

7.33 Describe the development of feudalism and manorialism, its role in the medieval European economy, and the way in which it was influenced by physical geography (the role of the manor and the growth of towns)

Background

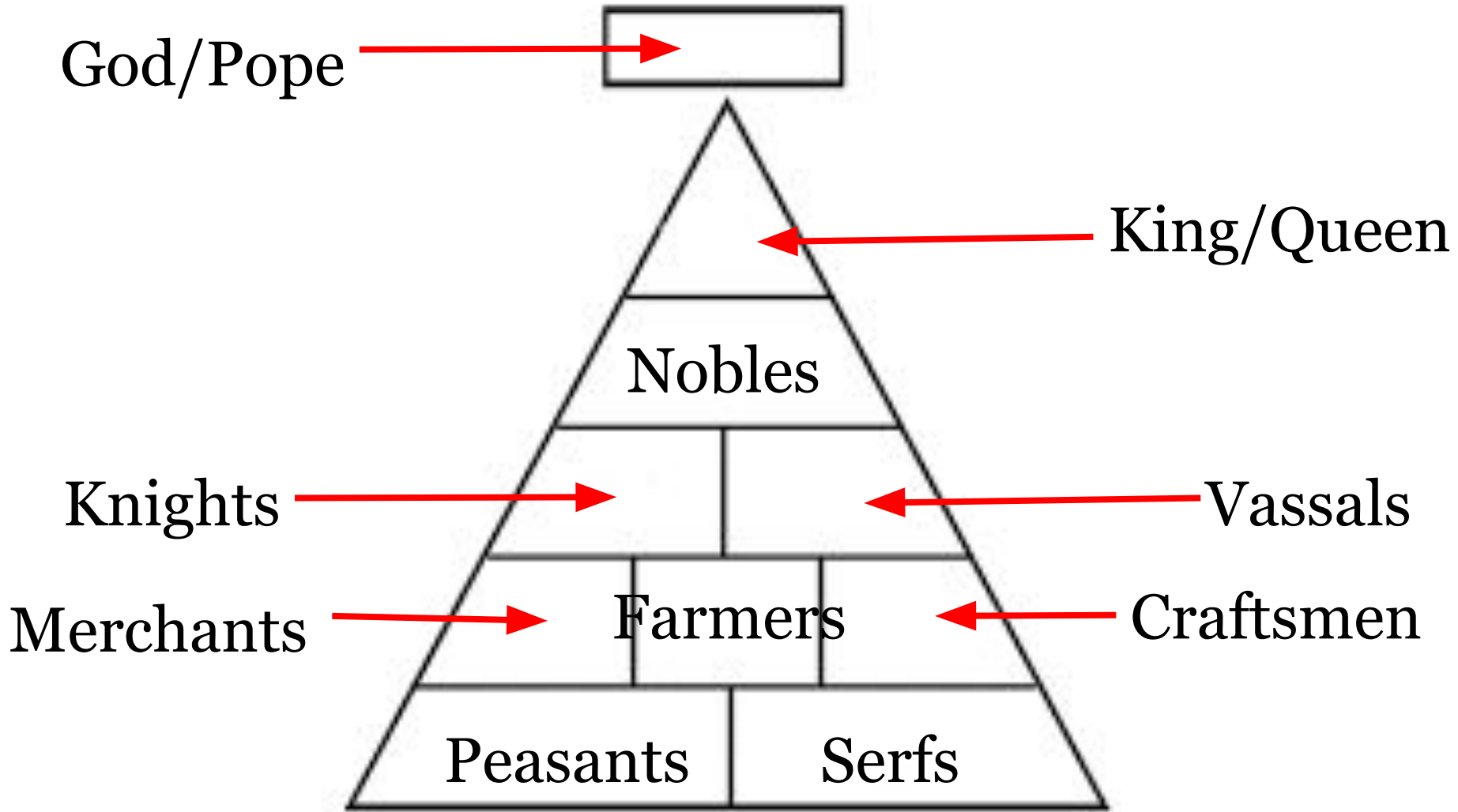
- The fall of Rome in 476 altered the map of Europe
- The once great empire was replaced by hundreds of little kingdoms
- There was no longer a central government to control land and laws
- Hundreds of little kingdoms governed small pieces of land

Background

- Increased warfare
 - New kingdoms fought to get more land
 - The constant fighting led to people needing ways to protect themselves and their land

Feudalism

- Feudalism was the political and military system of the Middle Ages
- In a feudal society, land was exchanged for military service and loyalty
- The ownership of land was the basis for power



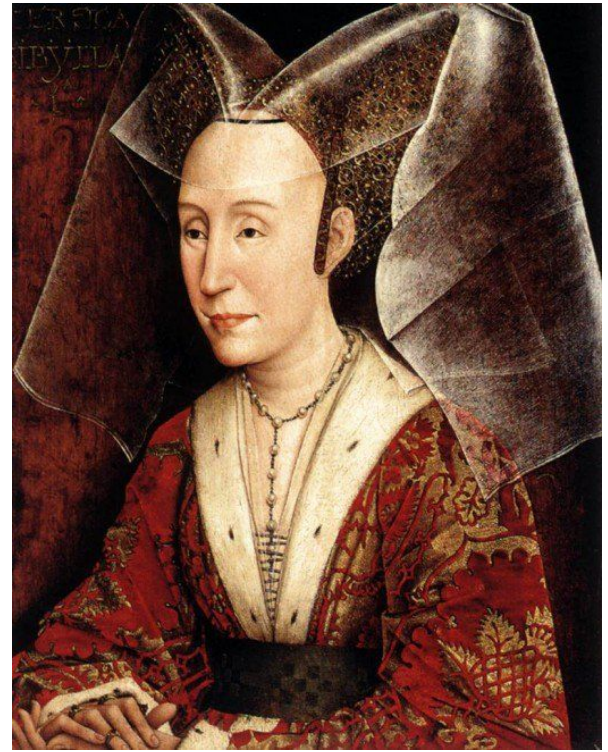
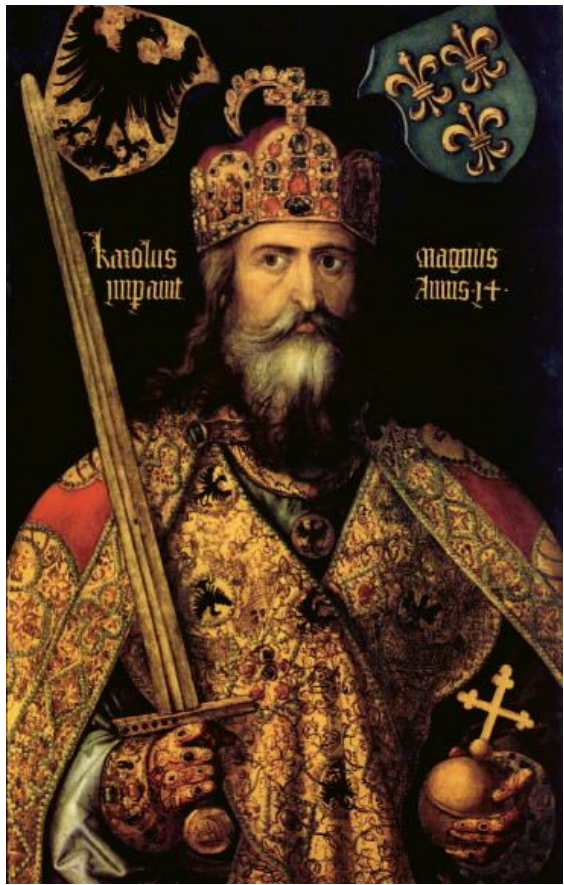
God/Pope

- Remember: When Rome fell, it was a Christian empire...specifically Catholic
- God was above all and the Pope was God's representative on Earth
- The Popes crowned the kings of Europe for hundreds of years



King/Queen

- King owned the land
- Believed in “divine right” meaning that God gave them the power to rule
- Gave land to nobles for protection
- Fought with other kings/queens to gain land and power



Nobility

- Earned land from the king by giving military service
- There were different levels of nobility (duke, prince, marquis, count, earl, viscount, baron)
- Each level could give land to lower level (called vassals)
- Each vassal had to be loyal to the rank who gave him the land and the king (and ultimately God)



Knights

- Nobles and kings were always fighting each other
- Needed skilled warriors to defend their land
- Pledged to defend land in exchange for fiefs (small portion of land)
- Wealth from land allowed them to devote lives to war
- Started training at age 7



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Merchants/Farmers/Craftsmen

- This group was made of up of independent men and women who made money from specific jobs
- Merchants were traders who brought goods from one manor to another
- Farmers tended the land and knew the best crop rotations for most production
- Craftsmen were artisans which included blacksmiths, silversmiths, jewelers, tailors, etc



Peasants/Serfs

- Peasants
 - Worked land, cared for animals
 - Maintained the estate for the lord (noble)
 - Paid high taxes to live on land
 - Rarely traveled more than 25 miles from birthplace



Peasants/Serfs

- Serfs
 - People who couldn't leave the place they were born
 - Not slaves (could not be bought or sold)
 - Lord provided them housing and minimal protection
 - Serf would complete any task given to them
 - Had short life expectancies due to harsh living conditions

