

HEAR YE! HEAR YE! LET'S GET MEDIEVAL!

The Middle Ages is the name given to over one thousand years of European history from about A.D.300 to A.D. 1500. This period is called medieval from the Latin words *medius* – mid and *aevum* – age. The Middle Ages means the period between the break up of the Roman Empire and our modern western world that began around A.D. 1500.

The culminating activity for this unit of study will be a Medieval Fair, an opportunity for your parents and friends to come and learn more about this fascinating historical era.

Just as you would for a modern day travel fair or furniture fair, you will be responsible for a 'booth' of information pertaining to your area of study on the medieval age. Choose the topic that best suits your learning style, interests and strengths.

Besides carefully following the rubric and your action plan, each booth must have the following:

- ✦ *an explanation of medieval vocabulary assigned to your topic*
- ✦ *drawings with clear labels*
- ✦ *three dimensional replica buildings*
- ✦ *poster presentations with interesting facts about your topic*
- ✦ *sources cited within the project and a separate works cited page for all sources including images used in the entire project*
- ✦ *other creative finishing touches ☺*

MEDIEVAL FAIR PROJECT CHOICE

MANOR

1. Build a manor – include a manor house, vassal's house, serf's huts, barn, fields, etc.
2. Define using vocabulary your fellow 7th grades students would clearly understand: feudalism, fief, investiture, lord of manor, vassal, yeoman, free peasants, serf, mead, grist
3. Explain in detail how people solved problems of food production and distribution during the four seasons of a year.
4. Draw a diagram with symbols that accurately portrays the structure of feudalism.
5. Describe the roles of each person within the feudal structure.
6. Include additional interesting information, facts and visuals for your booth.

GUILDS - TOWNS

1. Build a medieval town. Make a simple version of each of the following shops/buildings:
 - (a) bakers
 - (b) blacksmith

- (c) carpenters
 - (d) tailors
 - (e) tanners
 - (f) candle makers
2. Choose one of these crafts to make, e.g. bread, candle, etc.
 3. Provide a written step-by-step process you used to create the craft.
 4. Create a list of three criteria to evaluate the product of the trade you chose to produce. The sample of your craft will be evaluated using these criteria.
 5. Define using vocabulary your fellow 7th grades students would clearly understand: guild, master craftsman, journeyman, burgher, apprentice, monopoly, masonry, reeves, bailiff, and clerk.
 6. Draw and label a diagram of a medieval town – don't forget to include other important areas like the church, walls, gates, etc.
 7. Include additional interesting information, facts and visuals for your booth.

CHURCH

1. Build one of the following:
 - (a) Gothic church
 - (b) Romanesque cathedral
 - (c) Rose window
2. Define using vocabulary your fellow 7th grades students would clearly understand: gothic, Romanesque, rose window, barrel vault, groined vault, flying buttresses, ribbed groined vault, pointed arch.
3. Choose a gothic church, display an excellent picture or drawing. Label each feature of this type of church and describe in detail the features.
4. Choose two gargoyles and explain in detail their history and use on the church.
5. Describe in detail how money for churches was raised in medieval times, to build and support their operation.
6. Include additional interesting information, facts and visuals for your booth.

MONASTERY

1. Build the layout of a monastery – include the following: school, inn, chapel, monk's residence
2. Define using vocabulary your fellow 7th grades students would clearly understand: friar, monk, nun, Jesuits, Benedictines, postulants, abbot, scribes, ablates, vows of poverty, vows of chastity, vows of obedience.
3. Present a timetable of a typical day in the life of a monk.
4. Describe, through a detailed journal, a day in the life of a monk in a monastery.
5. Make three illuminated letters of the alphabet using Celtic lettering.
6. Include additional interesting information, facts and visuals for your booth.

