00 pp	-	Up to 6 hours
Fully Guided Customised Program (Up to 6 Modules)	20+ students	\$32.50 pp	\$650.00	Up to 4 hours
Additional Hour (2 Modules)	20+ students	\$10.00 pp	\$200.00	1 hour
Additional Facilitator (1 Facilitator provided per 30 Students)	20+ students	\$400.00	-	4 hours
Teachers/Carers	-	FOC	-	-
<u>EXTRA COST WEEKDAY MODULES</u>				
Championship Joust	151+ students	\$6.00 pp	\$600.00	30 mins
	91-150 students	\$10.00 pp	\$600.00	30 mins
	51-90 students	\$15.00 pp	\$600.00	30 mins
	30-50 students	\$20.00 pp	\$600.00	30 mins
Skill at Arms Demonstration	101+ students	\$6.00 pp	\$300.00	30 mins
	30-100 students	\$10.00 pp	\$300.00	30 mins
Ground Combat Display	101+ students	\$6.00 pp	\$300.00	30 mins
	30-100 students	\$10.00 pp	\$300.00	30 mins
Birds of Prey Demonstration	101+ students	\$6.00 pp	\$300.00	30 mins
	30-100 students	\$10.00 pp	\$300.00	30 mins

PRICE LIST CONTINUED

CAMPS

WEEKDAY ACCOMMODATION

DESCRIPTION	MIN NUMBER REQUIRED	PRICE	MIN SPEND	DURATION
Accommodation Student	25+ students	\$35.00 pp	\$875.00	1 Night
Accommodation Teacher/Carer (teachers 1:10 stay FOC and only pay for food)	1 teacher/carers	-	-	1 Night
Accommodation Extra Teacher/Carer/Bus Driver	-	\$35.00 pp	-	1 Night

WEEKEND, PUBLIC HOLIDAY & SCHOOL HOLIDAYS VISITS

DESCRIPTION	MIN NUMBER REQUIRED	PRICE	MIN SPEND	DURATION
Accommodation Student	30+ students	\$80.00 pp	\$2,400.00	1 Night
Accommodation Teacher/Carer/Bus Driver	1 teacher/carers	\$80.00 pp	\$80.00	1 Night

EXTRA COST EVENING MODULES

DESCRIPTION	MIN NUMBER REQUIRED	PRICE	MIN SPEND	DURATION
Secondary School/Adult Medieval Feast 3 course meal and dance	50+ students/adults	\$40.00 pp	\$2,000.00	2 hour min
Primary School Medieval Feast 3 course meal and dance	50+ students/adults	\$35.00 pp	\$1,750.00	2 hour min
Medieval Dance	35+ students	\$10.00 pp	\$350.00	1.5 hours
Medieval Theatre	50+ students	\$22.00 pp	\$1,100.00	2 hours
Medieval Movie Night with Popcorn	20+ students	\$12.50 pp	\$250.00	2 hours

CATERING

DESCRIPTION	MIN NUMBER REQUIRED	PRICE	MIN SPEND	DURATION
Continental Breakfast	30+ students/adults	\$10.00 pp	\$300.00	Approx. 45 mins
Morning or Afternoon Tea	30+ students/adults	\$5.50 pp	\$165.00	Approx. 30 mins
Lunch	30+ students/adults	\$12.50 pp	\$375.00	Approx. 30 mins
Dinner & Dessert	30+ students/adults	\$19.50 pp	\$585.00	Approx. 60 mins
Supper	30+ students/adults	\$4.50 pp	\$135.00	Approx. 30 mins

The following “Medieval Lifestyle” and “Medieval Warfare” Modules are included in our Base Program. Please allow 30 minutes per module, keeping in mind some activities run as two, or even four modules. Your base price includes anywhere from 1, to up to 6 modules per day, depending on how much time you can spend with us.

MEDIEVAL LIFESTYLE

THE VICTORIAN CURRICULUM F-10 and AUSTRALIAN CURRICULUM Levels 5, 6 & 8 KLA Humanities: History, English: Literature, Civics and Citizenship

APOTHECARY Learn about medieval illness and medicines – students will be disgusted and awed by remedies used in the dark ages. Students will explore our herb garden and learn about the healing properties within. They will put their new-found skills to use in the making of a “medieval band aid” with mortar and pestle.

PEASANT Learn about the hierarchy of the lower class and role play scenarios and events leading to the Peasants’ Revolt.

NOBLEPERSON Explore the world of the nobles and courtly etiquette in a simulated, costumed, royal court.

EXECUTIONER Tour our torture chamber and learn about the severe punishments that were handed down to maintain order in this period of unrest.
NOTE: Executioner is aimed at ages 13+.

MANORIAL COURT Students will participate in a mock court where they will conduct their own trial and execute their own medieval punishment.
NOTE: This module has been designed to accompany Executioner or run independently.



CALLIGRAPHY Students try their hand at writing with quill and ink, while learning about who was likely to be literate.

TOOLS OF THE TRADE (1 hour total): Students will learn to create Medieval maille.
NOTE: This module is suitable for secondary students only due to its complex nature.

