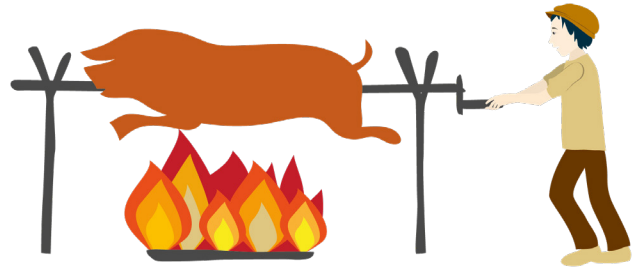


# That Job is History!



**That Job is History is a job interview improvisation game where players use their quick-thinking, reasoning and speaking skills to compete for a job in a medieval castle.**

**Age: Recommended for 8+**

See below for variations for older and younger players

**Players: Groups of 3 – 6**

**Playing time: 25-40 mins**

**You will need: 1 set of Castle Job cards & Skills printed and cut out**

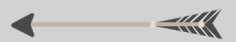
The aim of each round is to get hired for a specific job in a medieval castle. Players take turns being a job interviewer while the rest of the group play as job candidates.

To start, stack the Castle Job cards and Skills cards into 2 piles and choose the first player to act as the interviewer for the first round (if you can't decide, the person whose birthday will be next goes first).

The order of play is described on the next page.



**Print and cut out the cards on the next sheets to create your deck.**



## Variations:

**More challenging:** The interviewer can ask applicants follow-up questions to help them decide who is best for the job. Applicants must continue to use their Skills cards to justify their answers. Encourage the interviewer to think of questions that would be most relevant to the job; some can be serious, some can be amusing.

**For younger players:** Give small groups of children a few Castle Job cards and at least twice as many Skills cards. Ask them to match the top two skills to each job. Are any of them not useful for these jobs? Let them discuss the jobs and skills and give reasons for their answers.

Would you like to do any of these jobs from the past? What job would you least like to do? What job would you most like to do?

# That Job is History!

## 1. Draw cards

**Each job candidate draws 3 Skills cards.**

They can look at their cards but mustn't let other players see them at this stage.

**The interviewer draws a Castle Job card.**

They show the group and read the blurb. This is the job that the players will interview for using the Skills cards they have drawn.

Some skills will work well for the chosen job, others will require imagination to come up with a good argument that will convince the interviewer.

## 2. Stick or Twist (optional)

Having heard the job, applicants may discard one Skills card and draw another from the top of the Skills deck. This card may be better or worse so it's a gamble!

## 3. The interviews

Each player explains why they would be good at the job using the skills on their three cards.

One by one, the interviewer asks each person: "Why do you think you would make a good [name of job]?" and gives them time to use all 3 cards to explain why.

When answering, job candidates must use their Skill cards and show these to the group as they use them. Players can justify these skills in any way they like, but they cannot add new skills that are not on their cards.



## 4. Award the job

Once each person has had their turn to explain why their skills make them a good candidate for the job, the interviewer decides who gets the job. They could decide on the applicant with the best skills, or with the funniest answers. It is up to the interviewer. The interviewer gives the winning candidate the job card, which they hold on to until the end of the game to show how many interviews they've won.

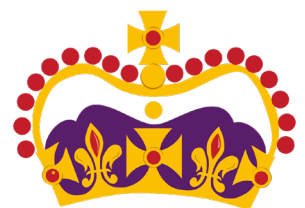
## 5. Preparing for the next round

Gather the used Skills cards, shuffle them and put them on the bottom of the pile. A new interviewer is chosen and each job applicant chooses 3 new cards.

## 6. The end of the game

The game comes to an end once each player has had the opportunity to be an interviewer.

**The player(s) with the most job cards at the end win(s).**





### Falconer

Someone who breeds and trains birds like hawks and falcons to hunt other animals. You look after them carefully, hand-raising them from chicks.



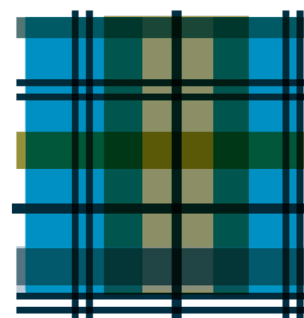
### Lady's Maid

A servant who helps rich women dress, do their hair, and look after their clothes. You may also help with other chores around the Castle.