CASTLE

1. Build a castle.
2. Draw and label a castle, identifying each part of the layout and describing defensive functions.
3. Define using vocabulary your fellow 7th grades students would clearly understand: king, knight, drawbridge, portcullis, battlements, dungeon, arrow loops, murder holes, tournaments, jousting, squire, page, merlons, and crenels.
4. Design a detailed real estate advertisement for selling a castle during medieval times. Check major newspapers for examples of advertisements selling large pieces of land/buildings. Your advertisement should include all relevant information for the buyer on things like: price, defense mechanisms in place, attractive features, surrounding district, etc.
5. Find maps which show excellent castle sites that tourists can visit around Western Europe. Have these on display but ensure they are clear and well labeled (or alternatively, have an excellent key/legend).
6. Include additional interesting information, facts and visuals for your booth.

KNIGHTS

1. Research to find and display a 'Code of Chivalry' for a medieval knight. Now, write the 'Code of Chivalry for the Modern Man'.
2. Create a job description listing all the responsibilities of either a page or squire. You may like to present this in the form of a contract.
3. Draw a suit of armour – label all features and describe their function/purpose.
4. Define using vocabulary your fellow 7th grades students would clearly understand: shield, chivalry, mark of cadency, inheritance, squire, page, vassals, lance, adversary, tournament, foot soldiers, archers, crossbow men.
5. Design your own coat of arms. You will need to do some research on marks of cadency and symbols to ensure a sense of historical reality. Build and present the final shield in colour with explanations of the marks and symbols and why you selected these.
6. Include additional interesting information, facts and visuals for your booth.

CRIME AND PUNISHMENT

1. Build a model of two of the following tools of medieval punishment:
 - (a) ducking stool
 - (b) scold's bridle
 - (c) stocks
 - (d) pillory
 - (e) gallows
2. Ensure your model is accompanied by a detailed description of each of these forms of punishment – when they were used, how they operated, etc.
3. Define using vocabulary your fellow 7th grades students would clearly understand: beheading, hung, drawn and quartered, ordeals by fire, ordeal by water, ordeal by combat, oath helping, superstition, divination.

4. Draw up a table of crimes and punishments for each – make it look like a parchment that would be hung in the marketplace of a medieval town.
5. You have just been declared guilty of a crime (breaking the laws of the Church) because you did not sink when thrown into a lake. Create a conversation between you and your accuser. Use logic and reasoning to convince your accuser that you are not guilty.
6. Include additional interesting information, facts and visuals for your booth.

WEAPONS AND WARFARE

1. Define using vocabulary your fellow 7th grades students would clearly understand: sword, lance, mace, battle-axe, war-flail, longbow, crossbow, trebuchet, mongonel, ballista, and lay siege.
2. Illustrate and label each of these weapons as part of your booth display.
3. Draw a castle and the surrounding area (bird's eye view perspective may be helpful). Using symbols and arrows, etc, draw up your plan of attack on a castle. Ensure you are clear on where you would move your troops, why and which weapons they would be using. Take into account that the castle dwellers will try to defend themselves and their home.
4. Create a biography on two of the following men:
 - (a) Charlemagne
 - (b) William the Conqueror
 - (c) Robin Hood (legend)
 - (d) Richard I the Lion-Heart
 - (e) King Arthur (legend)
 Make sure you are clear on why they are famous in the military world and try and find interesting facts on them. Display this in an effective way for your booth.
5. Include additional interesting information, facts and visuals for your booth.

ENTERTAINMENT #1

1. Build a banquet hall – include all relevant features, dishes, servants, etc.
2. Design a programme and menu for a banquet day – include entertainment, etc to be featured also. You will have to do some research on typical medieval fare.
3. The game of dice was originally known as “jeu de Dieu” or “game of God”. Some said that this was because luck from God was needed to play successfully, while others claimed it was because so many players swore, using the name of the Lord in vain when they were losing ☺ Research the origins of the names of the following games: draughts, backgammon, chess. You could have displays and demonstrations at the fair!
4. Define using vocabulary your fellow 7th grades students would clearly understand: tapestries, carvers, servers, game, trenchers, jester, minstrel, ballad, quoits, falconry, steward.
5. Write out a modern day song which would make a great ‘ballad’ for a minstrel – have this playing at the fair.....OR.....write your own beautiful ballad, compose and perform.
6. Include additional interesting information, facts and visuals for your booth.

