So you think you could work at Windsor Castle?

In this activity you will be interviewed for some of the jobs which used to exist at castles such as Windsor in medieval times. Each game needs 3-6 players and is suitable for ages 8+. You will need a set of job cards and a set of skills cards.

The aim of each round is to get hired for a certain job at Windsor Castle. Players take turns being the monarch (king or queen) and interviewing while the others act as candidates for the job. To start, stack the Windsor Castle Job Cards and Skills Cards into 2 piles and choose the first player to act as the king/queen for the first round.

The king/queen might ask follow up questions to make it more challenging for the rest of the group!
Each job candidate takes 3 Skills Cards. They can look at their cards but mustn’t let others see them. The monarch takes a Windsor Castle Job Card. They show the group and read about the job. This is the job that the players will interview for using the skills cards they have. Some skills will work well for the chosen job, others will require imagination to come up with a good argument that will convince the monarch.

Having heard the job, applicants may discard 1 Skills Card and draw another from the top of the pack. It’s a gamble!

Each player explains why they would be good at the job using their skills. One by one, the monarch asks each person:

“Why do you think you would make a good ……….?"

Players can justify their skills in any way they like, but they cannot add new skills that are not on their cards.

Once each candidate has had their turn to explain why their skills make them a good person for the job, the monarch decides who gets the job. They could decide on the applicant with the best skills, or with the funniest answers. The monarch gives the winning candidate the job card, which they hold on to until the end of the game to show how many interviews they’ve won.

Gather the used Skills Cards, shuffle them and put them on the bottom of the pile. A new king / queen is chosen and each job applicant chooses 3 new cards.

The game comes to an end once each player has had the opportunity to be the monarch. The player with the most job cards at the end wins.
Falconer
Someone who breeds and trains birds like hawks and falcons to hunt other animals.

Lady’s maid
A servant who helps rich women dress, do their hair, and look after their clothes. You also help with castle chores.

Ewerer
Middle-ranking servant responsible for tablecloths, providing water for hand-washing, and drying the king / queen’s clothes.

Turn-spit
Someone, usually a child, who helps roast animals for feasts by turning the handle of the ‘spit’, the machine used to roast meat over a fire.

Guard
An ordinary soldier. Duties include protecting the castle and guarding the king / queens bedchamber at night.

Scullion
A low-ranking kitchen servant who does the washing and cleaning up, and takes out the rubbish.

Page
A child from the age of 7, who is assigned to a noble person or knight to begin training to be a knight. Carries out all duties as needed / begins basic studies.

Constable
A person who takes care of the castle in the absence of the king / queen. This was often bestowed on a great lord or knight.

Castle Cook
A servant in charge of running the castle kitchen and preparing food, including huge banquets when guests or foreign leaders visit.
Fletcher
A person who makes bows and arrows, and who attaches the feathers to the ends of arrows.

Gong Farmer
A person who shovels out the contents of toilets and cesspits and takes it outside the walls or to the moat for disposal.

Jester or Bard
Someone who tells jokes, juggles or writes poems and songs to entertain people.

Blacksmith
Forged or sharpened tools or weapons. Beat dents out of armour, Made shoes for horses.

Knight
A professional soldier following long hard training which began when he was only 7.

Squire
Attained at the age of 14 while training to become a knight. He would be assigned to a knight to carry and care for weapons and horses.

Priest
Provided spiritual welfare but also held large areas of land and had great power / influence over the king and queen.

Almoner
Ensures the poor people of Windsor were cared for and received alms or money.

Butler
Served wine and food. In charge of butts of wine or beer. Looks after brewers and other staff.
You have excellent timekeeping
You have a lot of funny hats
You don’t mind blood and guts

You get up early in the mornings
You love working outside
You can read and write

You work very quickly
You are good at cleaning up after yourself
You are quiet

You have a loud speaking voice
You have no sense of smell or taste
You’re a very messy person

You can’t tell the time
You don’t mind loud noises
You hate crowds of people

You’re happy to be fed with kitchen scraps
Animals hate you
You’ve got good hearing

You’re a terrible singer
People find you intimidating
You’re very patient
You’re good at sewing

You love being helpful

You can see well in the dark

You can go for ages without needing to pee

You’re good at lying

You’re tough – you’ve got great stamina

You can talk to animals with your mind

You’re reliable

You make new friends easily

You’re very good at maths

You’re a fast runner

You’re sneaky

You’re good at keeping secrets

You never ask questions

You have a good imagination

You’re good at saving money

You’re scared of the dark

You’re a good singer

You’re good at remembering names

You’re careful about small details
You own your own shovel
You’re good at staying awake all night
You always feel very important

You don’t get bored easily
You love fancy dress
You’re good with your hands

You’re very good at rhyming
You know how to tie lots of knots
You’re always very polite

You love fire
You own many disguises
You’re always in a good mood

You like noise and excitement
You’re extremely tall
You’re very strong

You’ve got very steady hands
You have a very good memory
You’ve got great taste in interior design

You’re a good dancer
You have no imagination
You don’t mind working in small spaces