



southampton through time

Activity Pack



INTRODUCTION

Are you interested in finding out more about Southampton's past but don't know where to start? Don't worry - we've put together this great pack full of activities to do which will help you learn more about the amazing history of Southampton from the comfort of your own home or school.



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You can either work through the activities from the beginning, or you might prefer to choose the activities that best support your interests.

We've also included adult notes (where relevant) to help in the learning process. You'll find these at the end of the pack.

Good luck and have fun!

The Museums Learning Team



A VERY SHORT HISTORY OF SOUTHAMPTON

Watch the short video for a quick introduction to Southampton's amazing history!



© Southampton Cultural Services

Link not working?
Search for
'Southampton's
History - The
Basics Video'

The Legend of Sir Bevois



Sir Bevois is the mythical founder of Southampton. He had lots of adventures including fighting dragons, using a magical sword and even having a giant as a servant!

Why not find out more about the story of Sir Bevois and write your own newspaper article about him? You can use the template on the next page.

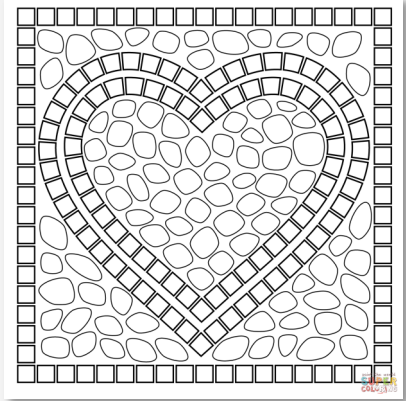


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Mystery Items

Here are three pictures. Why not colour each one in and then find out some interesting things about each object?

Roman Mosaic



Anglo-Saxon Jewellery



Medieval Wax Seal



ROMAN, SAXON OR MEDIEVAL?

Try and match the object, person and dates to each period. Choose 3 different colours and circle each piece of information with a different colour. Don't forget to draw in the key!



