

# Tudor Entertainment

## Clue Activity Game



When studying the Tudors, it is valuable to teach students about the sports and entertainments that the Tudors engaged in, as these aspects of culture give an important insight into the values and traditions of the society as a whole.

Suitable for students aged 9+

**Learning Outcome:** Through learning about the entertainment and sports enjoyed by the Tudors, students will have gained an insight into their lifestyle and culture.

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# Tudor Entertainment Clue Activity Game

Developed by Steve Cooke  
Illustrated by Elisa Martinelli

**Theme: Tudors**  
**Age range: 9+**

## Context:

When studying the Tudors, it is valuable to teach students about the sports and entertainments that the Tudors engaged in, as these aspects of culture give an important insight into the values and traditions of the society as a whole. If you develop your own activities around this theme please share your ideas by sending them to the address below.

## Preparation:

Print out the A4 sheets. Cover the sheets of Clue Cards and playing cards with 'clear pvc self adhesive book cover film' before cutting them up. If possible, laminate the Diary Grids. Leave the Yes/No Grids un-laminated as students will be expected to write on these.

## HOW TO PLAY:

Work in groups of three to make a team.

1. Each team shares a blank grid and a set of cards.
2. Each member of the team takes a Clue Card.
3. The team must work together to read through the clues and work out when the two characters, James and Alfred, visited each event. The team that completes the grid first wins.
4. At the end of the Clue Game, divide the class into two groups - Group A and Group B. Give each group an Entertainment Grid with a list of entertainment activities.
5. Group A reads aloud the first Entertainment Activity and Group B has to decide if this was a Tudor entertainment or not.
6. Next, Group B reads the second Entertainment Activity and Group A has to decide if this was a Tudor entertainment or not.
7. The groups continue with the questions until the sheets are completed.

## Learning Outcomes:

Through learning about the entertainment and sports enjoyed by the Tudors, students will have gained an insight into their lifestyle and culture. If you have found further learning outcomes please share them by emailing [collaborate@mantralingua.com](mailto:collaborate@mantralingua.com).

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from [www.mantralingua.com](http://www.mantralingua.com). Students can use TalkingPEN to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)

## Instructions

James and Alfred are visiting their friends. They are going to be taken to a different entertainment each day by a different friend.

Work in groups of three.

Take a clue card each.

Share a blank grid and cards.

Work together to find out who took James and Alfred where, as well as the day and time they attended each entertainment.

## Clue Sheet 1

Two days after going to the bear-baiting show they are going to go to a dance.

James is going to go hunting two days before they go to the bear-baiting show.

On the last day of his visit James is going to see an event which involves horses.

Alfred is going with James to a bear-baiting show on Wednesday.

Alfred and James are going to go to the theatre the day after they go hunting.

On the day before they go to the dance James and Alfred are going to play bowls.

## Clue Sheet 2

The dance starts at seven o'clock in the evening.

The play starts an hour later than the dance.

James and Alfred will have to wake up very early to go hunting.

The bowling starts three hours later than the hunting.

The jousting tournament starts an hour later than the bowling.

The card and board game competition starts an hour later than the jousting.

The bear-baiting takes place in the evening.

## Clue Sheet 3

Ann does not like anything involving horses.

John likes playing games with dice.

Arthur is very good at using a bow and arrow.

Mary thinks that hurting animals is very cruel.

Marian likes watching men fall off horses.

Ann likes watching exciting stories.

Alan likes playing games.

Mary likes music.

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Friend cards

Arthur

Ann

Robert

Alan

Mary

John

Marian

7.00 am

8.00 pm

8.00 pm

10.00 am

7.00 pm

12.00 noon

11.00 am

Time cards

hunting



jousting



dancing



theatre



bowling



bear-baiting



cards & board  
game competition



Activity cards

Friend cards

Arthur

Ann

Robert

Alan

Mary

John

Marian

7.00 am

8.00 pm

8.00 pm

10.00 am

7.00 pm

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Activity cards



Date	Activity	Time	Who took them
Monday 1st April			
Tuesday 2nd April			
Wednesday 3rd April			
Thursday 4th April			
Friday 5th April			
Saturday 6th April			
Sunday 7th April			

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Saturday 6th April			
Sunday 7th April			

# Tudor Entertainments- Answer Sheet

Date

Activity

Time

Who took them

Monday  
1st April



7.00 am

Arthur

Tuesday  
2nd April



8.00 pm

Ann

Wednesday  
3rd April



8.00 pm

Robert

Thursday  
4th April



10.00 am

Alan

Friday  
5th April



7.00 pm

Mary

Saturday  
6th April



12.00 noon

John

Sunday  
7th April



11.00 am

Marian

Which of these activities do you think people in Tudor times did to entertain themselves?

	Yes, people in Tudor times did these things	NO, people in Tudor times didn't do these things
Hunting		
Playing football		
Playing basketball		
Watching television		
Going to the theatre		
Playing tennis		
Watching bear-baiting		
Going dancing		
Listening to music		
Going to the cinema		

Which of these activities do you think people in Tudor times did to entertain themselves?

	Yes, people in Tudor times did these things	NO, people in Tudor times didn't do these things
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