

# Battle of the Boyne Visitor Centre

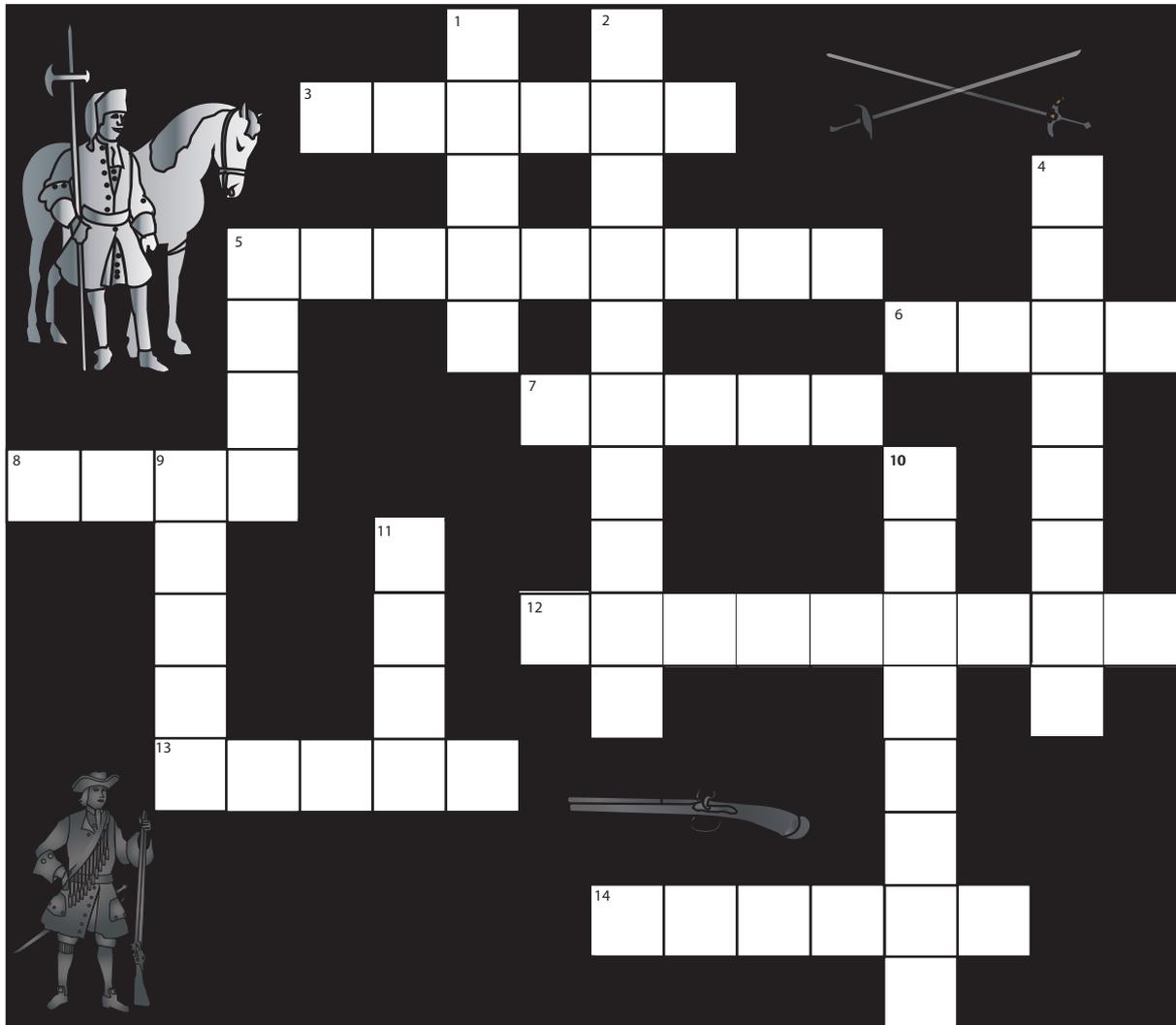


**OPW**

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**Suitable for Secondary School Junior Level  
Part 2: Class Room Workbook**

# Battle of the Boyne Crossword



## ACROSS

- 3: Commander of the French Forces in Ireland.
- 5: Type of musket using a lighted cord.
- 6: Dutch Artist present at the battle.
- 7: Uncle to William
- 8: Month the battle took place.
- 12: William held his Council of War in the ruins of this Abbey.
- 13: English cannon called after bird of prey.
- 14: Village where Jacobites camped the night before the battle.

## DOWN

- 1: William's nationality
- 2: Village where Williamites camped the night before the battle.
- 4: Manoeuvre that drew two thirds of James's army towards Rosnaree
- 5: James's daughter
- 9: French King
- 10: Foot soldiers
- 11: Long handled weapon with spear at tip

# Battle of the Boyne Word Search

40 words relating to The Battle of the Boyne have been hidden in this diagram. They have been printed across (backwards or forwards), or up or down, or diagonally, but always in a straight line without letters being skipped



Ale  
Bandoleer  
Bayonet  
Berwick  
Bog  
Boyne  
Camp  
Cavalry  
Donore  
Dragoon

Duleek  
Dutch  
Flintlock  
France  
Ford  
Grove  
Jacobite  
James  
July  
Lauzun

Louis  
Maas  
Matchlock  
Mary  
Mellifont  
Nanny  
Oldbridge  
Orange  
Pike  
Pistol

River  
Rosnaree  
Saker  
Schomberg  
Talbot  
Walker  
War  
William  
Wyck  
Yellow



# Writing Section

- 1 : Write a short essay on what you think the soldiers might have been discussing on the eve of the battle.
- 2 : What type of preparations do you think the armies were involved in the night before the battle ?
- 3 : You are a French soldier writing home to your family. Describe the landscape of the Battlefield and the conditions of the army camp.
- 4 : Write a short essay from the perspective of an Infantry man, Dragoon soldier, an Artillery man or a Cavalry soldier. What was the role of your chosen character during the battle ?
- 5 : Write a 1st of July 1690 news story as though you were on the battlefield just after the battle.



# Card Game

This is a card game designed to help the students explain & discuss the sequence of events that took place at the Battle of the Boyne. The idea of this task is that the 8 cards are cut out and issued to students as a complete set in a jumbled up sequence. Students work in groups to arrange the cards in order of the events that happened during the Battle of the Boyne.

James & his Generals sent two thirds of their army to stop the Williamite flanking manoeuvre.

After the Williamites crossed the river Boyne, they chased the Jacobites all the way back to the town of Duleek.

Cut out the cards and play the game



The night before the battle, William was wounded on the shoulder by a Jacobite cannonball.

William & his Generals decided to send 12,000 men further up the river to sneak up behind the Jacobites in a flanking manoeuvre.

The Dutch Blue Guard were the first of the Williamite army to cross the river Boyne at Oldbridge at around 10am on the morning of the battle.

On the night before the battle, William & James met with their Generals to discuss their battle plans for the next day.

James's army set up camp in Donore on the south side of the river Boyne and William's army set up camp in Tullyallen on the north side of the river Boyne.

The Jacobites escaped from the town of Duleek and continued to fight the Williamites until October 1691.