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Key

Roman

Anglo-Saxon

Medieval

About 500-1066 AD

Hamtun

Clausentum

1066-1485 AD



© Mark Cartwright

43-410AD

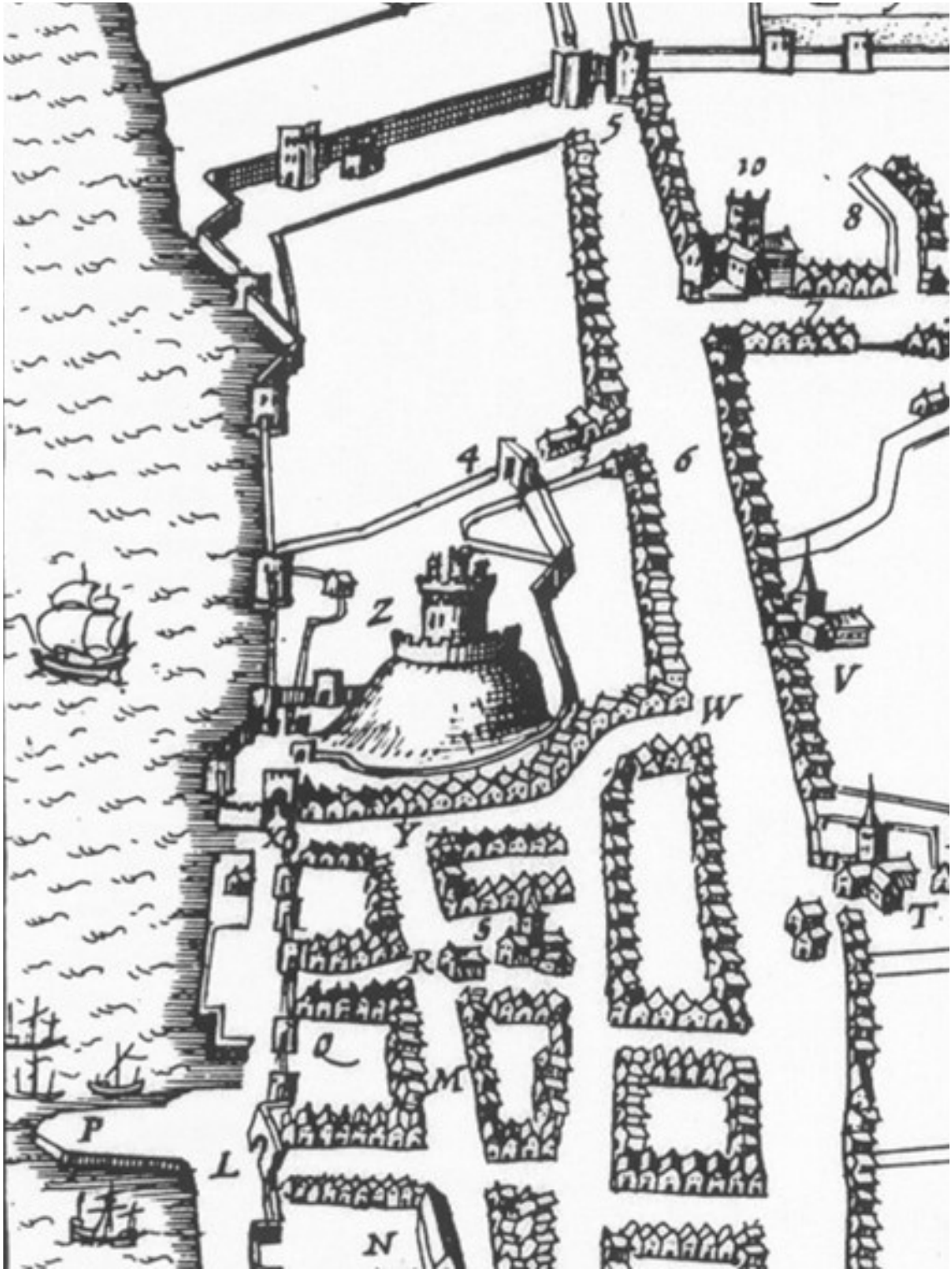
Hamwic



© Southampton Cultural Services



John Speed Map



© Southampton Cultural Services

COLOUR ME IN

This is one of the earliest maps of Southampton and was made by a mapmaker called John Speed in 1611.