...More Medieval Lifestyle Modules on the next page!

MEDIEVAL LIFESTYLE CONTINUED...



LEATHERWORKING Learn the ancient art of leather stamping. Students will take home their own hand made leather bag tag/bookmark.

GAMES Participate in medieval game play. Students will get into groups of two and rotate between some authentic medieval games from across Europe.

NEEDLEWORK Students will put their needlework skills to the test while learning different stiches used in Medieval times in the contraction of clothing.

THEATRE SCHOOL- Four Modules (2 hours total): *Students participate in a script writing workshop and produce their very own traditional, medieval performance.*

BUTTER (1 hour total) Students make their own butter using medieval techniques.

HERALDRY Students learn about the importance of the coat of arms for the nobility, see the heraldry that represented throughout the castle and design their own heraldry to take home.

NOTES: This module is directed as a primary school audience.

MEDIEVAL DANCE Students will learn 2 traditional Medieval Dances, one a traditional promenade, another a little more raucous and fast paced! If you're staying overnight and have booked the Medieval Feast, students will present these dances to the teachers after dinner!



MEDIEVAL WARFARE

THE VICTORIAN CURRICULUM F-10 and AUSTRALIAN CURRICULUM Levels 3 & 4 - 7 & 8 KLA Science: Physical Sciences, Humanities: History.

SIEGE Explore how castles were fortified and how they were attacked. Then learn to use a real Medieval Trebuchet and Battering Ram to lay siege on the castle.

DRESSING THE KNIGHT Learn to dress a knight from head to toe in 40kg of solid armour from the 15th century.

ARMS AND ARMOUR Learn about the history of weaponry and armour and how it has evolved throughout the ages. Students will be able to feel and try on knight's helmets, gauntlets, gambesons, breast plates and chain mail.

ARCHERY Get hands on experience with a bow and arrow in our indoor archery range.

SWORD TRAINING Participate in sword training and learn the proper use of a sword and shield.

THE BATTLE OF HASTINGS Re-enact the Battle of Hastings. Learn about strategy, teamwork and problem solving.



Additionally, a visit becomes the inspiration for the development of a wide range of skills as students respond to the experience (For some great Pre-visit Classroom activities, ask Our Education Manager about our teacher's notes when booking your program!)

EXTRA COST MODULES AND ACTIVITIES

THESE MODULES CAN BE SELECTED TO RUN ON ANY GIVEN DAY BUT WILL BE SCHEDULED AT AN EXTRA COST PER STUDENT PLEASE ALLOW 30 MINUTES FOR EACH MODULE.



GRAND CHAMPIONSHIP JOUST A spectacular Arena Event, unlike any other! Jousting emerged in the high Middle Ages, based on the use of the lance by heavy cavalry. An extreme sport which is practiced internationally even to this day, Kryal Castle knights count themselves among some of the most accomplished in the world. Join squires, knights and heralds in a true re-enactment of this legendary medieval sport. Students witness what was the pinnacle of knightly activity and gain an understanding of the popularity and importance of the tournament in medieval culture.



SKILL AT ARMS Join us as one of our kingdom's finest knights' presents to you the skills and techniques of a mounted rider on a finely tuned obstacle course, designed to represent challenges that are faced in real battles. The "Skill at Arms" course has been practiced since at least 4th Century BC in Asian and later European empires and was a means for knights to sharpen their skills and train their horses for warfare. Listen as our knight explains the broader use and history of the variety of weapons he wields and demonstrates the skills and techniques used by medieval cavalry in a presentation that is equally entertaining and educational.



BIRDS OF PREY The art of training birds of prey for hunting, known as falconry, was an elite sport in Medieval times. Owning a falcon was a status symbol throughout the Middle Ages and the aristocracy flew them in lavishly orchestrated hunts. Weaving together the threads of history, ecology and environmental science, Martin Scuffins, founder of the Leigh Valley Hawk and Owl Sanctuary will lead you on a journey that spans 4000 years.



GROUND COMBAT DISPLAY Choose your champion! How else does one settle a dispute in the Middle Ages? Why through Trail by Combat of course! Meet at the Tournament Arena to witness two skilled knights clash with axe and sword to settle an argument.



THESE MODULES CAN BE SELECTED TO RUN ON ANY GIVEN EVENING BUT WILL BE SCHEDULED AT AN EXTRA COST PER STUDENT

MEDIEVAL MOVIE NIGHT (Allow 2-3 hours) Have a night in with popcorn and a “Medieval” movie. Choose from a range of movies set to a medieval tune. Movie list available upon request.

MEDIEVAL FEAST (Allow 2 hours minimum) Enjoy an evening of Medieval Feasting and Dancing. Students will learn and perform two traditional Medieval Dances between enjoying their Medieval Feast, all set in The Abbey Tavern.

MEDIEVAL THEATRE (Allow 2 hours) An authentic entertainment experience, giving students a chance to encounter Shakespeare and Commedia Del Arte, and a Pantomime in these high energy and hilarious performances by our very own highly trained actors. Find out where Shakespearian theatre sat in history, and the very different forms of entertainment from around the world.



