



What do I need to remember from today's lecture???

- *When you are making notes, you should look for major themes in the lecture and those should guide your note making.*
- *An Outline or Mapping format are generally the best formats because they emphasize the key points and guide your studying later.*
- *What is **MOST** important is that you are **CONSISTENT** with your own system.*

Draw → →s to show relationships

Use abbreviations

Do NOT write every single word – LISTEN TOO

Capture the KEY points and think about THEME

Do NOT write full sentences – phrases only

Skip lines – do not cram everything together

If you miss something – leave a space & come back later

Some Abbreviations

- psy = psychology
- educ = education
- bio = biology
- & = and
- > = greater than
- 4 = for
when, @ = at
- B4 = Before
- 2 = to too two
- W/ = with

“There were three causes of World War Two . . .” BECOMES 3 causes / WWII = . . .

? = why, what, who, where

W/O = without

B/C = because

R - are

YOUR TURN!

- 1. chemistry
- 2. estimate
- 3. individual
- 4. against
- 5. theology
- 6. with
- 7. pound
- 8. background
- 9. number
- 10. money

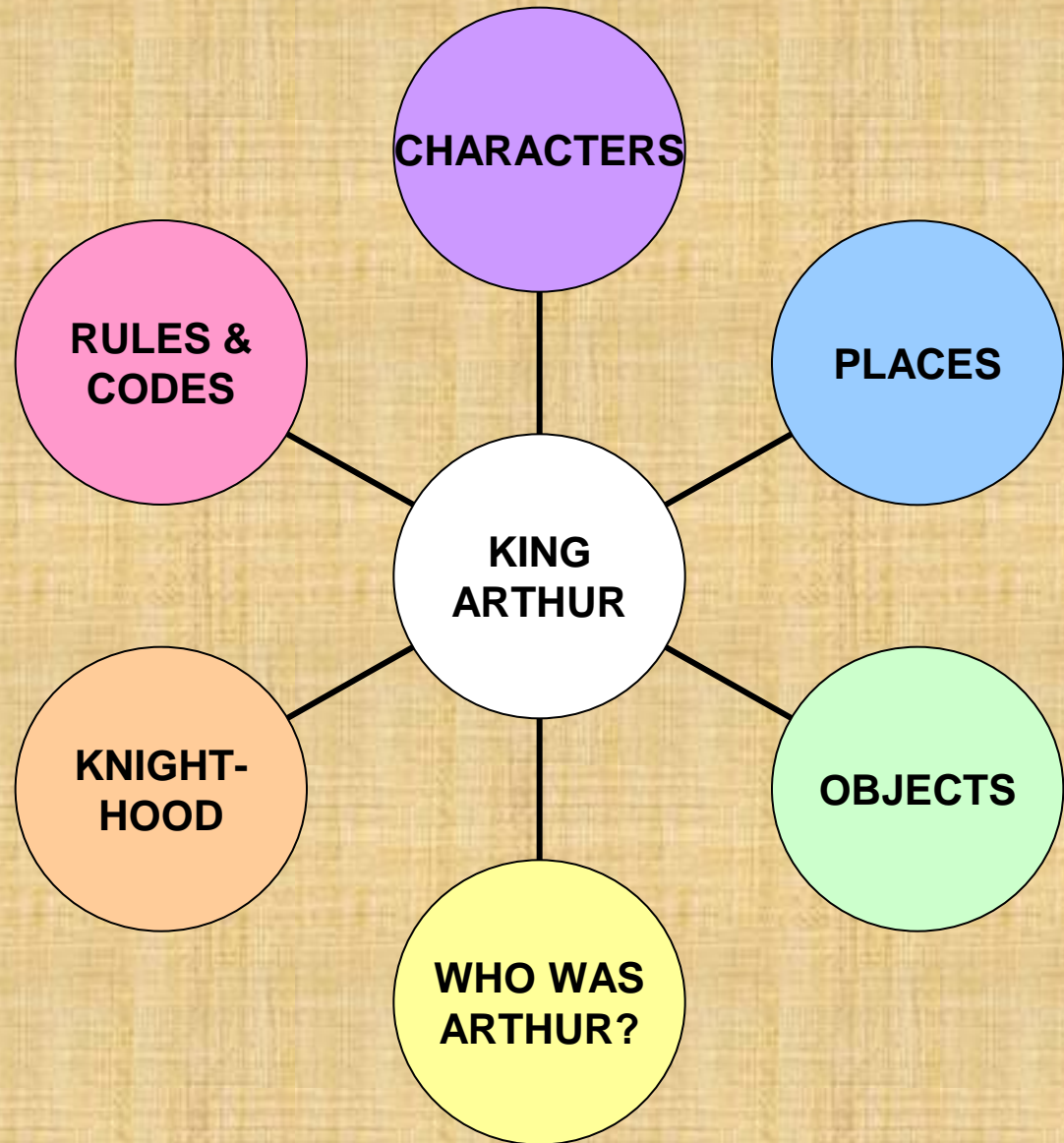
*Write down
how you would
abbreviate the
words to the
left if you were
taking notes
during a lecture.*

POSSIBLE ANSWERS

- 1. chem
- 2. est
- 3. ind
- 4. ag OR vs
- 5. theo
- 6. w/
- 7. lb
- 8. bkgrd
- 9. #
- 10.\$

Mapping

One of the easiest ways to make connections in your notes is to maintain a map of the main points, then fill in the sub points off of the main focus and main points, as so:



Outline

1. MAJOR THEME RED

- A Major point of red - orange
- B Major point of red - pink
- C Major point of red - purple

