

Name: _____

Period: _____

Design your own Manor

If you were a medieval king, queen, lord, noble, or knight (sorry serfs) what would your manor look like? What would your castle look like? What kind of crops would you grow in your fields? Examine the manor in your textbook on pages 332-333 along with the examples on the board. Then, you will create your own manor on 11x 17 paper.

Your manor must include the following:

- 1.) a large road
- 2.) two smaller, intersecting roads
- 3.) a forest
- 4.) at least two different kinds of fields (corn, wheat, apples, etc.)
- 5.) at least one river
- 6.) at least one pond

On the final day, we will 'grade' the manor assignments. You will receive points and have points taken away based on how you design your manor. So have a 'strategy' when you start placing things on your manor. ****Important**** Your manor must have a scale of 1 inch = 1/10 of a mile.

You should try to include as many of the following as possible (you are not required to include all of them but the more, the better!)

- | | | | |
|---|---|-------------------------------------|-----------------------------|
| 1.) Royal Castle | 2.) Manor House for the Noble/Lord/Knight | 3.) Serf Huts | |
| 4.) A pasture for animals | 5.) A barn | 6.) A horse stable | 7.) bakehouse/cooking house |
| 8.) a windmill for grinding grains | 9.) hills | 10.) stream/small bodies of water | |
| 11.) a chapel and refectory (priests house) | 12.) A title | 13.) anything you see on pg 332-333 | |

You will be graded on the following:

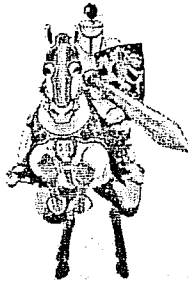
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|--|--------------|
| 1.) a large road | _____ /2pts |
| 2.) two smaller, intersecting roads | _____ /2pts |
| 3.) a forest | _____ /2pts. |
| 4.) at least two different kinds of fields (corn, wheat, apples, etc.) | _____ /4pts |
| 5.) at least one river | _____ /2pts |
| 6.) at least one pond | _____ /2pts |
| 7.) Additional buildings/physical features | _____ /5pts |
| 8.) Good effort and neatness | _____ /5pts |

Total: _____ /24 points

Feudalism and Medieval Society Notes:

1. Feudalism:

Definition: exchange of land for military service



- provides military service to nobles
- provide food/shelter to visiting nobles

- provide land to knights
- treat knights fairly



Social Hierarchy:

