



# The Middle Ages: Norman England



## Chapter 6

Term	Definition
Anti-Semitism	Hatred of the Jews
Apprentice	The first stage of becoming a master craftsman.
Black Death	A disease spread by fleas on rats (also called the Bubonic Plague).
Cathedral	A large church in a diocese where the bishop says mass.
Charter	A contract whereby a town was granted freedom to run its own affairs but paid taxes to the king.
Chivalry	The code of behaviour of Knights during medieval times.
Common	A shared area of land where villagers let their animals graze.
Curfew	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	A field left empty for one year to allow it time to restore its nutrients.
Feudal System	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	A plot of land given to a noble or knight.
Freeman	A peasant who could come and go from a town as they pleased.
Friar	A type of monk. They preferred to travel from place to place.
Gothic	A type of architecture with pointed windows and arches.
Guild	An organisation of master craftsmen that ensures high standards are maintained with their particular trade.
Journeyman	Someone who has completed their training as an apprentice and can obtain work with another master craftsman.
Keep	The building inside the walls of a castle where the lord and lady lived.
Knight	A professional soldier who fought on horseback.
Manor	A village and the land around it in the Middle Ages
Master craftsman	A journeyman who has made a masterpiece and joined a guild.
Motte and Bailey	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	Convent; building that is occupied by nuns in a religious order.
Oath of Chivalry	Sworn by a knight to be loyal to his lord, protect the poor and weak, and to be brave in battle.
Open Field System	The system of farming where peasants were each given strips of land to farm in large fields.
Peasants	The people who worked on a lord's land.
Pillory and stocks	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	A heavy iron gate that was lowered to close the entrance to a castle during an attack.
Pottage	A thick soup made from oats and vegetables and eaten by peasants.
Romanesque	A type of architecture with rounded windows and arches.
Rule of St Benedict	Rules for monasteries and nunneries
Serf	An unfree peasant farmer who lived and worked on a medieval manor.
The Pale	The area within and around Dublin where English rule was at its strongest.
Tithe	The payment of one-tenth of a peasant's annual income to the Church.
Vassal	A person who received land (a fief) from the king or a lord.

### 3.6 EXPLORE life and death in medieval times

#### The Middle Ages in Norman England

The **Middle Ages** began after the fall of the Roman Empire in AD 476, 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 for any wars. Medicine and religion had a massive impact on life in medieval times. The Catholic Church controlled the religion of the region while in medicine, people continued to follow the teachings of the Ancient Greeks and their theory of 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** too while **child mortality rates** were high.

Life on Medieval Countrysides		Life as a Peasant	Castles
Most people lived in the countryside with the peasants making up most of the population. They lived in <b>manors</b> (villages) which were owned by a lord or knight. An <b>open field system</b> was used for farming (dividing three large fields into long strips while a fourth, <b>the commons</b> , was used for grazing). <b>Crop rotation</b> was used where two fields were used to grow crops while the third was left <b>fallow</b> to regain nutrients lost.		<b>Freemen</b> had to pay rent to the lord of the manor as well as paying a <b>tithe</b> (tax of 1/10 of their income) to the church. <b>Serfs</b> belonged to the lord but were a step up from slaves. They farmed the lord's land for six days a week in return for a small plot of land to build a house. Serfs lived in wattle and daub houses. They could not leave the manor at will nor could they marry without their lord's permission. Their diet consisted of bread, cheese, pottage and ale.	Upon receiving land from a king, a lord quickly built a <b>motte-and-bailey</b> castle. A hill ( <b>motte</b> ) with a wooden tower ( <b>keep</b> ) on top that also had an enclosed area ( <b>bailey</b> ) at its base for soldiers. A <b>moat</b> of water sometimes surrounded this and the only way across was via a <b>drawbridge</b> . These were later relaced with <b>stone castles</b> with <b>curtain walls</b> that protected the keep. The keep held the <b>lord's apartment, the great hall</b> and the <b>chapel</b> . <b>Sieges</b> took place to capture castles.
Lords and Ladies		War and soldiers	Knights
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 <b>dowry</b> to the groom. A lady's duty was to bear children and run the household for their husband. Lords' entertainment involved <b>hunting, hawking and holding</b> tournaments such as <b>jousting</b> . Lords and Ladies held feasts in the <b>great hall</b> as a display of their power while <b>jesters</b> and <b>minstrels</b> provided entertainment.		<b>Foot soldiers</b> (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. <b>Archers</b> were armed with a <b>bow and arrows</b> (longbow or crossbow) and wore little protection. During the Medieval Ages, war was very common and gave peasants the chance to gain reputation on the battlefield.	<b>Knights</b> were nobles who swore an <b>oath of chivalry</b> and <b>allegiance</b> to their lord/king, often fighting on horseback. They wore full armour including <b>chainmail</b> , a <b>shield</b> and <b>helmet</b> while using <b>lances, swords</b> or <b>maces</b> . They went through three stages of training: as a <b>page</b> (age 7) and <b>squire</b> (age 14) they would learn the role of a knight before partaking in the <b>dubbing</b> ceremony where they would become a <b>knight</b> (age 21). They received a manor from the lord as a reward.
Medieval Towns		Craftsmen	Religion
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 major who kept the town in good condition and enforced the curfew (fires were put out before nightfall because towns were at constant threat of fire). Features of a medieval town included: a high street, church, narrow streets, strong gates, the fair green and high walls. Streets were narrow, unpaved and very muddy while people left waste and emptied their chamber pots in the streets.		<b>Craftsmen</b> included bakers, butchers, blacksmiths, carpenters, coopers and stonemasons. They paid to be part of a <b>guild</b> which was an organisation of people of the same trade. They set the standard for the quality of goods as well as looking after craftsmen when they got old/sick. There were three stages to becoming a master craftsman, starting as an <b>apprentice</b> (12) to learn the trade before working as a <b>journeyman</b> (19). A <b>masterpiece</b> had to be created to become a master.	Medieval Europe was mostly Catholic, and the Pope was its most powerful leader. Catholic Europe was divided into dioceses (run by archbishops and bishops) that were broken down into parishes (run by priests). Romanesque (rounded) and gothic (arched) styles were common. Priests could read and write so were often appointed as secretaries to lords. They said mass in Latin, tended to the sick and preformed ceremonies for weddings and baptisms.
Monasteries		The Black Death	
People who wanted to be closer to God continued to live in <b>monasteries</b> (monks) or <b>convents</b> (nuns). Monasteries were places of education and wealth, usually containing a <b>refectory, a dormitory, cloisters, a chapter house, an almonry, an infirmary</b> and a <b>hostel</b> . An abbot was the head of a monastery while an abbess was head of a convent. Monks started as <b>novices</b> (15) and swore vows of <b>poverty, chastity and obedience</b> . <b>Friars</b> lived in the towns.		<b>The Black Death</b> killed <b>one-third of Europe's population</b> between 1347 and 1350. The <b>bubonic plague</b> was carried by <b>fleas on rats</b> that arrived from the Black Sea. It was very <b>contagious</b> , killing up to 80% of those infected as it spread through <b>sneezing, spitting or touching dead bodies</b> which were abandoned in the streets. Symptoms included <b>oozing swellings, discoloured skin and phlegm</b> . Many believed it was God's anger while others blamed <b>outsider</b> groups such as the <b>Jews</b> .	