2. MAJOR THEME BLUE

- A Major point of blue - violet

- 1- sub point of blue - violet/blue

- 2- sub point of blue - violet/red

- B Major point of blue - green

- 1- sub point of green - aqua

- a. specific - aqua contains
blue and green

- 2- sub point of green - kelly green

KING ARTHUR

Key Points:

- 1- Who was he?
- 2- Important characters
- 3- Important places
- 4- Important objects
- 5- Knighthood
- 6- Becoming a knight
- 7- Rules and Codes

**THERE WILL BE A QUIZ
AT THE END OF THIS
PRESENTATION**



What to look for

Descriptions of places and people

Aspects of Romance

Examples of the Chivalric Code

References to Christianity

History of Arthur

Mathematical equation:

Celtic mythology

+ Romantic themes

+ Fairylike elements

Arthurian Legend



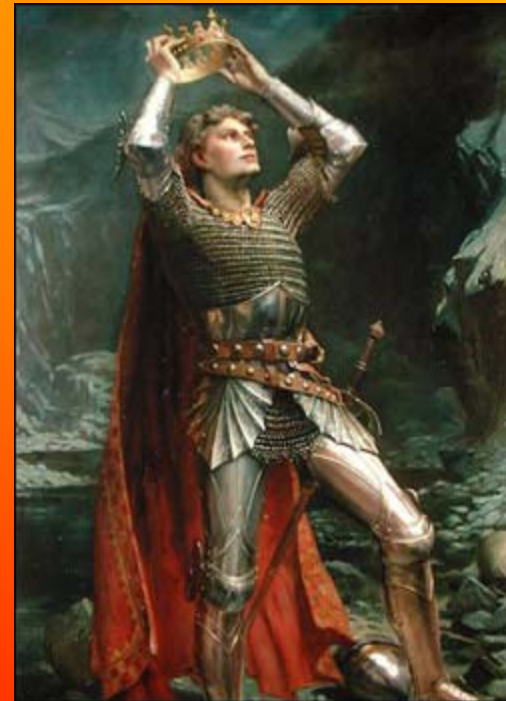
INTRODUCING KING ARTHUR

Historical Arthur



Dark Ages

Literary Arthur



Medieval

Compare and Contrast the two pictures.

IMPORTANT CHARACTERS

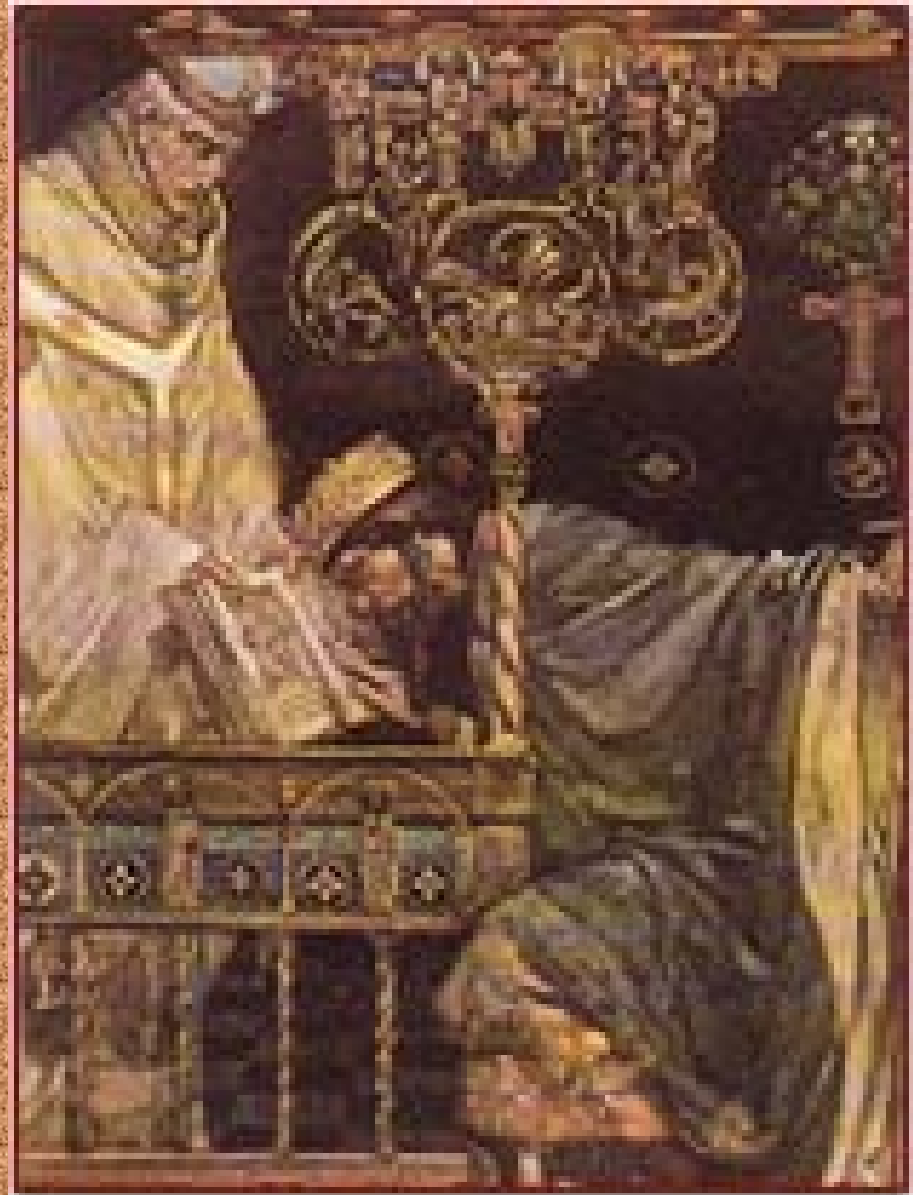
Uther Pendragon

Lusted after Arthur's mother

**Promised Merlin anything if
Merlin would disguise him as her
husband so he could sleep with
her**

Conceived Arthur that night

Had to give Arthur to Merlin



Merlin

- * Was a fatherless child
- * Was a prophet
- * Was supposedly responsible for Stonehenge
- * Prophesized the death of Vortigern.
- * Helped disguise Uther Pendragon so that he could seduce Ygraine.
- * Took Arthur when he was still a baby, and secretly raised him to become Britain's unifying king.
- * Arranged the sword in the stone contest to make Arthur king.
- * Introduced Arthur to the Lady of the Lake, and got Excalibur for him.



