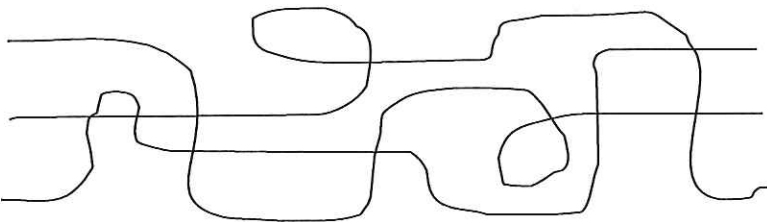


# Medieval Rochester

Walk half way up the red stairs, turn right and find the Rochester City Seal. This is a kind of mould for making a wax sign that would be added to important city documents. You can see the two halves of the seal and the red shapes it makes.

The writing on the seal is in Latin: follow the lines for a translation:

Civium		The seal
Rofensis		of the Citizens
Sigillum		of Rochester

The writing on the seal is back-to-front. Why is this?

\_\_\_\_\_

Try writing your own name back-to-front here: \_\_\_\_\_

Here is a picture of the castle side of the seal 'impression' (the shape it makes in wax).

Five things are missing.

Look at the red impression in the case and draw in the missing details.

This is the earliest picture of Rochester Castle that exists. It seems to show a main gate (now gone) and a bridge over the ditch. What is in the ditch?

\_\_\_\_\_

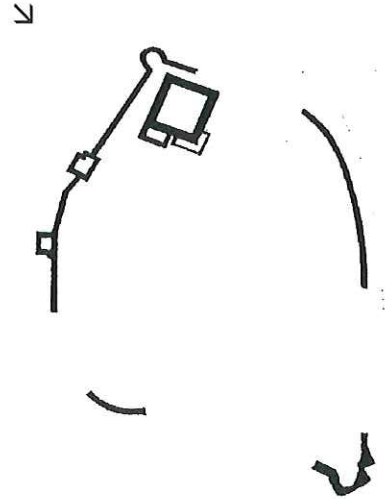


This is a puzzle.

This view is the side facing away from the river and the castle ditch was usually dry.

Here is a plan of the castle today from above.

The arrow shows the direction we are looking in the view of the castle on the seal. The buildings have been squashed together so they fit in! Compare with the seal picture and on the plan...



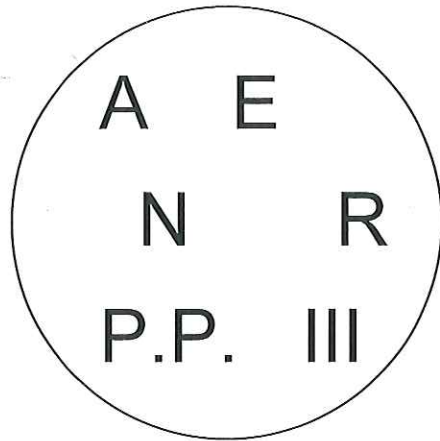
write a **K** in the middle of the great square **Keep**

write a **1, 2** or **3** by the three towers in the outer wall (can you spot them on the seal?)

write a **?** in the gap where the main gate was

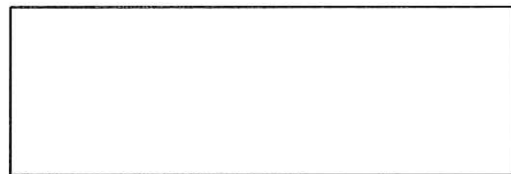
You can see other seal impressions in the case. Some of them are from the Pope (the head of the English Church at the time).

Find the seal impression like the one on the right here and fill in the letters to complete the Pope's name.

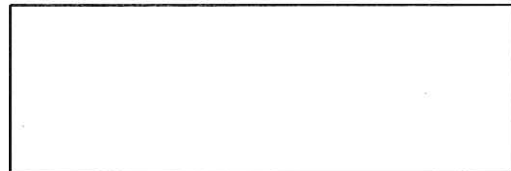


Finally draw three sketches to show you have found some equipment in this case that you would need to control your horse:

a **bit** that goes in the horse's mouth and attaches to a bridle



a **spur** to dig into the horse's side to make it run



a **stirrup** to put your foot in

