

**MIDDLE AGES**

**UNIT 2B**

“Mind Your Manor”

Section 7.2

During the Middle Ages in Europe, feudalism was the rule. In many places around the world where it appear, it seems to be a “natural” organizing structure for society, government, and the economy when strong central institutions cease to exist of be effective. In Europe the manor was a key part of feudal society. While not all people were part of this institution, it still had a big impact and demonstrates how economics, society, and government order could easily be arranged under this system.

**Goal:** To demonstrate your understanding of feudalism and the manor system.

**Essential Standards:**

WH.H.2.1: Compare how different geographic issues of the ancient period influenced settlement, trading networks and the sustainability of various ancient civilizations (e.g., flooding, fertile crescent, confluence, limited fertile lands, etc.).

WH.H.2.2: Analyze the governments of ancient civilizations in terms of their development, structure and function within various societies (e.g., theocracy, democracy, oligarchy, tyranny, aristocracy, etc.).

WH.H.3.2: Explain how religious and secular struggles for authority impacted the structure of government and society in Europe, Asia, and Africa (e.g., Cluniac Reforms, common law, Magna Carta, conflicts between popes and emperors, Crusades, religious schisms, Hundred Years’ War, etc.).

WH.H.3.3: Analyze how innovations in agriculture, trade and business impacted the economic and social development of various medieval societies (e.g., Feudalism, Agricultural Revolutions, Commercial Revolution and development of a banking system, manorial system, growth of towns, etc.).

WH.H.4.3: Explain how agricultural and technological improvements transformed daily life socially and economically (e.g., growth of towns, creation of guilds, feudalism and the manorial system, commercialization, etc.).

**Task:**

You have been invested with a manor from you lord. In your learning team, you will design your manor.

**Planning:**

1. Choose a name for your manor (it should end in “shire,” “cester,” or “ville”).
2. Create a checklist of necessary items that ALL manors must have to provide for all the needs of the people who live there (HINT: There 10 required items).
3. Examine the list of “Additional Elements” of your manor. You may spend your points to “purchase” these additional elements for your manor. Choose wisely, you will need to justify why you purchased the items you did.
4. Plan you manor to fit on your fief (the paper you receive represents the land you have received from your lord). It must include all of the Required Elements from Step 2 and the Additional Elements from Step 3.
5. Design a Coat of Arms – a banner to represent you – that will appear alongside your manor.

**Rubric:**

Required Elements (10)	10 points	
<i>Additional Elements</i>		
Appear on your manor	5 points	
Rationale for additional elements	5 points	
Visual (attractive, neat, creative)	10 points	
Name of Manor	5 points	
Coat of Arms	5 points	
Group Dynamics Factor	(multiplier)	
<b>Total Grade</b>	<b>40 points</b>	

**Additional Elements:**

Total Points to Spend:

<i>Item</i>	<i>Price</i>	<i># Purchased</i>	<i>Cost</i>
Mountains	2		
Lake/Sea	2		
Hills	1		
Forest	1		
River	1		
Orchard	1		
Additional Fields	1 each		
Additional Pastures	1 each		
<b>Total Cost</b>			