- **Igraine – Arthur's biological mother**
- **Sir Ector - Arthur's adopted father**

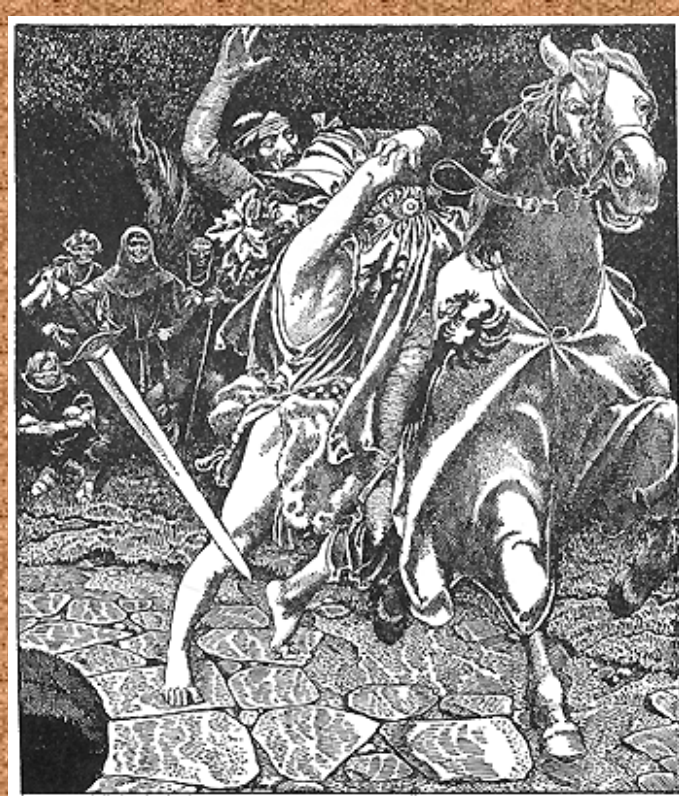


Morgan le Fay – Arthur's half sister; healer & shape-changer; an adversary of both Arthur & Guinevere; she took Arthur to the barge that would take him to Avalon to be healed.



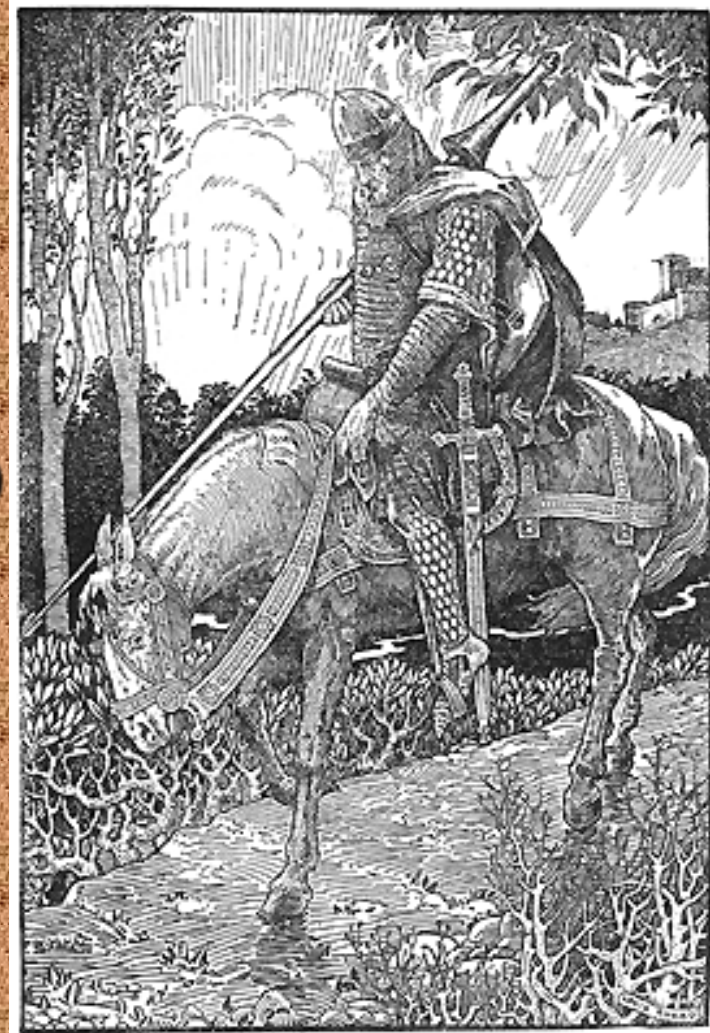
Morgause – Arthur's half sister; married to King Lot; mother of Gawain, Gaheris, Agravain, Gareth, & Mordred.





