

The Middle Ages in England

Headings	Notes	
THE FEUDAL SYSTEM	<ul style="list-style-type: none"> The Middle Ages began after the fall of the Roman Empire, introducing feudalism: rulers owned land which was divided among lords and nobles in return for loyalty and taxes. These vassals (subjects) were given a fief (land) which they could hire peasants to farm while swearing an oath of fealty to the king with the promise to fight for him and provide troops. 	
MEDIEVAL COUNTRYSIDES	<ul style="list-style-type: none"> Most people lived in the countryside with the peasants making up most of the population. They lived in manors (villages) which were owned by a lord or a knight. Most manors had: houses, manor house (lord's home), church, mill, forge and a bailiff's house. A bailiff was the man responsible for keeping law and order, as well as collecting taxes 	
MEDIEVAL FARMING	<ul style="list-style-type: none"> Peasants used an open field system for farming. This was dividing three large fields into long strips with each peasant family farming particular strips in each field. They also used crop rotation; field one could be wheat, field two could be oats while the third field was left fallow (left empty to regain nutrients). A fourth field, the commons, was used for grazing farm animals such as cattle and sheep. 	
PEASANTS	<ul style="list-style-type: none"> Freemen had to pay rent to the lord of the manor as well as paying a tithe (tax of 1/10 of their income) to the church. They were not confined to the manor and could marry who they wished. Serfs belonged to the lord but were a step up from slaves. They farmed the lord's land six days a week for which they received a small plot of land to build a house on. They also paid taxes to the lord and the tithe. They could not leave the manor at will nor could they marry without their lord's permission. Serfs lived in wattle-and-daub houses with thatched roofs and one room; their animals were brought in at night. Clothes were made of wool or linen and dyed with berry juice. Their diets consisted of bread, cheese and pottage – eating meat was rare. Ale was safer to drink than water. Entertainment included singing, dancing, drinking and games. Serfs were given Sundays and saints' days off. 	
Keywords	Summary	
Middle Ages	Crop rotation	<p>The Middle Ages introduced the system of feudalism; where vassals received a fief in return for swearing an oath of fealty to their king. People lived in a manor which were owned by a lord.</p> <p>Most manors had: houses, manor house, church, mill, forge and a bailiff's house. A bailiff was the man responsible for keeping law and order. Peasants used open-field which had four fields (two for crops, one left fallow and a fourth – the Commons – where their animals grazed. Freemen had to pay rent to the lord of the manor as well as paying a tithe to the church. Serfs belonged to the lord but were a step up from slaves. Serfs farmed the lord's land six days a week and could not do much without the permission of the lord. Wattle and daub houses were still used at this time.</p>
Feudalism	Fallow	
Vassals	The Commons	
Fief	Freemen	
Peasants	Serfs	
Oath of fealty	Tithe	
Manors	Wattle and daub	
Bailiff		
Open Field System		

