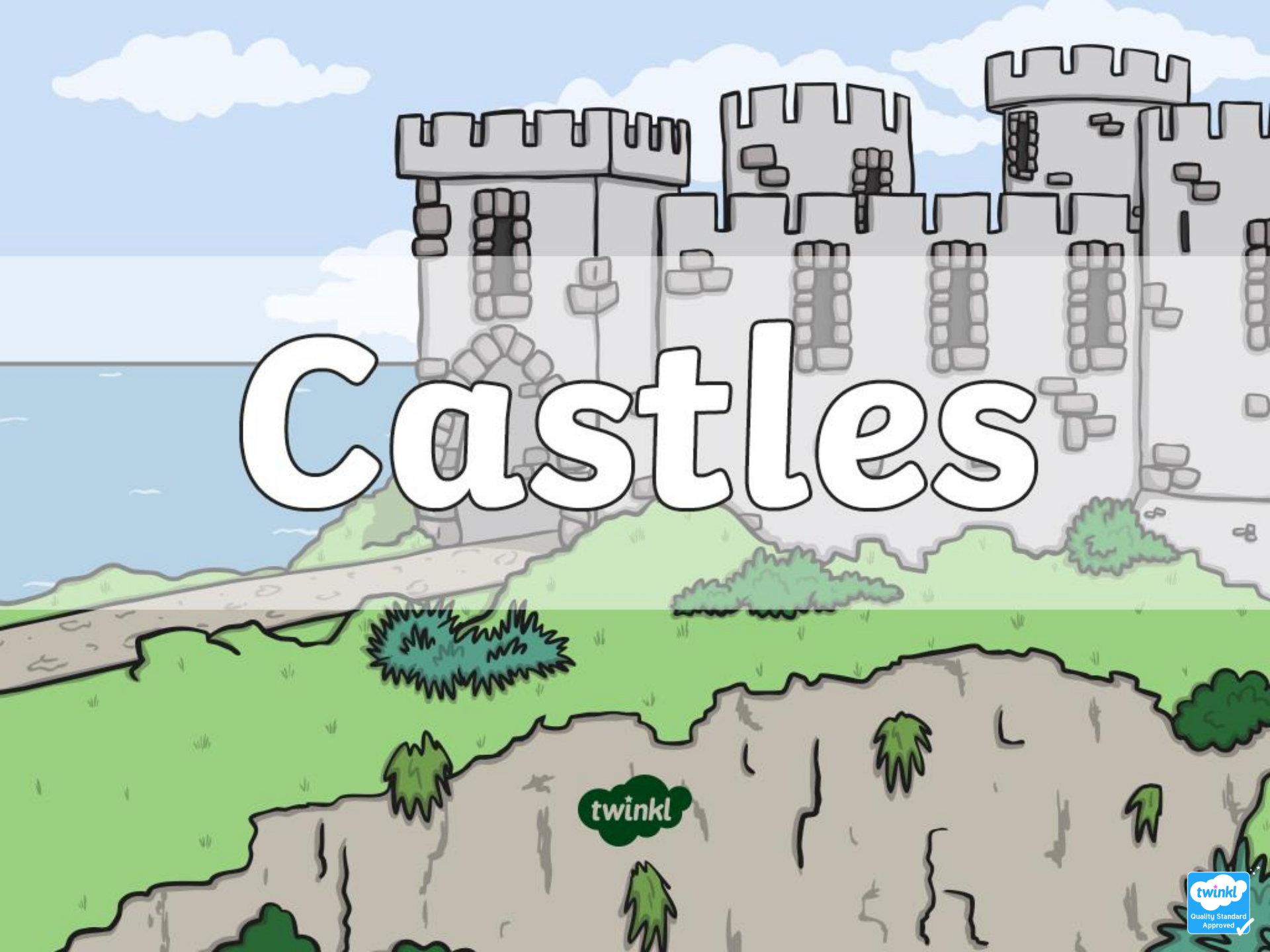

Castles
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castle



A castle is a strong building. An important person such as a king or a ruler would have stayed there. They used the castle to keep themselves, their army and the people they ruled over, safe from attacks.

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battlements



The battlements are the square shaped openings at the top of the castle walls. The openings were used to shoot out from and stand behind for protection.

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drawbridge



The drawbridge is lowered over the moat to allow people to get into the castle.

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dungeon



A dungeon is a strong prison cell, which is normally underneath a castle.

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great hall



The great hall would have been used to hold large feasts and banquets.

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keep



The keep was a safe place within the castle where people could go if it came under attack.

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moat



A moat is a deep ditch that goes all the way around a castle.
It could be filled with water. The moat makes it difficult for enemies to invade the castle.

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parapet



The parapet is a smaller wall behind the main castle wall, which knights could hide behind when the castle was being attacked.