**Sir Kay –
son of Sir
Ector;
Arthur’s
adopted
brother.**

**Mordred –
Arthur’s
nephew AND
son; seized
Guinevere &
rebelled
against
Arthur.**



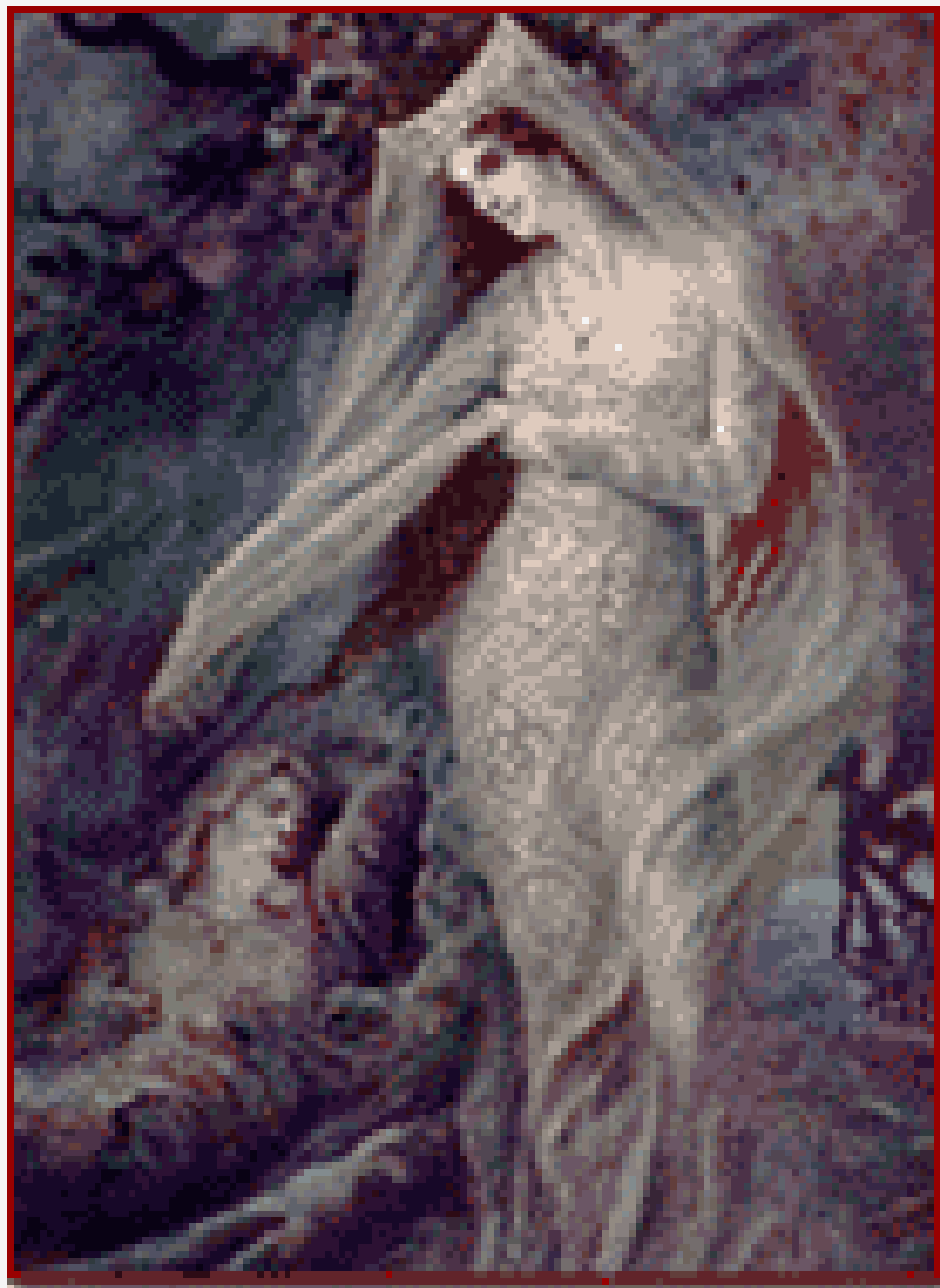
Guinevere – Arthur's wife; Lancelot's lover



Lancelot – Arthur's chief knight & rival for Guinevere's love



- **The Lady of the Lake – aka Vivienne; gave Excalibur to Arthur; enchanted & imprisoned Merlin.**





**Close
or
cover
your
notes**

Quick Review . . .

- **Who was Arthur's mother?**
- **Who was Arthur's father?**
- **What did Arthur's father give Merlin?**
- **Why was Arthur conceived?**
- **Who did Arthur marry?**
- **Who was Arthur's most trusted Knight?**
- **Who was Arthur's rival for his Queen?**
- **Name 2 things that are interesting about Merlin.**
- **Name the three things that make up Arthurian legends.**

IMPORTANT PLACES

- **Camelot** – King Arthur's kingdom.