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MEDIEVAL CASTLES	<ul style="list-style-type: none"> • Upon receiving land from a king, a lord quickly built a motte-and-bailey castle. A hill (the motte) with a wooden tower (keep) on top that also had an enclosed area (bailey) at its base for soldiers. A moat of water sometimes surrounded this and the only way across was via a draw-bridge which could be lowered to allow entry or raised and closed for protection. • These were later replaced with stone castles which curtain walls protected the keep. The keep held the lord's apartment, the great hall and the chapel. Sieges took place to capture castles. 																		
LORDS AND LADIES	<ul style="list-style-type: none"> • Medieval lords held great power due to keeping order on his land and acting as a judge • Ladies were married at a young age with her family paying a dowry to the groom. A lady's duty was to bear children and run the household for their husband. • The solar was a sunny room where the lady could weave, teach the children or play music. • Lord's entertainment involved hunting, hawking, and holding tournaments such as jousting. • Lords and Ladies held feasts in the great hall as a display of the power where meat was served, depending on what was locally available such as beef, pork, pheasant, duck or rabbit. • Jesters and minstrels provided entertainment for those who attended the feast. 																		
WAR AND SOLDIERS	<ul style="list-style-type: none"> • Foot soldiers (peasants) made up the largest part of a medieval army who used weapons such as spears, swords and daggers while wearing shields and leather padded jackets for protection. • Archers were armed with a bow and arrows (longbow or crossbow) and wore little protection. • Knights were nobles who swore an oath of chivalry and allegiance to their lord/king while also fighting on horseback. They wore full armour including chainmail, a shield and helmet while using lances, swords or maces. • There were three stages to becoming a knight <ol style="list-style-type: none"> 1. Page: (age 7) lived with another lord, learned how to ride a horse, fight and his manners 2. Squire: (age 14) learned how to fight on horseback and served/learned from a knight. 3. Knight: (age 21) spend the night before the dubbing praying in the chapel before swearing their oath of chivalry to their lord. Received a manor from the lord as a reward. 																		
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<table border="1"> <tr> <td>Motte and Bailey</td> <td></td> </tr> <tr> <td>Stone Castles</td> <td>Minstrels</td> </tr> <tr> <td>Keep</td> <td>Knights</td> </tr> <tr> <td>Great Hall</td> <td>Oath of Chivalry</td> </tr> <tr> <td>Dowry</td> <td>Page</td> </tr> <tr> <td>Hunting</td> <td>Squire</td> </tr> <tr> <td>Hawking</td> <td>Dubbing</td> </tr> <tr> <td>Jousting</td> <td></td> </tr> <tr> <td>Jesters</td> <td></td> </tr> </table>	Motte and Bailey		Stone Castles	Minstrels	Keep	Knights	Great Hall	Oath of Chivalry	Dowry	Page	Hunting	Squire	Hawking	Dubbing	Jousting		Jesters		<p>A lord built a motte-and-bailey castle on his fief before they were replaced with stone castles. The keep held the lord's apartment, the great hall and the chapel. Medieval ladies were married at a young age with her family paying a dowry to the groom. They were expected to run the household and provide an heir. Medieval lords held great power, maintaining order and acting as a judge. Their entertainment involved hunting, hawking and jousting. Nobles held feasts where meat such as beef, pork or rabbit was served. Jesters and minstrels provided entertainment.</p> <p>Foot soldiers made up the majority of a medieval army. Knights were nobles who swore an oath of chivalry and allegiance to their king and fought on horseback. They went through three stages of training [a page (age 7), a squire (age 14) and a knight (age 21)] before the dubbing.</p>
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Stone Castles	Minstrels																		
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MEDIEVAL TOWNS	<ul style="list-style-type: none"> • Most towns were built alongside a river or coast for trade and crossings, or near a castle for protection. Medieval towns needed a charter from the king which meant it paid taxes to the king. towns were run by a mayor who kept the town in good condition and enforced the curfew. • Features of a medieval town included: a high street, church, narrow streets, strong gates (where the toll was paid), the fair green and high walls. • Houses were built upwards to save space, resulting in them being several storeys high and made of wood. This meant that curfews were needed to put out fires before nightfall because they were at constant threat of fire. • Craftsmen had their shops on the ground floor and the family home was built above them. • Buildings such as the church or the town hall were made of stone. • Streets were narrow, unpaved and very muddy; people left waste and emptied their chamber pots in the streets. Because of this, and animals roaming on the streets, disease spread quickly.
CRAFTSMEN	<ul style="list-style-type: none"> • Craftsmen included bakers, butchers, blacksmiths, carpenters, coopers and stonemasons. • They paid to be part of a guild which was an organisation of people working in the same trade. They set the standard for the quality or prices of goods, as well as looking after craftsmen when they got old or sick. • There were three stages to becoming a master craftsman. One started as an apprentice (12) to learn the trade without pay before becoming a journeymen (19) who could travel and get paid to work. The final stage to become a master craftsman involved the creation of a masterpiece.
RELIGION AND CHURCHES	<ul style="list-style-type: none"> • Medieval Europe was mostly Catholic and the Pope was its powerful leader. Europe was divided into dioceses which were run by archbishops and bishops that were broken down into parishes which were run by priests. Bishops used cathedrals to show off their power. <ul style="list-style-type: none"> • Romanesque style had rounded doorways, arches and windows – very dark interior • Gothic style had pointed doorways, arches and windows – brighter interior – and flying buttresses to support the roof.