Defending Southampton



© Southampton Cultural Services

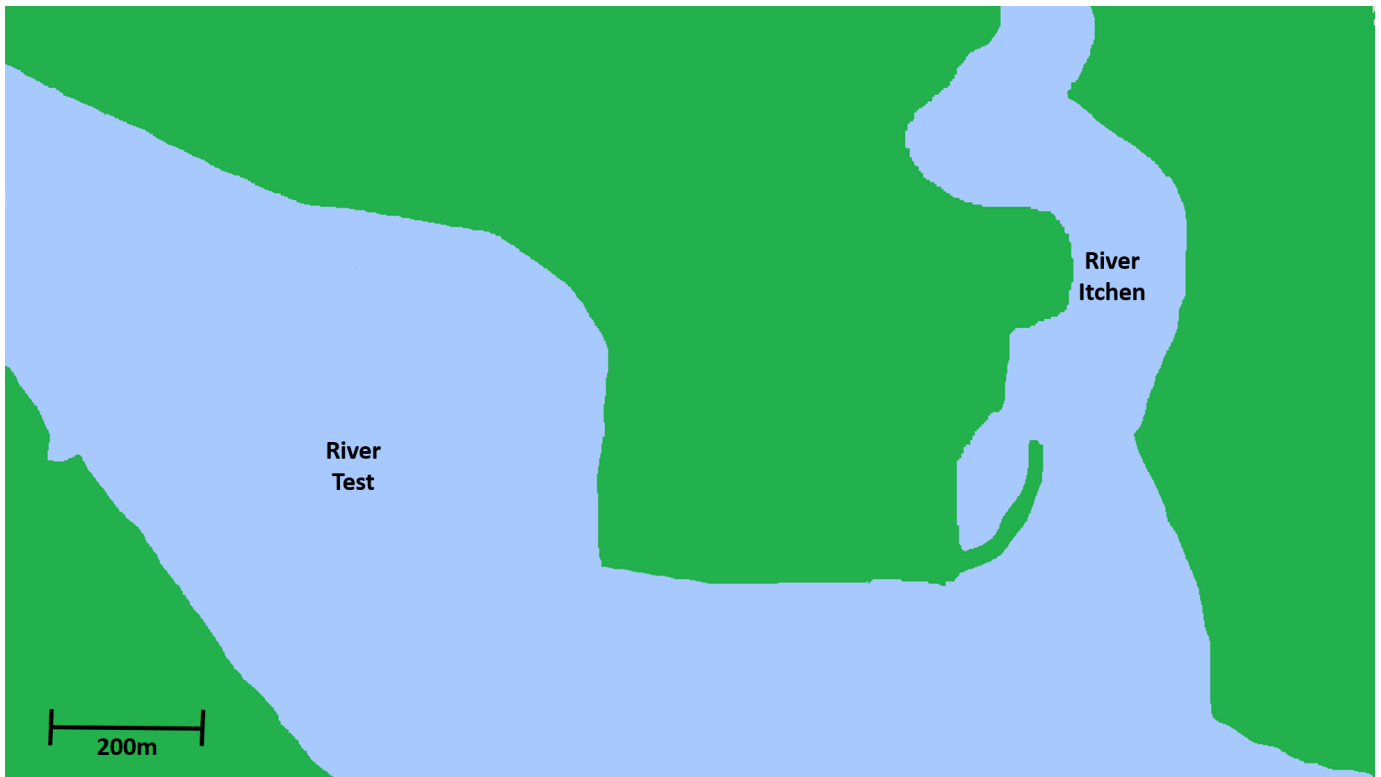
The picture above shows what Southampton might have looked like in about 1485 at the end of the medieval period. Look carefully at the different **defences** (things that protect the town) you can see. Now complete the sections in the boxes below...

The defences I can see are...

The areas of the town that are not well defended are...



Build Medieval Southampton



© Southampton Cultural Services

Southampton has been an important port for thousands of years. On either side of the town are two rivers: the River Test and the River Itchen.

You have been asked to plan a new town on the site above. There's nothing here already so you have a blank canvas with which to build.

Draw on the map a new medieval town of Southampton.

Your new town should:

- **Include all of the buildings and features included on the next page.**
- Have easy access to the sea (for trading).
- Be easy to defend.
- Not be too overcrowded.
- Have good trading links inland.



Build Medieval Southampton

Use the items below to create your own medieval Southampton!



Castle- The main defensive centre for the town and a key administrative building. High towers allow defenders to see far away. **You are allowed to build 1 castle.**



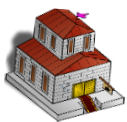
Defensive Wall- A key defensive structure protecting the most important parts of the town. Walls are big, imposing and a good way of putting off enemies. But they also enclose the town, making it difficult to grow! **You are allowed to build 1 wall.**



Dock- For a gateway town like Southampton sea links are crucial. In order to make the most of this the town should be served by a suitable dock for trading vessels. The best dock should be protected from the elements but easy to access and defend. **You are allowed to build 3 docks.**



Church- Apart from the King, the Church was the most powerful institution in England. Everybody would be expected to go to church and the rich bishops would expect the church to have pride of place in any town. If it isn't they may not give you money in the future! **You are allowed to build 1 church.**



Market- In order for the town to be a success it's important that there's an area for merchants (wealthy traders) to buy and sell their goods. The market should be easily accessible by the dock. **You are allowed to build 1 market.**



Houses- People need to live in houses! People want homes that can be defended and have easy access to the market. On the other hand, houses take up lots of room in a crowded town! **You are allowed to build one house inside the walls and as many as you want outside.**



Farm- Produces most of the food for the people living in the town. Important for the survival of the town but difficult to defend and take up lots of room. Should have good access to the market. **You are allowed to build 1 market inside the walls and as many as you want outside.**