HOW MUCH DOES A SCHOOL VISIT TO KRYAL CASTLE COST? Prices vary depending on what you'd like to book, a comprehensive price list is located on page 4-5 of this booklet.

WHERE IS KRYAL CASTLE? Kryal Castle is located just off the Western Hwy, ten minutes from the Ballarat Township (If approaching from Melbourne). We recommend dedicating one hour from Melbourne CBD to arrive at Kryal Castle, and check google maps for exact timing.

HOW MANY PEOPLE CAN YOUR ACCOMMODATION SLEEP? Our Barracks offer bunk-style accommodation for up to 68 students and 4 adults. Adults have individual rooms with double beds and ensuite bathrooms. If you have a few more in your group, we can accommodate a further 48 students and 6 adults in our Castle Suites, on site just next to the Barracks and an additional 16 students and 4 adults in our BIG4 Cabins located at the front of the castle. In total, we can accommodate for up to **132 students and 14 adults**.

I HAVE A PARTICULARLY LARGE/ SMALL GROUP... Please do not hesitate to contact us if you have a smaller or larger group to discuss your options. We are always willing to find a solution!

STUDENT TO TEACHER RATIO? One Castle Facilitator is provided per 30 students. A minimum of 2 staff must accompany students on all Kryal Castle visits with a 1:20 staff-student ratio required for day visits and a 1:10 staff-student ratio for camps. For more information please head to <https://www2.education.vic.gov.au/pal/excursions/guidance/supervision>

IS THIS PROGRAM MAPPED TO THE VICTORIAN F-10 AND AUSTRALIAN CURRICULUM? All our programs have been specifically mapped against The Victorian Curriculum F-10 and Australian Curriculum enabling each to be seamlessly incorporated into your classroom curriculum. A visit to Kryal is perfect inspiration for a wealth of skills development including English, Literature, Math, Science, Civics and Citizenship, and of course History.

DO YOU HAVE A CAFÉ, OR FOOD OPTIONS? We do have catering options available upon request such as Morning/Afternoon tea, Lunch & Teacher Coffees. Check out our options and prices on the Price List. Please note if you are not pre ordering catering there is no food available on site and students will need to pack their own food. Lunch orders must be complete no later than 14 days prior to your visit.

SAFETY INFO/ RISK ASSESSMENT/ CERTIFICATE OF CURRENCY? All our relevant policies and procedures are available to download from our website at www.kryalcastle.com.au

DO YOU HAVE A MAP OF THE CASTLE FOR ME? We have provided a map of the castle on page 13.

DO YOU HAVE A LAYOUT FOR THE ACCOMMODATION? You can find our layout for the Barracks on page 14.

WET WEATHER OPTIONS? Activities are run in and out of doors. Just as medieval life continued despite the rain, heat or snow, so do we. If weather is truly impossible to work with, our facilitators will adjust locations where possible, and discuss alternatives with you on the day. However, we advise you to come prepared for all eventualities. Bring raincoats if rain is expected, and sunscreen and hats for the heat. We also recommend bringing a water bottle.

WHAT ARE THE OPTIONS FOR PUBLIC TRANSPORT? There is no scheduled public transport to Kryal Castle, however there is a train from Southern Cross Station to Ballarat Station. Local buses offer a specialist service between Ballarat Station and the castle, but this is only by prior arrangement: please contact Christians Bus Ballarat: (03) 5335 5005 www.christiansbus.com.au

PARKING OUR BUSES? There is ample parking for buses out the front of the castle in our front car park.

OUR BUS DRIVER NEEDS TO STAY AND EAT TOO, CAN YOU ACCOMMODATE FOR THAT? Yes! Just make sure you let us know at the point of booking so we can allocate them a room. We can supply accommodation and meals to your bus driver at the same rate and cost as the rest of your group.

WE HAVE A STUDENT WITH SPECIAL NEEDS. Please let the Education Manager know of any special requirements - especially if wheelchair access is required, or students are hearing/sight impaired. We can adapt programs to suit most needs. ESL students love Kryal Castle. Given the emphasis on colour, movement and theatre, language barriers are minimal. Please let us know of ESL needs.