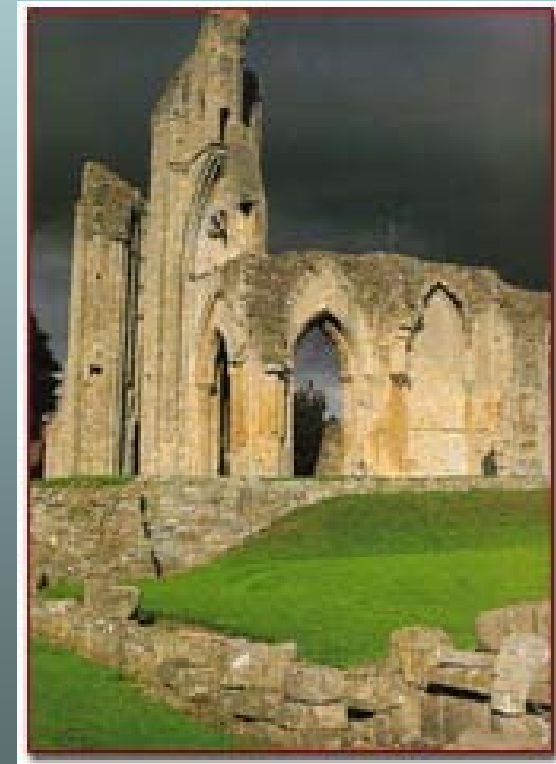
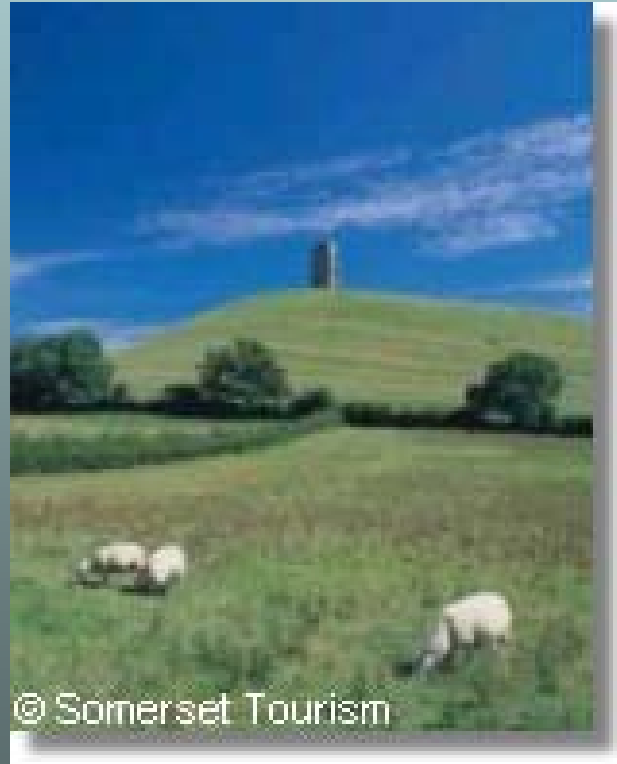
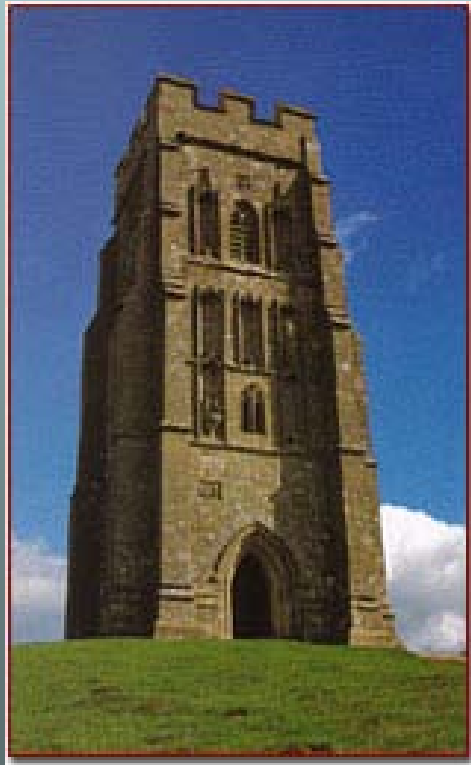
Would you like to live here? Why?

Tintagel Castle – place where Arthur was supposedly conceived.



What feelings does this castle evoke?

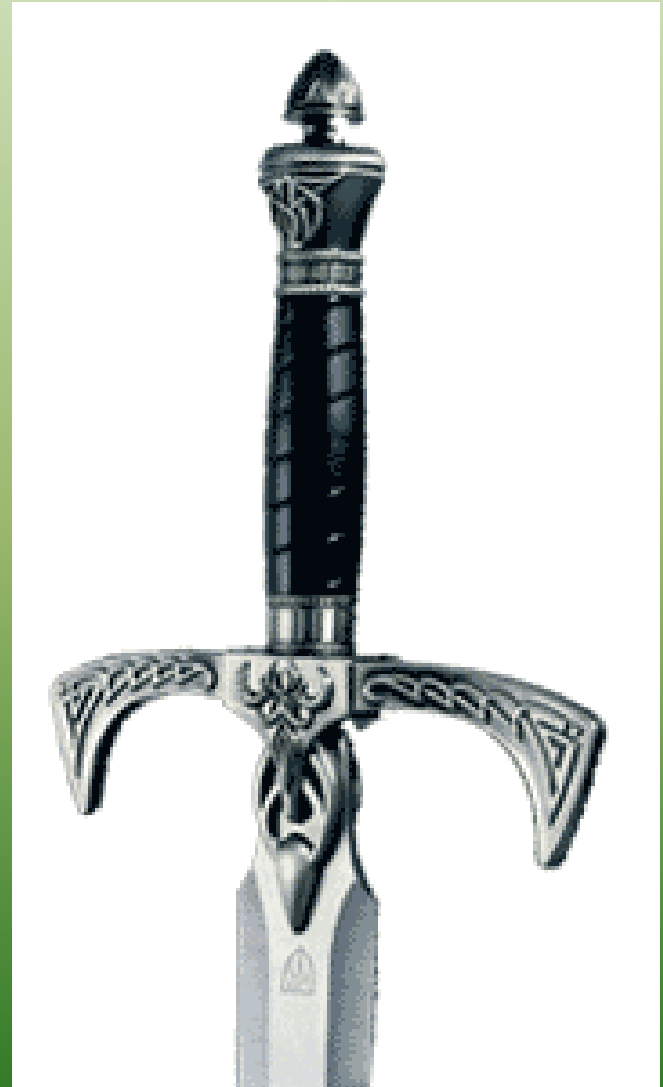
- **Isle of Avalon** – island to which Arthur is sent to recover from the last battle.
- **Glastonbury** – claimed by some to be the actual Isle of Avalon, as it was once surrounded by marshes.



These are off the coast of England

IMPORTANT OBJECTS

- **Excalibur** – Arthur's magical sword; given to him by The Lady of the Lake.



What details do you notice about Excalibur?