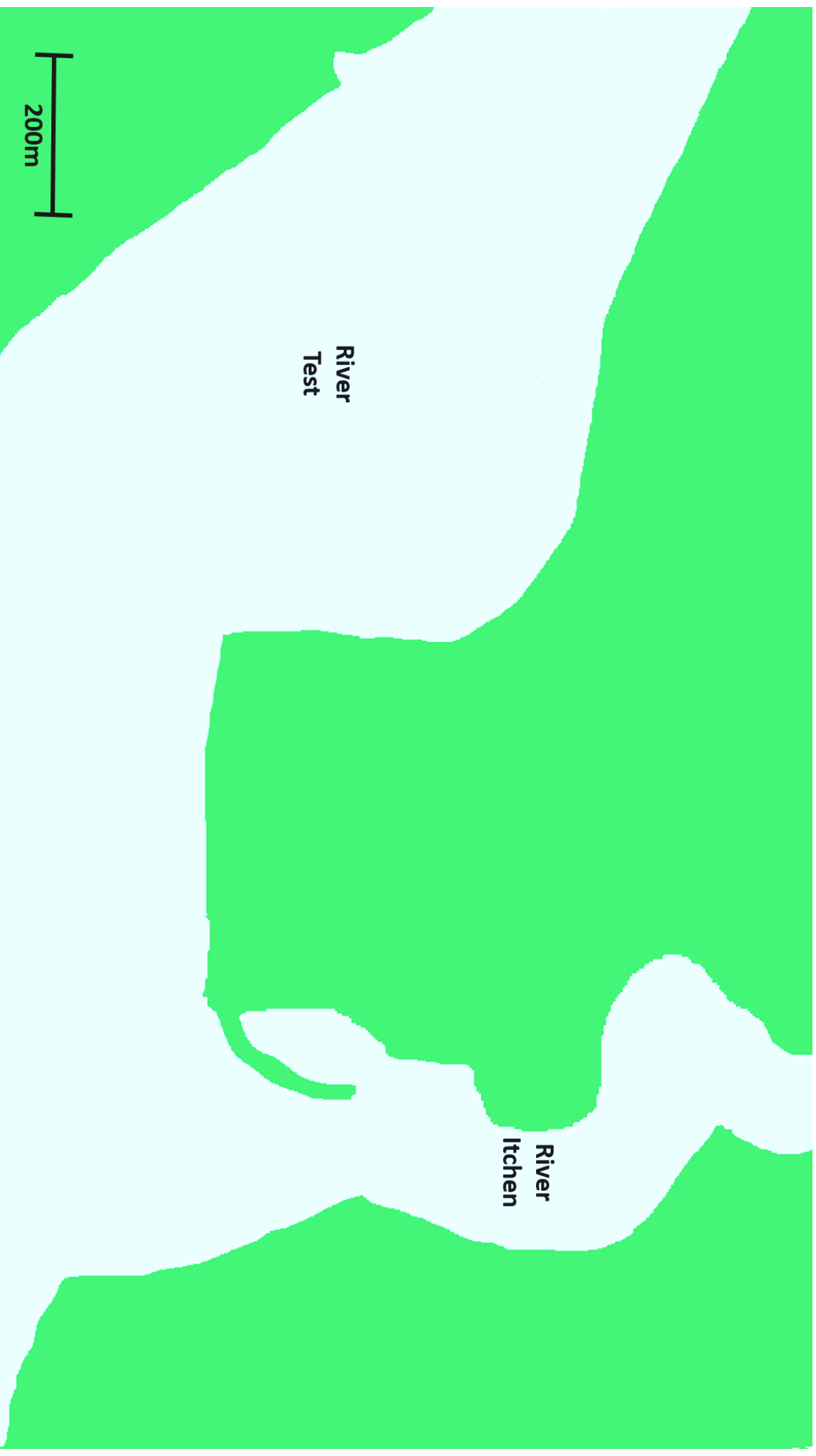
Tower- Towers are high, fortified structures that provide defensive protection in the event of attack. They also provide good lines of sight across the surrounding landscape. **You are allowed to build 4 towers.**



Cannon- This artillery weapon fires balls of lead and stone against attackers. The effective range is about 600 metres. If used correctly this weapon is deadly! **You are allowed to build 2 cannons.**



Southampton Water



Build Medieval Southampton 2

Below is a list of different items that need to be built in Medieval Southampton. Look at the list and prices and then answer the questions below.

