

Adam of the Road Literature Projects

<p style="text-align: center;">MAP TRAIL</p> <p>Before you begin reading <i>Adam of the Road</i>, copy the map at the front of the book. You might want to enlarge it, too. Color it neatly, and as you read the book, add notes about the details of Adam's adventures at each location.</p>	<p style="text-align: center;">FROM MEMORY</p> <p>A poem immediately after the Table of Contents tells of Adam's yearning to be back on the road with his father. Memorize this poem, and recite it for your friends, family, or classmates.</p>	<p style="text-align: center;">MINSTREL SONG</p> <p>Write a minstrel song to perform for your friends. Remember what Roger told Adam in Chapter 2: "A minstrel sings what his listeners want to hear. It's not for him to ease his own sorrows or tell his own joys. He's to find out how his listeners are feeling and say it all for them."</p>	<p style="text-align: center;">BAND OF MINSTRELS</p> <p>Medieval minstrelsy encompassed many types of performances, including acrobatics, storytelling, singing, playing musical instruments, poetry, dancing, and even magic tricks--anything that might entertain an audience. Plan and perform a minstrel act with some of your friends to showcase your many diverse talents.</p>
<p style="text-align: center;">HOLY HISTORY</p> <p>Research medieval holy and festival days. Select 8 days that interest you (make sure to include at least two days that are mentioned in <i>Adam</i>), and use the link below to generate a flipbook for your holy days. Once you have printed it, write information that you have learned about each day. Consider adding pictures to make your flipbook more attractive. http://www.readwritethink.org/files/resources/interactives/flipbook/</p>	<p style="text-align: center;">CLASSIC SPANIEL</p> <p>Nick is a spaniel, a very common breed of dog during the medieval times. Research spaniels, and create a portrait of what you think Nick might have looked like, based upon both your research and the descriptions in the book. Create this portrait in an oval shape on white paper, and then cut it out and glue it onto a piece of black construction paper. Then write a description of the spaniel breed on white paper; cut it out, and glue it beneath your portrait.</p>	<p style="text-align: center;">MALKIN MODEL</p> <p>Dame Malkin's house, which is described in detail in Chapter 2, is typical of a medieval peasant living in the English countryside. Use a shoebox or other small box to create a diorama of a peasant cottage. Be creative in your use of materials, and take time with the details. You may include other items that might be found in a peasant cottage that aren't specifically mentioned in the book.</p>	<p style="text-align: center;">CARRIAGE OF CLAY</p> <p>Adam first catches sight of Margery as she is riding in the fine de Lisle carriage. Examine images of medieval carriages, and then create a replica. You may use clay, but try to think of items around the house that you can recycle in your project, too. Make sure to refer to the picture at the beginning of Chapter 3 for details. When you're finished, write a brief explanation of how and by whom carriages were used in medieval times.</p>
<p style="text-align: center;">MEDIEVAL CLOTHING</p> <p>Many articles of clothing are mentioned throughout <i>Adam</i>. Research medieval clothing, and then cut scraps of fabric or colored paper into clothing shapes to create a diagram. Glue these pieces of "clothing" to a piece of card stock and label each one of them. At the bottom of the page, write an overview paragraph giving further details about medieval clothing.</p>	<p style="text-align: center;">STAINED GLASS</p> <p>The de Lisle family carried their glass windows with them from manor to manor. Examine images of stained glass from medieval England, and then design your own piece of stained glass with medieval elements, following the instructions below. Don't forget to include a museum-style plaque with information about your medieval piece. http://www.instructables.com/id/Faux-Stained-Glass/</p>	<p style="text-align: center;">FRIENDSHIPS OF LONGING</p> <p>In Chapter 6, Adam makes reference to several other sets of friendships that have been separated for one reason or another: Roland and Oliver, Damnon and Pythias, and Horn and Athulf. But who are these people? With your parents' help, search the internet for kids versions of these classic stories, and pick one to study. Read it several times, and then practice your storytelling skills. Tell the tale to your friends or families, minstrel-style.</p>	<p style="text-align: center;">ALL THE WORLD'S A GAME</p> <p>The tiling yard was a favorite location for Adam and his friends, and children in Adam's day played games just as children in today's world do. Research medieval games for children, and then design/create the supplies needed for a game of your choosing. Write out detailed instructions and rules that other children would be able to follow. Teach your game to someone else.</p>