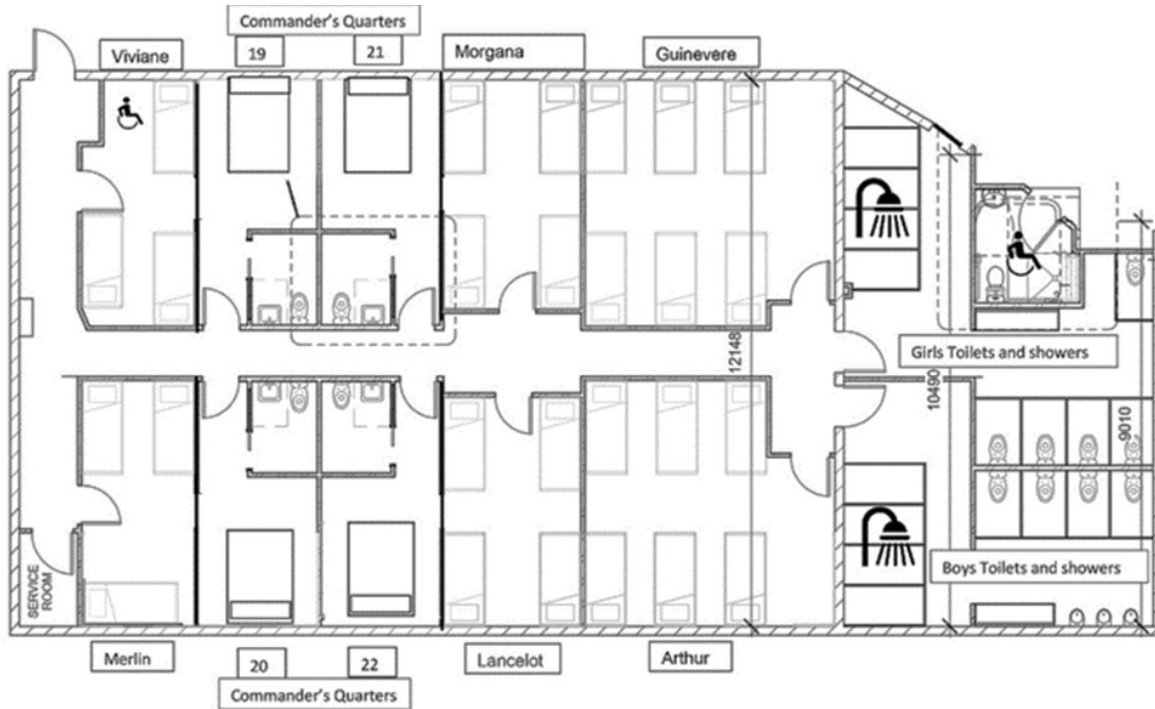
DO YOU HAVE ANY SHOPS? We can arrange for our Lolly shop to be open and allocate time in your program for free time to explore the castle.

I HAVE MORE QUESTIONS!

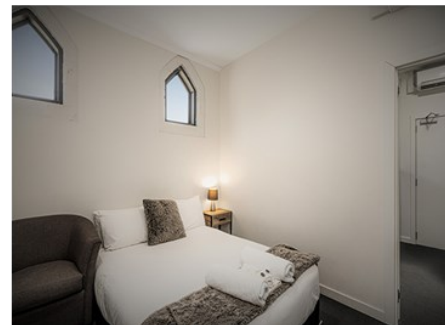
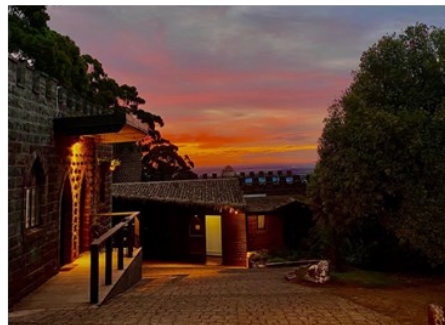
Don't worry, we're here to help! Please email our Education Team at education@kryalcastle.com.au if you have any further questions or concerns.

ACCOMMODATION- THE BARRACKS

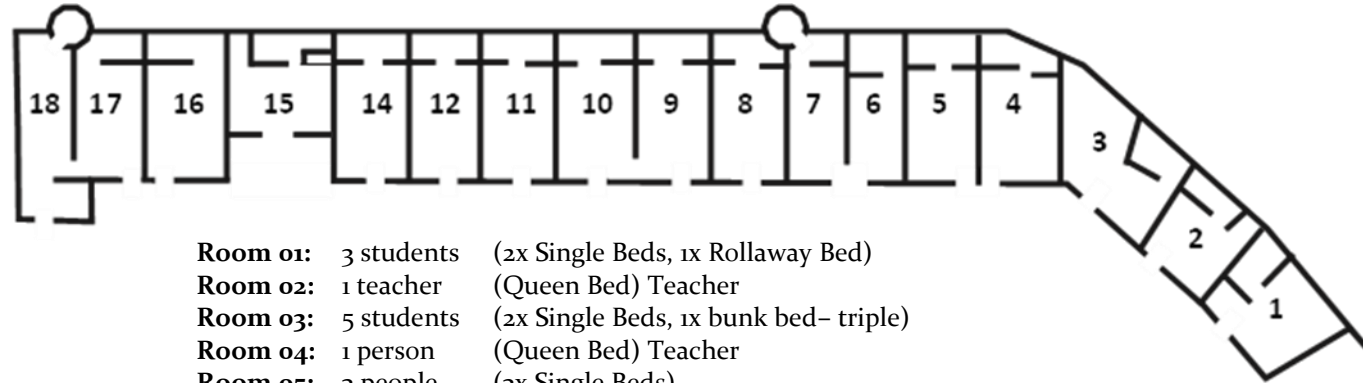
PLEASE NOTE: IF YOU ARE AWARE OF ANY SPECIFIC KIDS WHO MAY HAVE AN ISSUE WITH BED WETTING, TO AVOID ANY EXTRA CLEANING COSTS PLEASE NOTIFY US AND WE CAN SUPPLY PROTECTIVE BEDDING FOR THEIR STAY AND HAVE IT SET UP BEFORE YOUR VISIT TO AVOID ANY EMBARRASSMENT.