Keywords	Summary
Charter	<p>Most towns were built alongside a river or coast or near a castle. Towns needed a charter from the king to operate and were run by a mayor. Curfews meant fires were put out before nightfall because of the threat of fire. Streets were narrow, unpaved and very muddy; disease spread quickly. Craftsmen (blacksmiths, bakers, stonemasons belonged to a guild and had shops in towns. There were three stages to becoming a master craftsman. The final stage to becoming a master craftsman involved the creation of a masterpiece. Europe was mostly Catholic, and was divided into dioceses and parishes which were run by archbishops, bishops and priests. Cathedrals and Churches were built to show off the power of the Church and featured two styles: Romanesque style (dark interior) and Gothic style (bright interior)</p>
Romanesque	
Curfews	
Gothic	
Craftsmen	
Guild	
Master Craftsmen	
Masterpiece	
Catholic	
Dioceses	
Parishes	

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THE ROLE OF PRIESTS	<ul style="list-style-type: none"> As priests could read and write, they were often appointed as secretaries to lords. The said mass in Latin, tended to the sick, and performed wedding and baptism ceremonies. Priests were quite wealthy from tithes paid to them.
MONASTERIES	<ul style="list-style-type: none"> People who wanted to be closer to God continued to live in closed religious communities such as monasteries (monks) or convents (nuns). Monasteries were places of education and wealth and usually had: a refectory, a dormitory, cloisters, a chapter house, an almonry, an infirmary, and a hostel. An abbot was the head of the monastery while an abbess was the head of a convent. To become a monk, a boy joined as a novice (age 15). He learned to read and write in Latin and lived his life according to the Rule of St Benedict (strict rules of monks). On becoming a monk, he swore vows of poverty, chastity and obedience. His head was shaved into a tonsure and he had to wear a habit. Major orders were the Benedictines and Cistercians. Some monks preferred to live amongst the people and were called friars. Their orders were the Franciscans, Augustinians and the Dominicans.
MEDICINE AND HEALTH	<ul style="list-style-type: none"> Medieval medicine followed the Ancient Greeks and the four humours. Treatments included: bleeding, cupping, leeching, amputation and herbal medicines. Common diseases included: typhoid, leprosy, smallpox, dysentery and influenza. People often died of minor ailments and infections due to poor diet and hygiene. Many women died in childbirth.
THE BLACK DEATH	<ul style="list-style-type: none"> The Black Death (bubonic plague) killed one-third of Europe's population (1347 and 1350). The plague was carried by fleas on rats that arrived from the Black Sea; hence the name. Symptoms included: oozing swellings, discoloured skin, lungs filling with phlegm. It was very contagious and was spread through sneezing, spitting or touching dead bodies which were abandoned in the streets. It had a high death rate, killing up to 80% of those who were infected. Many believed it was God's anger while others blamed 'outsider' groups such as the Jews. Lasting impacts included: rapid decline of population, decline of serfdom, improved treatment for peasants and improved medical practices during the Renaissance.