### Weaver

A craftsperson who is skilled at making wool or flax thread into fabric.



### Ewerer

Middle-ranking servant responsible for tablecloths, providing water for hand-washing, and drying the king's clothes.



### Turn-Spit

Someone, usually a child, who helps roast animals for feasts by turning the handle of the 'spit', the machine used to roast meat over a fire.



### Guard

An ordinary soldier.

Duties include: protecting the castle; standing watch at the gates; guarding the laird's bedroom door at night.



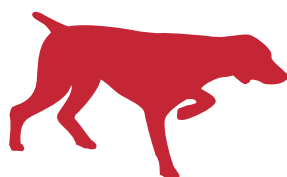
### Scullion

A low-ranking general kitchen servant who does the washing and cleaning up, and takes out the rubbish.



### Kennel Page

Someone, usually a child, who helps look after the hunting dogs (hounds). You sleep with them in the kennel to stop them fighting at night.



### Laird or Lady

Someone who owns the castle and surrounding lands.





## Castle Cook

A servant in charge of running the castle kitchen and preparing food, including huge feasts when guests visit.



## Candle-maker

A craftsperson who makes candles. Before electricity candles or firelight were the only way to see after dark.



## Fletcher

A person who makes bows and arrows, and who attaches the feathery bits on to the ends of arrows (the fletching).



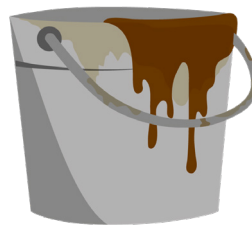
## Cooper

A person who makes barrels. These are important for storing food and drink.



## Gong farmer

A person who shovels out the contents of cesspits and privies (toilets) and takes it outside the walls for disposal.



## Ditcher

A person who digs castle moats and foundations.



## Alchemist

A medieval chemist who claimed to be able to turn other metals into gold.



## Bard

Someone who writes silly, serious, or romantic poems and songs to entertain people.



## Steward

Someone who controls the domestic side of life in a castle and manages the household staff.





<b>You have excellent time keeping</b>	<b>You own a lot of hats</b>	<b>You don't mind blood and guts</b>
<b>You get up early in the morning</b>	<b>You love working outside</b>	<b>You can read and write</b>
<b>You work very quickly</b>	<b>You're good at cleaning up after yourself</b>	<b>You're very quiet</b>
<b>You have a loud speaking voice</b>	<b>You have no sense of smell or taste</b>	<b>You're a very messy person</b>
<b>You can't tell the time</b>	<b>You don't mind loud noises</b>	<b>You hate crowds of people</b>
<b>You're happy to be fed with kitchen scraps</b>	<b>Animals hate you</b>	<b>You're a terrible singer</b>
<b>You're very patient</b>	<b>You've got good hearing</b>	<b>People find you intimidating</b>





<b>You love being helpful</b>	<b>You can see well in the dark</b>	<b>You're good at sewing</b>
<b>You're good at lying</b>	<b>You can talk to animals with your mind</b>	<b>You can go for ages without needing to pee</b>
<b>You're tough – you've got great stamina</b>	<b>You're reliable</b>	<b>You're good at finding lost things</b>
<b>You're very good at maths</b>	<b>You're a fast runner</b>	<b>You make new friends easily</b>
<b>You never ask questions</b>	<b>You're good at keeping secrets</b>	<b>You're sneaky</b>
<b>You're good at saving money</b>	<b>You're scared of the dark</b>	<b>You have a good imagination</b>
<b>You're careful about small details</b>	<b>You're good at remembering names</b>	<b>You're a good singer</b>





**You love fancy  
dress**

**You're always  
very polite**

**You're good with  
your hands**

**You always feel  
very important**

**You don't get  
bored easily**

**You're good at  
staying awake  
all night**

**You own your  
own shovel**

**You know how to  
tie lots of knots**

**You're very good  
at rhyming**

**You love fire**

**You own many  
disguises**

**You're always in  
a good mood**

**You're  
extremely tall**

**You have a very  
good memory**

**You've got great  
taste in interior  
design**

**You have no  
imagination**

**You don't mind  
working in small  
spaces**

**You're very  
strong**

**You like noise  
and excitement**

**You've got very  
steady hands**

**You're a  
good dancer**