Room 19:	1 person	(Double Bed) Teacher
Room 20:	1 person	(Double Bed) Teacher
Room 21:	1 person	(Double Bed) Teacher
Room 22:	1 person	(Double Bed) Teacher
Merlin:	8 people	(3 Bunks- 2 triple, 1 double)
Viviane:	7 people	(3 Bunks- 1 triple, 2 double)
Morgana:	12 people	(4 Bunks- 4 triple)
Lancelot:	12 people	(4 Bunks- 4 triple)
Guinevere:	19 people	(7 Bunk Beds- 5 triple, 2 double)
Arthur:	19 people	(7 Bunk Beds- 5 triple, 2 double)



ACCOMMODATION- SUITES



- Room 01:** 3 students (2x Single Beds, 1x Rollaway Bed)
- Room 02:** 1 teacher (Queen Bed) Teacher
- Room 03:** 5 students (2x Single Beds, 1x bunk bed- triple)
- Room 04:** 1 person (Queen Bed) Teacher
- Room 05:** 3 people (3x Single Beds)
- Room 06:** 1 person (Queen Bed) Teacher
- Room 07:** 1 person (Queen Bed) Teacher
- Room 08:** 3 people (3x Single Beds)
- Room 09:** 3 people (2x Single Beds, 1x Rollaway Bed)
- Room 10:** 3 people (2x Single Beds, 1x Rollaway Bed)
- Room 11:** 1 people (King Bed) Teacher
- Room 12:** 3 people (3x Single Beds)
- Room 14:** 3 people (2x Single Beds, 1x Rollaway Bed)
- Room 15:** 6 people (3x Single Beds, 1x Bunk Bed- triple)
- Room 16:** 6 people (2x Single Beds, 1x Bunk Bed- triple, 1x Sofa Bed)
- Room 17:** 3 people (2x Single Beds, 1x Rollaway Bed)
- Room 18:** 1 person (Queen Bed) Teacher
- Room 23:** 7 people (3x Single Beds, 1x Bunk Bed- triple, 1x Rollaway Bed) wheelchair friendly



L5 & 6	THE VICTORIAN CURRICULUM F-10 SCOPE & SEQUENCE	KRYAL CASTLE EXPERIENCE
<p>ENGLISH</p>	<p><i>Language variation and change</i> Understand that the pronunciation, spelling, and meanings of words have histories and change over time.</p> <p><i>Language for social interactions</i> Understand that strategies for interaction become more complex and demanding as levels of formality and social distance increase.</p>	<p><i>Language variation and change</i> Explore words heard and used at Kryal Castle and how they have either taken on new meanings today or have been replaced completely. Think of feudal, apothecary, peasant, chivalry, knight, lord, and holiday.</p> <p><i>Language for social interactions</i> Take on the role of peasant, noble person or priest and learn how to interact in formal and informal situations. How would a peasant present themselves to a king? Or a knight? See these characters come to life and interact with one another. Where do we see these types of interactions in our own society?</p>
<p>HISTORY</p>	<p>Describe perspectives and identify ideas, beliefs and values of people and groups in the past.</p> <p><i>Australia as a nation</i> The significance of key figures and events that led to Australia's Federation, including British and American influences on Australia's system of law and government.</p>	<p>See and experience the role of the noble, peasant, apothecary and executioner in Medieval Society and use this as a base to develop historical understandings of what it was to be a part of the feudal system. How did these roles change over time?</p> <p><i>Australia as a nation</i> Students explore medieval crime and punishment and discuss how the magna carta has influenced our own legal system.</p>
<p>CIVIC AND CITIZENSHIP</p>	<p><i>Laws and Citizens</i> Explain how and why laws are enforced and describe the roles and responsibilities of key personnel in law enforcement, and in the legal system.</p> <p><i>Government and Democracy</i> Discuss the values, principles and institutions that underpin Australia's democratic forms of government and explain how this system is influenced by the Westminster system.</p>	<p><i>Laws and Citizens</i> How were laws in medieval times formed and enforced and who held the jurisdiction? Take on the role of individuals in a mock medieval trial.</p> <p><i>Government and Democracy</i> What was the medieval Feudal system and how can we compare it to our democratic government?</p>

HISTORY

Chronology

Sequence significant events in chronological order to analyse the causes and effects and identify continuities and changes. Describe and explain the broad patterns of change over the period from the Ancient to the Modern World.

Historical sources as evidence

Analyse and corroborate sources and ask questions about their accuracy, usefulness, and reliability.

Analyse the different perspectives of people in the past.

Explain different historical interpretations and contested debates about the past.

Continuity and change

Identify and explain patterns of continuity and change in society to the way of life.

Cause and effect

Analyse the causes and effects of significant events that caused change and/or a decline over the period.