Keywords	Summary
Monasteries	<p>Religious orders continued to live in monasteries and convents. An abbot was the head of the monastery while an abbess was head of a convent. Their orders included the Benedictines and Cistercians. Some monks preferred to live amongst the people (friars) whose orders included Franciscans and Dominicans. Medieval medicine was still based on the Ancient Greeks with old treatments of bleeding, cupping, leeching, amputation and herbal medicine still used.</p> <p>The contagious Black Death killed one-third of Europe's population during the Middle Ages which would lead to various improvements in medicine and health in the following centuries.</p>
Dominicans	
Convents	
Smallpox	
Abbot/Abbess	
Black Death	
Benedictines	
Cistercians	
Friars	
Franciscans	

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Keywords	Definition
Anti-Semitism	<ul style="list-style-type: none"> • Hatred of the Jews
Apprentice	<ul style="list-style-type: none"> • The first stage of becoming a master craftsman.
Black Death	<ul style="list-style-type: none"> • A disease spread by fleas on rats (also called the Bubonic Plague).
Cathedral	<ul style="list-style-type: none"> • A large church in a diocese where the bishop says mass.
Charter	<ul style="list-style-type: none"> • A contract whereby a town was granted freedom to run its own affairs but paid taxes to the king.
Chivalry	<ul style="list-style-type: none"> • The code of behaviour of Knights during medieval times.
Common	<ul style="list-style-type: none"> • A shared area of land where villagers let their animals graze.
Curfew	<ul style="list-style-type: none"> • A rule which meant people had to have fires put out while also confining them to their own homes after a particular time at night
Fallow	<ul style="list-style-type: none"> • A field left empty for one year to allow it time to restore its nutrients.
Feudal System	<ul style="list-style-type: none"> • A way of dividing power and land ownership. The King or lord gave land to his vassals in return for money, loyalty and service.
Fief	<ul style="list-style-type: none"> • A plot of land given to a noble or knight.
Freeman	<ul style="list-style-type: none"> • A peasant who could come and go from a town as they pleased.
Friar	<ul style="list-style-type: none"> • A type of monk. They preferred to travel from place to place.
Gothic	<ul style="list-style-type: none"> • A type of architecture with pointed windows and arches.
Guild	<ul style="list-style-type: none"> • An organisation of master craftsmen that ensures high standards are maintained with their particular trade.
Journeyman	<ul style="list-style-type: none"> • Someone who has completed their training as an apprentice and can obtain work with another master craftsman.
Keep	<ul style="list-style-type: none"> • The building inside the walls of a castle where the lord and lady lived.
Knight	<ul style="list-style-type: none"> • A professional soldier who fought on horseback.
Manor	<ul style="list-style-type: none"> • A village and the land around it in the Middle Ages
Master craftsman	<ul style="list-style-type: none"> • A journeyman who has made a masterpiece and joined a guild.
Motte and Bailey	<ul style="list-style-type: none"> • A temporary castle made from timber; a motte was a small artificial hill with a wooden keep at the top while the enclosed area at the bottom of the hill was the bailey.
Nunnery	<ul style="list-style-type: none"> • Convent; building that is occupied by nuns in a religious order.
Oath of Chivalry	<ul style="list-style-type: none"> • Sworn by a knight to be loyal to his lord, protect the poor and weak, and to be brave in battle.
Open Field System	<ul style="list-style-type: none"> • The system of farming where peasants were each given strips of land to farm in large fields.
Peasants	<ul style="list-style-type: none"> • The people who worked on a lord's land.
Pillory and stocks	<ul style="list-style-type: none"> • Timber frames used in medieval times for punishment when people had their heads locked in place (pillory) or their legs locked in place (stocks)
Portcullis	<ul style="list-style-type: none"> • A heavy iron gate that was lowered to close the entrance to a castle during an attack.
Pottage	<ul style="list-style-type: none"> • A thick soup made from oats and vegetables and eaten by peasants.
Romanesque	<ul style="list-style-type: none"> • A type of architecture with rounded windows and arches.
Rule of St Benedict	<ul style="list-style-type: none"> • Rules for monasteries and nunneries
Serf	<ul style="list-style-type: none"> • An unfree peasant farmer who lived and worked on a medieval manor.
The Pale	<ul style="list-style-type: none"> • The area within and around Dublin where English rule was at its strongest.
Tithe	<ul style="list-style-type: none"> • The payment of one-tenth of a peasant's annual income to the Church.
Vassal	<ul style="list-style-type: none"> • A person who received land (a fief) from the king or a lord.