The Holy Grail – the cup used by Christ at the Last Supper; used by Joseph of Arimathea to catch Christ's blood when he was on the cross, then passed to his grand-nephew for safe keeping. Most legends claim it was the object of the Crusades. It was later claimed by Sir Galahad, with whom it rose to Heaven.

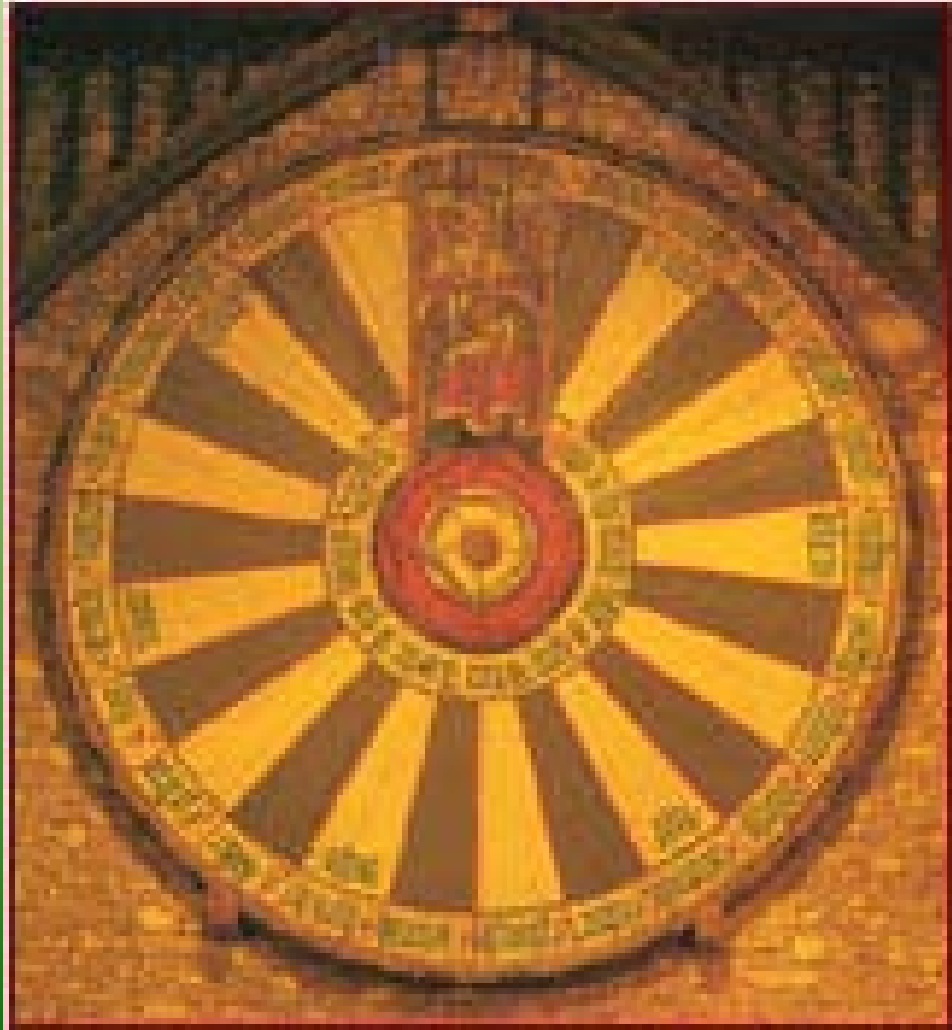


Do you think that a rendering, was a war? Why or

cup, like this good reason to go to why not?

The Round Table – the table given as part of Guinevere's dowry & used by Arthur and his knights. Each knight's name was magically inscribed on the table. Everybody was equal.

Is this how
you think
the round
table really
looks?





**Close
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Quick Review . . .

- **What was the name of Arthur's kingdom?**
- **What was the name of Arthur's sword?**
- **What is the name of the Island where Arthur is supposedly recovering still today?**
- **What was supposed to have been object of the crusades?**
- **Why was the round table round?**
- **Name three things that make up Arthurian legend.**

Knights of the Round Table



- Sir Galahad
- Sir Lancelot du Lac
- Sir Gawain
- Sir Percivale
- Sir Lionell
- Sir Tristram de Lyones
- Sir Gareth
- Sir Bedivere
- Sir Bleoberis
- Sir La Cote Male Taile
- Sir Lucan
- Sir Kay
- Sir Palomedes
- Sir Lamorak
- Sir Bors de Ganis
- Sir Safer
- Sir Pelleas
- Sir Ector de Maris
- Sir Dagonet
- Sir Degore
- Sir Brunor le Noir
- Sir Le Bel Desconneu
- Sir Alymere
- Sir Mordred

What do we know about the Knights of the Round Table?

- * There were 150 knights at the table.
- * Each knight's name was engraved in gold.
- * They were the bravest knights in the land.
- * They were to embark on many adventures.
- * Sir Gawain, Sir Tor, and King Pellinore were the first of the knights to go on a quest.
- * They followed the Chivalric Code.

The background of the slide is a medieval-style painting. It shows a knight in red armor standing next to a white horse. In the foreground, a woman in a pink dress is kneeling. The scene is set outdoors with a green field and a blue sky.

Knight

- ❖ Mounted warrior
- ❖ Man of rank, or in service of a man of rank
- ❖ Generally possesses some independent means of support, but relies on the gratitude of those he has served

Knights errant -- wandering knights who traveled the country in quest of adventure

Knight Training



A medieval knight in chainmail and a red surcoat stands in a stone castle, holding a sword aloft. The knight is the central figure, with a red surcoat and chainmail tunic. The background shows stone walls and a large window. The text is overlaid on the right side of the image.