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portcullis



The portcullis is a heavy metal grid which can be lowered over the entrance to the castle to stop people getting in easily.

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arrow slits



Arrow slits were used by knights to shoot out at their enemies. As the slits are long and slim, it makes it harder for enemies to shoot into them.

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spiral staircase



A spiral staircase would usually be found inside a tower. These replaced ladders as the only way to climb to the top of the tower.

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suit of armour



A knight normally wore a suit of armour. They used this to protect their bodies when fighting.

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tower



The tower is useful as it can be used as a viewing point. Its height would make it perfect to see all round the castle. This way it would be easy to see enemies approaching.

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turrets



Turrets were often used in castles to make them look grand and attractive.

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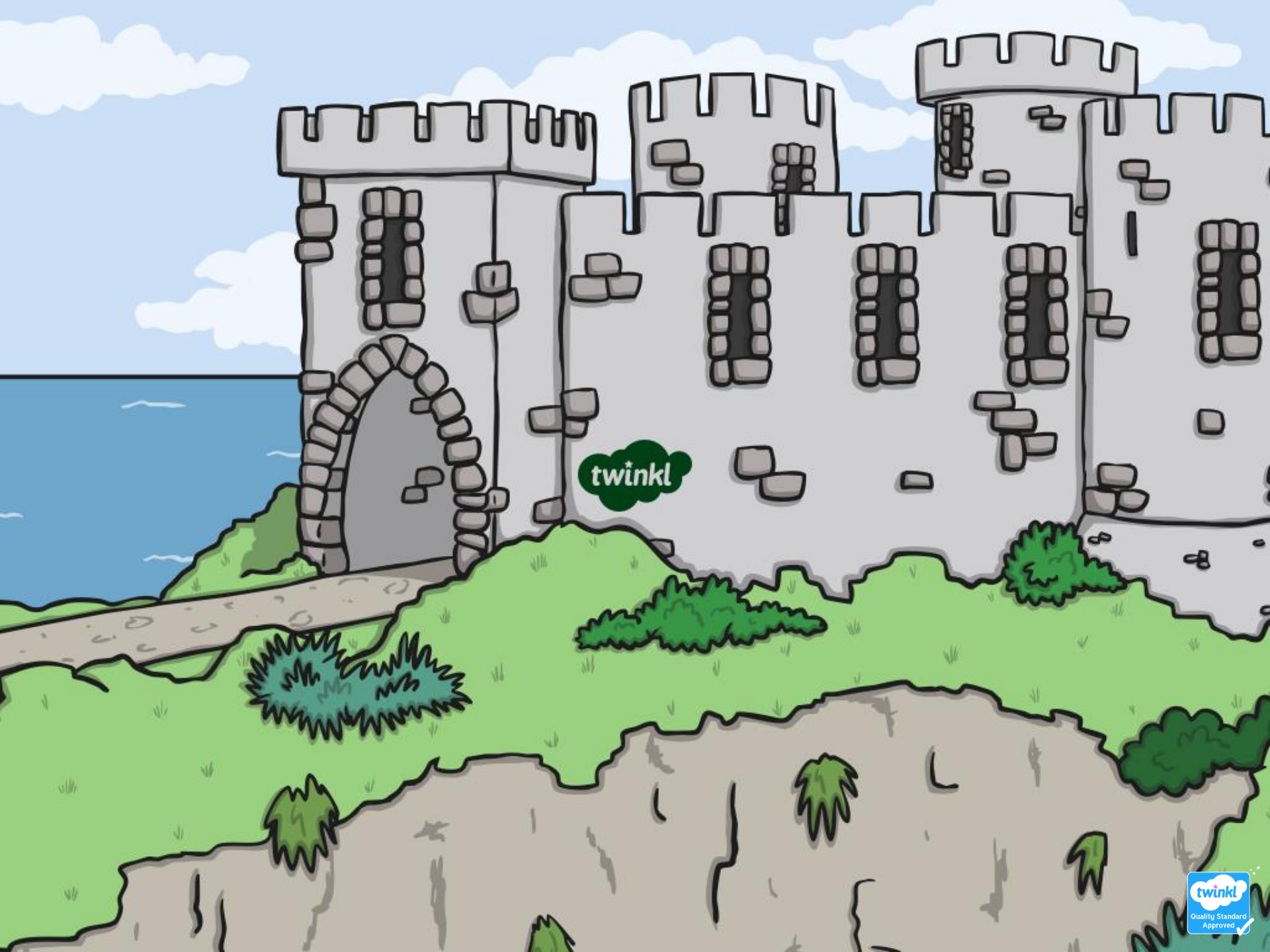
windows



Castles have very few windows at ground level or on the first floor. Lower windows were harder to defend and made it easier for enemies to gain entry.

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