Part of Town	Cost
Castle	£500
Defensive Wall	£80 per 50 metres
Dock	£100
Church	£70
Market	£40
House	£20
Farm	£30
Tower	£50
Cannon	£30

1. The town needs 600 metres of new town wall. How much will this cost?
2. Each person pays £2 for a new farm. How many people would it take to pay for farm?
3. The merchant brings in 50 barrels of wine to the dock. The king has demanded that 10% is given to him. How much wine does the king have left?
4. 2,000 people live in Medieval Southampton. Each house is big enough for 4 people:
 - a. How many houses will need to be built?
 - b. How much will it cost to build the houses?
5. What would the total cost be of:
 - 200 metres of wall
 - 1 castle
 - 2 cannon
 - 4 towers



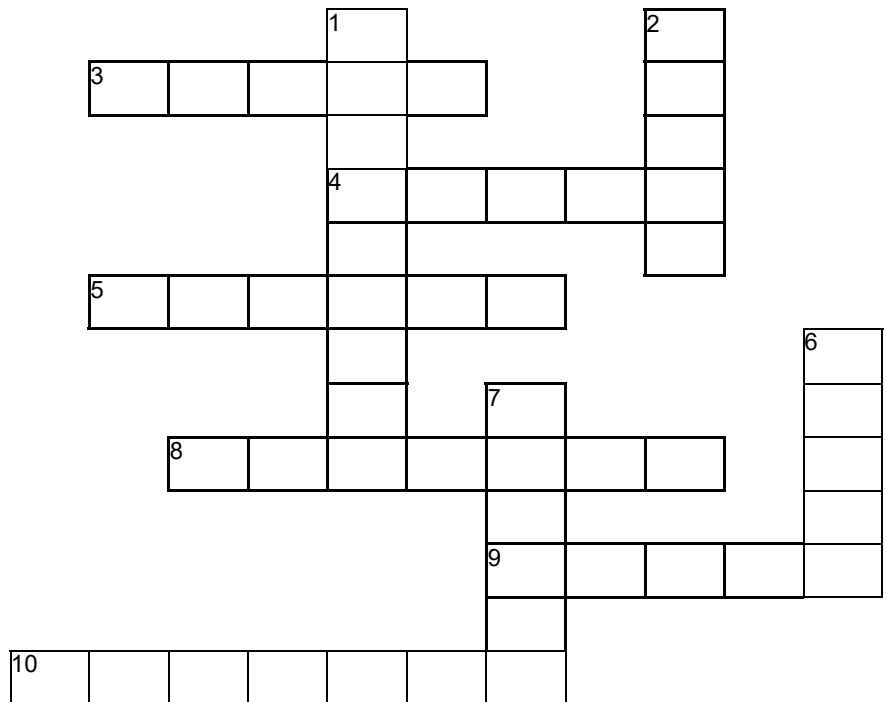
CROSSWORD & QUIZ

Across

3. Clausentum was the name for the town during this time
4. Type of stone early tools were made of
5. The legendary founder of Southampton
8. The old main entrance into Southampton
9. These were built after Southampton was attacked in 1338
10. The name of an infamous ship that sank in 1912

Down

1. A ship that left from Southampton in 1620
2. When bombs were dropped on the town
6. These were built during the Victorian times so that more ships could visit
7. The Saxon name for Southampton



Have a go at this online quiz to put your knowledge of Southampton to the test! Click on the picture to take you straight to the quiz.

The Southampton Quiz



Think you know about the history of Southampton now!