Chivalry

knighthood & its code of honor

Invincible strength

Valor

Justice

Modesty

Loyalty to superiors

Courtesy to equals

Compassion for weakness

Devotion to the church

AGE 7 → Became a page or varlet

- **Were taken from home to work at the court and live in the castle of the Lord sponsoring them**
- **Were taught the first articles of religion, respect, and reverence for their lords**
- **Were initiated in ceremonies of the court**
- **Carved food, waited tables, and performed menial tasks**
- **Were taught falconry, dancing, harp playing, hunting, fishing, wrestling, tilting with spears, and performing military exercises on horseback**

AGE 14 → Became a squire

- Taught to vault onto a horse, run, scale walls, and spring over ditches – all in heavy armor
- Taught to wrestle, to wield the battle-axe without raising the visor or taking a breath
- Taught to perform gracefully on horseback
- Taught courtesy and the refinements of civilization
- Encouraged to bestow attentions on a young lady of the court



AGE 21 → Initiation to the Knighthood

Preparation for the ceremony:

- **Fast and spend whole nights in prayer**
- **Confession and communion**
- **Clothed in snow-white garment**
- **Go to the church or hall where the ceremony is to be held**
- **Wear a knightly sword suspended from neck**





Ceremony:

- Officiating priest takes the sword, blesses it, and returns it later
- Candidate folds arms, kneels before presiding knight and answers questions about motives for becoming a knight
- Takes an oath
- Receives armor and sword
- Kneels before presiding knight who administers the accolade (3 strokes of a flat sword on the neck or shoulder) and says, “In the name of God, of St. Michael, and of St. George, I make thee a knight; be valiant, courteous, and loyal.”
- Receives helmet, shield, and spear



The emblem of the Knights of the Round Table worn round the necks of all the Knights was given to them by King Arthur as part of the ceremony of their being made a knight.

The Order's dominant idea was the love of God, people, and noble deeds.

:: Eternity of God :: The equality, unity, and comradeship of the Order ::
:: Singleness of purpose of all the Knights ::

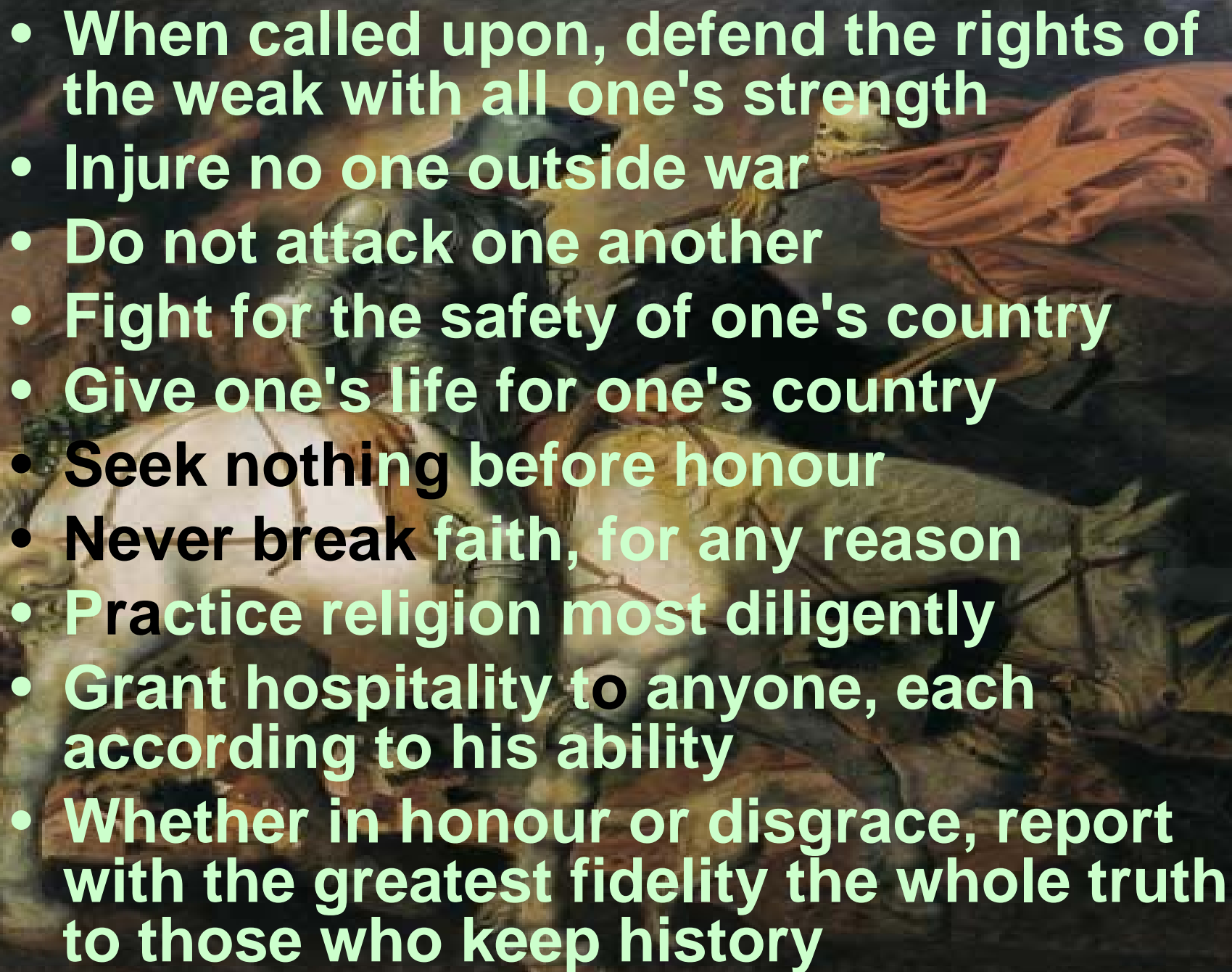
The cross in the emblem was to remind them that they were to live pure & stainless lives, to strive after perfection and thus attain the Holy Grail.