<p>GILE'S FAIR</p> <p>The Gile's Fair was not only a real fair, but it also still exists today! Learn a little bit about how this fair has changed over the years, and then select a traditional Giles-tan "ware," either medieval or modern, of your own to peddle. Make a number of these items, and set up your own booth and see if you can convince any of your friends to purchase your goods.</p>	<p>CHARTER THIS</p> <p>The old gaffer in Dame Clarice's kitchen tells Adam a story of the Great Charter, and it is the first that he has ever heard of it. Read a translation of the Great Charter (also called the Magna Carta) with your parents, and then re-write it in kid-friendly language. Your translation should include the preamble, 10 of the 63 written points (clauses) that you think are the most important or interesting, and the closing.</p>	<p>AL FRESCO</p> <p>When Adam spent the night at the castle in Guilford, he walked through halls lined with fresco paintings. This was a common artistic technique during this time in European history. Follow instructions on the link below to create your own fresco, with a medieval topic. Include an artist card with a title for your piece of artwork and your name. http://artsmarts4kids.blogspot.com/2007/10/fresco-project.html</p>	<p>WHAT'S IN A CREST?</p> <p>Perkin was an expert at identifying the family symbol contained on the crests of armor. These symbols and colors not only helped to tell one family from another, but also represented certain things about a family. Research the symbolism in heraldry, and then create a crest for your own family out of a large piece of cardboard and paint. Write a paragraph about the symbolism in the colors and images represented on your crest.</p>
<p>WHERE'D HE GO?</p> <p>In Chapter 14, it is said that the robber de Rideware is captured while Adam frees Dann William his friends. Write an extra chapter to tell about how Sir Adam and his men tracked down de Rideware and what happened when they captured him.</p>	<p>IT'S PARLIAMENTARY, MY DEAR</p> <p>Adam begins to hear rumors about the Parliament, but he doesn't yet understand what exactly a parliament does. How is the current British Parliament different from and similar to our own American Congress? On a large sheet of paper, create a Venn diagram, and compare and contrast these two legislative bodies. Include a title and pictures, and make sure that your diagram is neat and thorough.</p>	<p>SPICY A-FAIR</p> <p>The Gile's Fair had peddlers selling many items, including spices of many origins. Research common medieval spices and their uses, and then create a spice palate. Draw a neat chart on a piece of card stock with at least 12 different squares, and add a small smear of glue in the center of each one. Then sprinkle a different medieval spice on each section of glue. Label the top of each square with the name of that spice, and write a "Use in: ____" section at the bottom of each square. Add a title.</p>	<p>IT'S A MIRACLE!</p> <p>Adam had the opportunity to see a medieval miracle play, which were a common way to teach the people about the lives and works of saints. "The Fall of Adam" was a real play...read about it! Then write your own kid-friendly script following the plot of this famous play. Include stage directions, narration, and a good dose of creativity.</p>
<p>MEDIEVAL MONEY</p> <p>As Adam is traveling around the English countryside, he earns and spends money, as all minstrels do, and we hear references to things such as pennies, shillings, and pounds. Research medieval English currency, and then create a game to teach your friends about the different types of currency and their value.</p>	<p>CANDLEMAS DAY</p> <p>The sun is again shining, both literally and figuratively, as Adam sets off to find Nick and Perkin. What is Candlemas Day? Do a little research, and then write a children's book to explain the significance, history, and customs of this day of celebration. Your book should be designed to teach a Kindergartener about Candlemas Day, and should include plenty of illustrations.</p>	<p>MEDIEVAL CHURCH-FOLK</p> <p>Adam encounters many clergyman on his journeys. But what do all of these people do? Research medieval clergy, and create a poster to explain the different titles and responsibilities of these people of the church. Your poster should include images and written information to help teach your topic.</p>	<p>THE ROMAN ROAD</p> <p>"A road's a holy kind of thing." This statement is made a few times throughout this book, and Adam grows to understand exactly what his father means. Write a poem to honor the life of a medieval minstrel and his life on the road. Then draw a simple image of a Roman road, and copy your poem neatly onto the road.</p>