Historical significance

Evaluate the role and achievement of a significant individual, development and/or cultural achievement that led to progress. ***Middle Ages and early exploration***

-The Vikings (c.790 – c.1066)

-Medieval Europe (c.590 – c.1500)

The significant social, cultural, economic, environmental, and political changes and continuities in the way of life and the roles and relationships of different groups in society.

Key concepts explored in Year 8 History deal with emerging beliefs and values represented in the medieval period and how these shaped society then and now.

The Medieval period was tumultuous with significant upheaval, predominantly due to warfare and changes in governance, control, and territory. There was an intense belief in God and the power of the King. Everyone lived for 'God and Country' and a sense of individualism only existed in the elite nobility.

A pyramidal feudal system favoured the elite, and order was maintained by a fear of punishment, or through a higher sense of purpose.

Students will become part of a medieval feudal system, taking on the role of the peasants and noblemen to understand the values upheld by each tier of society.

Through the discussion of significant events (the peasant's revolt, the changes brought about by the destructive influence of the black death), students begin to understand the importance of the roles of the Church and Nobility.

How does our society reflect this structure?

Investigating different types of punishment assists students in fully understanding the violence that was inflicted to maintain order. The crimes could be menial but the punishment substantial. Even hurling abuse or nagging could be punished with a day in the stocks or,

**HISTORY
CONTINUED**

Significant causes and effects of developments and/or cultural achievements that reflect the concentration and/or expansion of wealth and power.

Perspectives of subject peoples and their interactions with power and/or authority of others.

The role and achievements of a significant individual and/or group.

One significant challenge and one development faced by the society that caused progress or decline.

worse still, a Scold's Bridle being wired onto the head so the woman as unable to speak or eat.

The feudal system favoured a small few, but the clear majority were subjected to cruel often random punishment for crimes sometimes menial, and some substantial.

Compare justice in the medieval world and today: deciding guilt and innocence, methods of trial, types of punishment and any sense of 'fairness' are all a part of the Kryal experience.

Much of the Kryal experience touches on the Viking era, particularly in the exploration of weaponry. Students can see and touch examples of arms and armour from the Romans right through to Renaissance.

ENGLISH

Language for social interactions

Understand how conventions of speech adopted by communities influence the identities of people in those communities.

Literature and context

Explore the ways that ideas and viewpoints in literary texts drawn from different historical, social and cultural contexts may reflect or challenge the values of individuals and groups.

Creating literary texts

Create literary texts that draw upon text structures and language features of other texts for purposes and effects.

Language for social interactions

Witness and participate in interactions between nobles, knights and peasants. How does their speech an indicator of their social standing?

Literature and context

Examine the way justice was done and how it is portrayed in literature throughout medieval times.

Creating literary texts

Reading Chaucer will assist in providing a comical look at crime and punishment as well as assisting students to create their own fantasy stories of crime and revenge.

**CIVICS AND
CITIZENSHIP**

Laws and Citizens

Explain how Australia's legal system aims to provide justice, including through the rule of law, presumption of innocence, burden of proof, right to a fair trial and right to legal representation

Laws and Citizens

Examine the concepts of justice in different times and cultures and compare them to each other. The Kryal experience looks specifically at crime and punishment and what a 'fair trial' meant in medieval times and now. Students are asked – what has changed and why? Are we any better behaved than in medieval times? What essential understandings have changed our justice system?

	SUB-STRAND	LEVELS 3 & 4	LEVEL 8
THE VICTORIAN CURRICULUM F-10 SCIENCE	This program compliments studies in physical sciences	<p>Heat can be produced in many ways and can move from one object to another; a change in the temperature of an object is related to the gain or loss of heat by the object.</p> <p>Forces can be exerted by one object on another through direct contact or from a distance.</p>	<p>Change to an object's motion is caused by unbalanced forces acting on the object; Earth's gravity pulls objects towards the centre of Earth.</p> <p>Energy appears in different forms including movement (kinetic energy), heat, light, chemical energy, and potential energy; devices can change energy from one form to another.</p>
KRYAL SCIENCE		<p>The mechanical use of catapults will provide an excellent example of the physics needed to design and operate NONPOWERED but very effective dangerous machines. Siege engines used a variety of methods to power them. We look at four examples and then look at two in more depth: The Mangonel and the Trebuchet. One was powered by gravity and speed, the other by torsion. Each served different purposes, and these will be investigated as part of the session.</p> <p>The weight of the missile will have to be calculated in relation to the force needed to propel them. This in turn will be governed by the materials used for the missiles (in medieval days this included rocks, garbage, even dead bodies and severed heads!) but in our days we use apples and balls. Students will also have to calculate the direction required to hit their target and the effect of the atmospheric interferences like wind and unbalanced missiles.</p>	<p>The mechanical use of catapults will provide an excellent example of the physics needed to design and operate NON-POWERED but very effective dangerous machines. Siege engines used a variety of methods to power them. We look at four examples and then look at two in more depth: The Mangonel and the Trebuchet. One was powered by gravity and speed, the other by torsion. Each served different purposes, and these will be investigated as part of the session.</p> <p>The weight of the missile will have to be calculated in relation to the force needed to propel them. This in turn will be governed by the materials used for the missiles (In medieval days this included rocks, garbage, even dead bodies, and severed heads!) but in our days we use apples and balls. Students will also have to calculate the direction required to hit their target and the effect of the atmospheric interferences like wind and unbalanced missiles.</p>