The Red Dragon of King Arthur represented their allegiance to the King.

The Round Table was illustrative of the Eternity of God, the equality, unity, and comradeship of the Order, and singleness of purpose of all the Knights.

RULES/CODES for KNIGHTS

- Never do outrage nor murder
- Always flee treason
- By no means be cruel, but give mercy unto him who asks for mercy
- Always do ladies, gentlewomen, and widows **SUCCOR** (to go to the aid of one in distress; always help)
- Never force ladies, gentlewomen or widows into anything
- Do not take up battles in wrongful quarrels, for love, or for worldly goods
- Never lay down arms
- Seek after wonders

- 
- A painting depicting a battle scene. In the foreground, a soldier in a white tunic and a dark helmet is shown in a dynamic, forward-leaning pose. Behind him, other soldiers in similar armor are visible, some appearing to be in combat. A large, flowing red banner or cloak is draped over the scene, adding a sense of movement and drama. The background is dark and somewhat indistinct, suggesting a battlefield setting. The overall style is reminiscent of classical or Renaissance painting.
- When called upon, defend the rights of the weak with all one's strength
 - Injure no one outside war
 - Do not attack one another
 - Fight for the safety of one's country
 - Give one's life for one's country
 - Seek nothing before honour
 - Never break faith, for any reason
 - Practice religion most diligently
 - Grant hospitality to anyone, each according to his ability
 - Whether in honour or disgrace, report with the greatest fidelity the whole truth to those who keep history

Famous Works which include Arthur

- 1139 -- *Historia Regum Brittaniae* written by Geoffrey of Monmouth. ALL LATER VERSIONS OF THE LEGEND ARE BASED ON THIS WORK.
- 1205-- *Roman de Brut* by Layamon (1st English Arthurian story)
- 1370 – *Sir Gawain and the Green Knight* - anonymous
- 1485 – *Morte d' Arthur* (Death of Arthur) by Sir Thomas Malory
- 1590-99 – *The Faeire Queene* by Edmund Spenser
- 1859-1885 – *Idylls of the King* by Alfred, Lord Tennyson
- 1880 – *A Connecticut Yankee in King Arthur's Court* by Mark Twain
- 1882 – *Parsifal* an opera by Richard Wagner
- 1939-58 – *The Once and Future King* by T.H. White
- 1960 – *Camelot* a musical by Lerner & Loewe



**Close
or
cover
your
notes**

Quick Review . . .

- How old did a man have to be to be knighted?
- How old were boys when they became Squires?
- How old were boys when they became Pages?
- By what symbol was Arthur represented?
- How did Knights make a living?
- What was the Order's dominant idea?
- Name 4 things from the Chivalric Code.

FINIS



You will have a Quiz in a moment – take this time to look over your notes and Quick Reviews.

King Arthur Quiz

1. In relation to Arthur . . . Who was Uther Pendragon?
2. In relation to Arthur . . . Who was Ingraine?
3. In relation to Arthur . . . Who was Merlin?
4. In relation to Arthur . . . Who was Mordred?
5. In relation to Arthur . . . What was the Isle of Avalon?
6. In relation to Arthur . . . What was Excalibur?
7. Name something interesting about Merlin.
8. Define Romance.
- 9 - 13. Name five parts of the Knight's Code.
14. What is a Knight Errant?
- 15 - 17. Age to become a page?, a Squire?, a Knight?
18. How did knights afford to live?
19. By what symbol was Arthur known?
20. Where is Arthur supposedly recovering, even today?
21. - 23. What were the Order's three dominant ideas?
24. Why was the round table round?
25. – 27.- What three things make up Arthurian legend?
28. – 32. Name 5 of the knights' rules.
33. What should you use when taking notes on a lecture?

Answers

1. **Uther Pendragon** – Arthur's biological father
2. **Ingraine** – Arthur's biological mother
3. **Merlin** – wizard that tricked Arthur's father into giving him up
4. **Mordred** – his son and nephew
5. **Isle of Avalon** – where he supposedly went to recuperate
6. **Excalibur** – his sword
7. **Merlin** –
Fatherless
created Stonehenge
got Excalibur for Arthur
Prophet
took Arthur from parents
arranged Sword In Stone contest
8. **Romance** - imaginative adventure concerned with noble heroes, gallant love, a chivalric code of honor, and daring deeds.

9. – 13. – Knight's Code –

Invincible strength

Valor

Justice

Modesty

Loyalty to superiors

Courtesy to equals

Compassion for weakness

Devotion to the church

14. Knight Errant – wandering knights traveling in quest of adventure

15. – 17. Age Page, Squire, Knight – 7, 14, 21

18. Income – independent wealth & gratitude

19. Symbol – Red dragon

20. Arthur's location – Isle of Avalon

21. – 23. - Order's dominant ideas –
love of God, people, and noble deeds.

24. Equality

25. -27. - **Arthurian legend** –

Celtic mythology

Romantic themes

Fairylike elements

28-32 ON NEXT SLIDE

33. Lecture notes –

Abbreviations

Mapping

Outlines

Arrows to show relationships

Get key points and themes – don't write every word

Skip lines

28. – 32. Knight rules –

Never do outrage nor murder

Always flee treason

By no means be cruel but give mercy unto him who asks for mercy

Always do ladies, gentlewomen, and widows SUCCOR (to go to the aid of one in distress; always help)

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Do not take up battles in wrongful quarrels, for love, or for worldly goods

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Whether in honour or disgrace report with the greatest fidelity the whole truth to those who keep history