BEGIN QUIZ

© Southampton Cultural Services

You'll find the quiz on the 'Online Resources' section of the Tudor House website



ROMAN, SAXON OR MEDIEVAL?

Have you noticed that the objects are from the previous activity?



© Southampton Cultural Services

Key
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© Mark Cartwright

43-410AD

Hamwic



© Southampton Cultural Services



Defending Southampton- Adult Notes



© Southampton Cultural Services

This is a great activity when learning about how medieval towns were defended.

This can work as a stand-alone activity, or as a starter for 'Build Medieval Southampton'.

The picture above shows what Southampton might have looked like in about 1485 . Look carefully at the different **defences** you can see that are helping to protect this important merchant town. Now fill in the boxes below...

The defences I can see are...

Castle built on a mound

A bailey wall (around the castle)

A town wall (both around the land and the sea) and a moat around the landward wall

Town gates

Defensive towers

Ships that may have been used for defence.

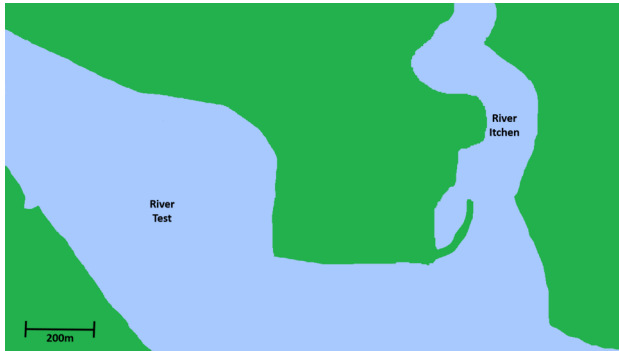
The areas of the town that are not well defended are...

Although the walled area of the town is extremely well-defended, the farms and houses to the north and east of the town are at extreme risk of being attacked. The port area at the south of the town is also open to an attack.

Fact: The seaward walls were built after pirates attacked the town in 1338. In those days there was no wall, so the pirates were able to walk right into the town!



Build Medieval Southampton- Adult Notes



© Southampton Cultural Services

This activity encourages your students to apply their understanding of historic Southampton by designing their own map.

There are a number of ways to extend the learning for this activity, for example by using the costs in **Build Medieval Southampton 2** and giving the students a fixed amount they are allowed to spend, for example £2,000.

The main map for the students to work with doesn't include details, so it is applicable to all time periods, not just medieval.

Perhaps they could create your own town out of building blocks, draw your own map or even design one on the computer?

Southampton has been an important port for thousands of years. On either side of the town are two rivers: the River Test and the River Itchen.

You have been asked to plan a new town on the site above. There's nothing here already so you have a blank canvas with which to build.

Draw on the map a new medieval town of Southampton.

Your new town should:

- **Include all of the buildings and features included on the other page.**
- Have easy access to the sea (for trading).
- Be easily to defend.
- Not be too overcrowded.
- Have good trading links inland.



Build Medieval Southampton 2- Adult Notes

Below is a list of different items that need to be built in Medieval Southampton. Look at the list and prices and then answer the questions below.

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Castle	£500
Defensive Wall	£80 per 50 metres
Dock	£100
Church	£70
Market	£40
House	£20
Farm	£30
Tower	£50
Cannon	£30

1. The town needs 600 metres of new town wall. How much will this cost? **£960**
2. Each person pays £2 for a new farm. How many people would it take to pay for farm? **15 people**
3. The merchant brings in 50 barrels of wine to the dock. The king has demanded that 10% is given to him. How much wine does the king have left? **45 barrels of wine**
4. 2,000 people live in Medieval Southampton. Each house is big enough for 4 people:
 - a. How many houses will need to be built? **500 houses**
 - b. How much will it cost to build the houses? **£10,000**
5. What would the total cost be of: **£1,080**
 - 200 metres of wall
 - 1 castle
 - 2 cannon
 - 4 towers



CROSSWORD ANSWERS

Across

3. Clausentum was the name for the town during this time
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