L8	CONTENT DESCRIPTORS
HISTORY	<p>The way of life in Medieval Europe (social, cultural, economic and political features) and the roles and relationships of different groups in society (ACDSEH008)</p> <p>Significant developments and/or cultural achievements, such as changing relations between Islam and the West (including the Crusades), architecture, medieval manuscripts and music (ACDSEH050)</p> <p>Dominance of the Catholic Church and the role of significant individuals such as Charlemagne (ACDSEH052)</p> <p>Continuity and change in society in ONE of the following areas: crime and punishment; military and defence systems; towns, cities and commerce (ACDSEH051)</p> <p>The way of life in Viking society (social, cultural, economic and political features) and the roles and relationships of different groups in society (ACDSEH007)</p> <p>Significant developments and/or cultural achievements that led to Viking expansion, including weapons and shipbuilding, and the extent of their trade (ACDSEH047)</p>
ENGLISH	<p><i>Language for interaction</i> Understand how conventions of speech adopted by communities influence the identities of people in those communities (ACELA1541)</p> <p><i>Literature and context</i> Explore the ways that ideas and viewpoints in literary texts drawn from different historical, social and cultural contexts may reflect or challenge the values of individuals and groups (ACELT1626)</p>
CIVICS AND CITIZENSHIP	<p><i>Problem solving and decision making</i> Use democratic processes to reach consensus on a course of action relating to a civics or citizenship issue and plan for that action (ACHCS072)</p>

L3, 5 & 6	CONTENT DESCRIPTORS	KRYAL CASTLE EXPERIENCE
ENGLISH	<p><i>Language Variation and Change</i></p> <p>L5 Understand that the pronunciation, spelling and meanings of words have histories and change over time (ACELA1500)</p> <p><i>Language for Interaction</i></p> <p>L5 Understand that patterns of language interaction vary across social contexts and types of texts and that they help to signal social roles and relationships (ACELA1501)</p> <p>L6 Understand that strategies for interaction become more complex and demanding as levels of formality and social distance increase (ACELA1516)</p>	<p><i>Language Variation and Change</i></p> <p>Explore words heard and used at Kryal Castle and how they have either taken on new meanings today or have been replaced completely. Think of feudal, apothecary, peasant, chivalry, knight, lord, and holiday.</p> <p><i>Language for Interaction</i></p> <p>Take on the role of peasant, noble person or priest and learn how to interact in formal and informal situations. How would a peasant present themselves to a king? Or a knight? See these characters come to life and interact with one another. Where do we see these types of interactions in our own society?</p>
CIVICS AND CITIZENSHIP	<p>L3 The importance of making decisions democratically (ACHASSK070)</p>	<p>Compare the feudal system to our own democracy. Build empathy by reflecting on how it feels to be included or not in making decisions.</p>

	SUB-STRAND	CONTENT DESCRIPTORS	CONTENT DESCRIPTORS
THE AUSTRALIAN CURRICULUM SCIENCE	This program compliments studies in the area of physical sciences	L4 Forces can be exerted by one object on another through direct contact or from a distance (ACSSU076)	L8 Energy appears in different forms, including movement (kinetic energy), heat and potential energy, and energy transformations and transfers cause change within systems (ACSSU155)
KRYAL SCIENCE		<p>The mechanical use of catapults will provide an excellent example of the physics needed to design and operate NON-POWERED but very effective dangerous machines.</p> <p>Siege engines used a variety of methods to power them. We look at four examples and then look at two in more depth: The Mangonel and the Trebuchet. One was powered by gravity and speed, the other by torsion. Each served different purposes, and these will be investigated as part of the session.</p> <p>The weight of the missile will have to be calculated in relation to the force needed to propel them. This in turn will be governed by the materials used for the missiles (in medieval days this included rocks, garbage, even dead bodies, and severed heads!) but in our days we use apples and balls.</p> <p>Students will also have to carefully calculate the direction required to hit their target and the effect of the atmospheric interferences like wind and unbalanced missiles.</p>	<p>The mechanical use of catapults will provide an excellent example of the physics needed to design and operate NON-POWERED but very effective dangerous machines.</p> <p>Siege engines used a variety of methods to power them. We look at four examples and then look at two in more depth: The Mangonel and the Trebuchet.</p> <p>One was powered by gravity and speed, the other by torsion. Each served different purposes, and these will be investigated as part of the session.</p> <p>The weight of the missile will have to be calculated in relation to the force needed to propel them. This in turn will be governed by the materials used for the missiles (in medieval days this included rocks, garbage, even dead bodies, and severed heads!) but in our days we use apples and balls.</p> <p>Students will also have to carefully calculate the direction required to hit their target and the effect of the atmospheric interferences like wind and unbalanced missiles.</p>

