

Middle Ages Center:

Games - Build-A-Knight

For 1 - 4 Players

You will need:

dry erase markers
game boards
answer cards
Build-A-Knight pieces
score card

Instructions:

Build-A-Knight is played like the traditional game of Hangman.

1. Each player chooses a game card and matching answer card.
2. Player 1 lets Player 2 see the game card and try to guess the first Middle Ages vocabulary word by calling out letters.
3. Each correct letter is written in the correct space.
4. Each incorrect letter is marked out of the alphabet. Player 2 then adds a piece of armor to the knight.
5. Play continues until the word is guessed or the knight is completed. Guessing a word correctly before the knight is completed earns the player 1 point. Completing the knight before the word is guessed earns 0 points.
6. Players take turns after each word. The game is finished when all the words are complete or when time is up.

Dragon game card



1. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

2. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

3. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

4. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

5. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

6. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Griffin

game card



1. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

2. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

3. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

4. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

5. _____

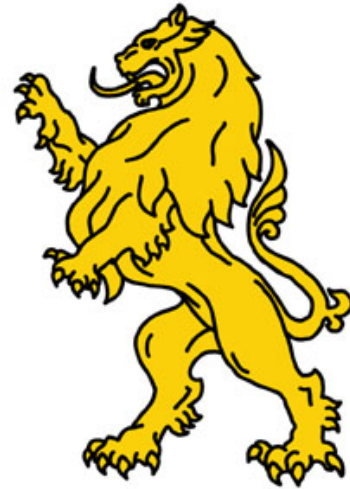
ABCDEFGHIJKLMNOPQRSTUVWXYZ

6. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Lion

game card



1. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

2. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

3. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

4. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

5. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

6. _____

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Unicorn game card



1. _ _ _ _ _

ABCDEFGHIJKLMNOPQRSTUVWXYZ

2. _ _ _ _ _

ABCDEFGHIJKLMNOPQRSTUVWXYZ

3. _ _ _ _ _

ABCDEFGHIJKLMNOPQRSTUVWXYZ

4. _ _ _ _ _

ABCDEFGHIJKLMNOPQRSTUVWXYZ

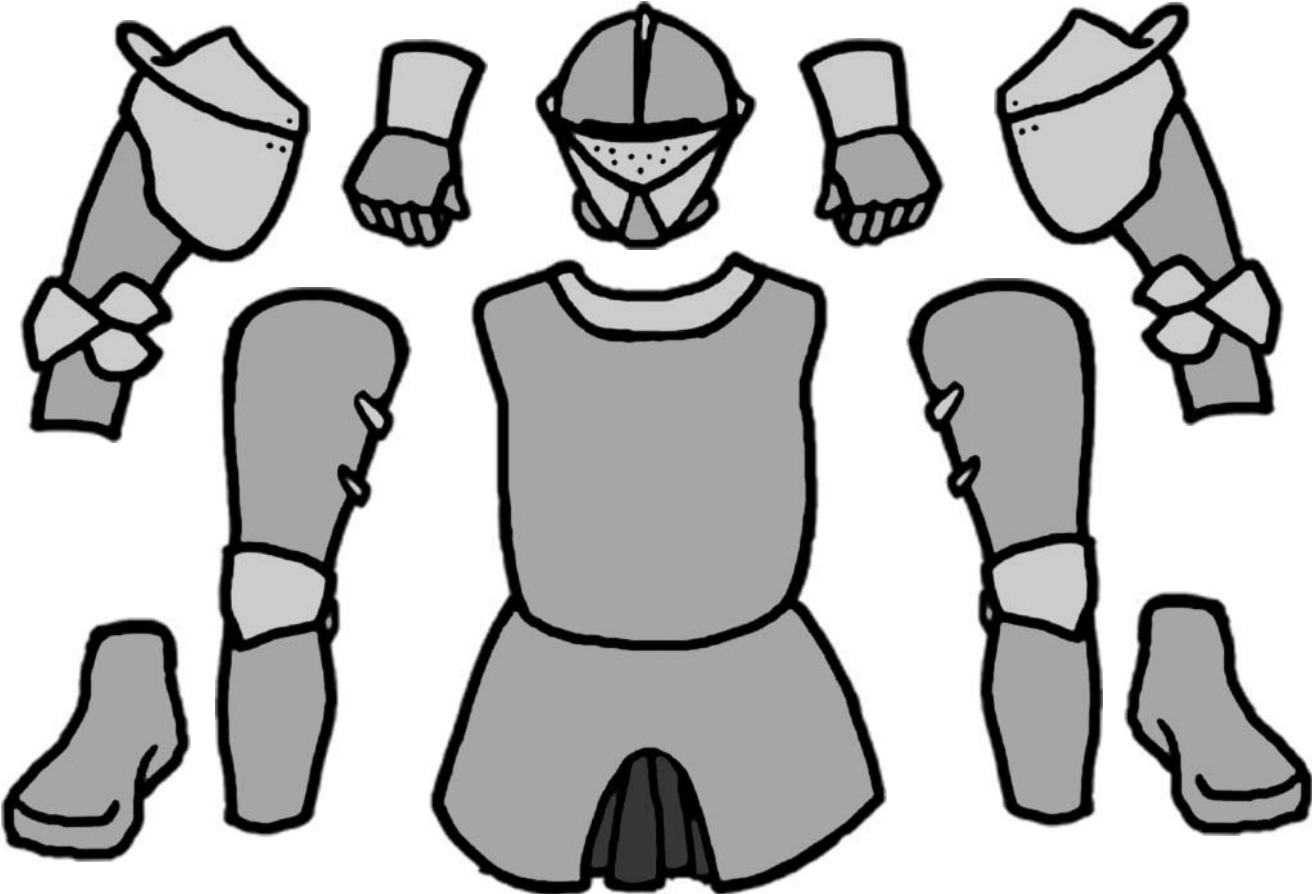
5. _ _ _ _ _

ABCDEFGHIJKLMNOPQRSTUVWXYZ

6. _ _ _ _ _

ABCDEFGHIJKLMNOPQRSTUVWXYZ

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NAMES	SCORE	CARD	POINTS	

**ANSWERS:
DRAGON GAME CARD**

1. knight
2. chivalry
3. apprentice
4. chain mail
5. vassal
6. medieval

**ANSWERS:
GRIFFIN GAME CARD**

1. jester
2. market
3. journeyman
4. battering ram
5. joust
6. portcullis

**ANSWERS:
LION GAME CARD**

1. castle
2. dungeon
3. tournament
4. coat of arms
5. bailey
6. feudalism

**ANSWERS:
UNICORN GAME CARD**

1. sword
2. minstrel
3. halberd
4. siege engine
5. squire
6. heraldry