CONDITIONS OF ENTRY

Entry to Kryal Castle is subject to the following conditions:

1. Education Groups will have the required number of supervising teachers/adults with the group as specified by the Victorian Department of Education and Training: A minimum of 2 staff must accompany education groups on all Kryal Castle visits with a 1:20 staff-child ratio required for day visits and a 1:10 staff-child ratio for camps. For more information please head to <https://www2.education.vic.gov.au/pal/excursions/guidance/supervision>
2. For the comfort and safety of your group and other visitors to Kryal Castle, it is essential that the teachers and adults accompanying the group supervise children at all times during their visit.
3. At least one adult member of the visiting group will provide a mobile phone number which will be on throughout the visit in case contact with the group is required.
4. Education Groups will be familiar with, and abide by, the requirements of the Code of Conduct and Safety Information for education groups visiting Kryal Castle. The Code and Safety Information is included in this form and is available on our website.
5. Education Groups are responsible for first aid including the provision of qualified first aid staff and first aid equipment.
6. Education Groups will familiarise themselves with Emergency Procedures and assembly areas. The Emergency Procedures are outlined on our website and can also be found onsite or emailed at your request.



CANCELLATIONS

DAY VISITS:

Cancellations made less than 5 business days before the activity will be liable for a fee of \$5 per participant.

Cancellations made less than two business days before the activity will be liable for the full cost of the program.

CAMPS:

Cancellations made less than 28 business days before the activity will be liable for a fee of 50% of their total invoice.

Cancellations made less than 14 business days before the activity will be liable for the full cost of the program.

ESTIMATED NUMBERS VS. ACTUAL NUMBERS

DAY VISITS:

If actual numbers fall by more than 10 participants from the original estimated numbers, and Kryal Castle isn't notified at a minimum of 7 days prior to the scheduled visit, the group will be charged the full amount for estimated numbers.

CAMPS:

If actual numbers fall by more than 10 participants from the original estimated numbers, and Kryal Castle isn't notified at a minimum of 21 days prior to the scheduled visit, the group will be charged the full amount for estimated numbers. Final numbers must be confirmed a minimum of 14 days prior to the camp.

PAYMENT

DAY VISITS:

80% of the estimated booking amount is required to be paid within 14 days of receiving the invoice to secure the booking. The remaining 20% balance is required within 14 days after the visit based on final numbers in accordance with our Estimated vs. Actual Numbers terms and conditions.

CAMPS:

25% of the estimated booking amount is required to be paid within 28 days of receiving the invoice to secure the booking. The remaining 75% balance is required within 21 days prior to your visit based on final numbers in accordance with our Estimated vs. Actual Numbers terms and conditions.

CODE OF CONDUCT

This Code of Conduct is a framework of values and behaviours for ensuring a safe, enjoyable and satisfying visit to Kryal Castle's Medieval Adventure Park and BIG4.

This Code of Conduct is built on the following guiding principles:

Kryal Castle acknowledges that a safe, orderly, and secure environment is critical in meeting the learning needs of participants.

Kryal Castle recognises the importance of involving participants in active learning experiences in an environment that promotes and supports effective independent and social learning.

All Kryal Castle staff and visitors (including the public, visiting students, teachers and parents) have the right:

- to be safe from physical, verbal, and emotional abuse
- to enjoy Kryal Castle free from interference and bullying of any sort
- to be treated with respect and courtesy
- to expect that their property will be treated with respect.

Kryal Castle staff and volunteers will:

- respect the person and property of visiting education groups, and behave towards them with professionalism, courtesy and helpfulness always.

CODE OF CONDUCT CONTINUED

Visiting supervising teachers and adults are responsible for:

- ensuring they always maintain close supervision of the participants in their care and role model the appropriate behaviours
- providing qualified first aid staff and equipment for your group
- ensuring they are contactable by Kryal Castle staff throughout their visit by providing a contact name and mobile phone number, and that the mobile phone is on during the visit
- communicating this Code of Conduct to all participants in their care and accompanying adults, and ensuring it is respected
- encouraging participants to take responsibility for their behaviour
- reading Kryal Castle's safety information and following and communicating the instructions outlined.

Visiting participants are responsible for:

- moving around Kryal Castle in a manner ensuring their own safety and the safety of others
- ensuring personal safety and the safety of others when near Kryal Castle animals
- ensuring personal safety and the safety of others in the handling of Kryal Castle bows and arrows, LARP weapons and siege machinery
- respecting Kryal Castle's property and the property of others. Any damage to property will be charged to the group or individual at Kryal Castle's discretion
- obeying the lawful instructions of Kryal Castle staff
- treating others with respect and courtesy
- refraining from aggressive or bullying behaviours
- follow the instructions outlined in Kryal Castle's safety information
- resolving problems calmly and sensibly, or by seeking assistance from supervising teachers
- enjoying the Kryal Castle experience as much as possible and allowing others to do the same.

Persons who breach this code may be directed to leave Kryal Castle.

Visiting education groups will be responsible for supervising anyone directed to leave.

No refund will be made. We thank you in anticipation of your support.