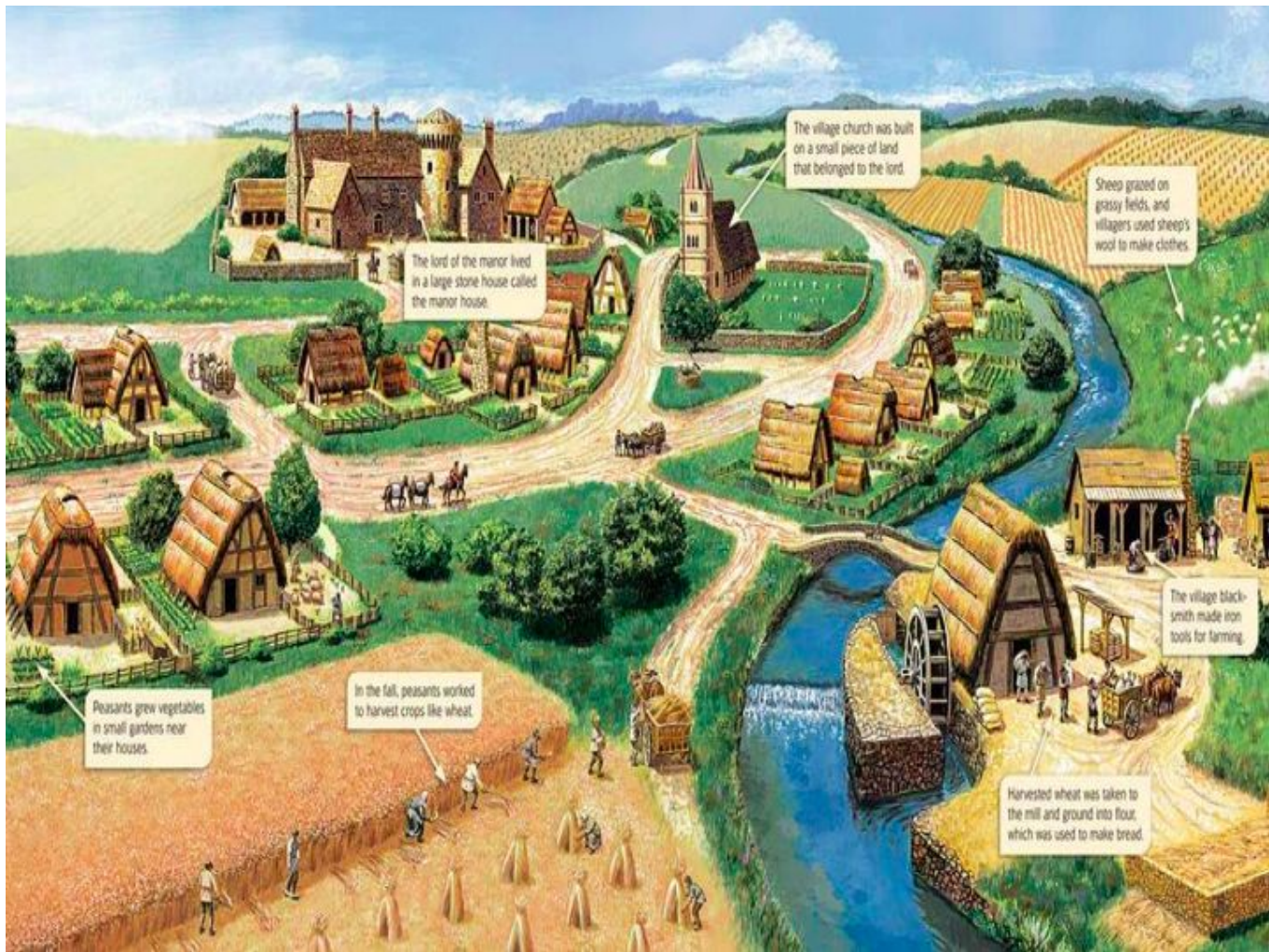


Manorialism

- Feudalism was the political and social system of the Middle Ages
- Manorialism was the economic system of the Middle Ages
- Life was centered around the manor which could include the lord's castle (could be king or noble), church, village, and surrounding lands usually located on a stream or river

Manorialism

- Manors were far apart from each other and rarely had visitors
- Due to this, manors had to be self-sufficient
- Everything was created on the manor
- The lords/knights/nobles lived in the castle in the center of the land
- The majority of the people lived in the village on the lord's land
- As Europe becomes more stable, these villages begin to link together through trade



The village church was built on a small piece of land that belonged to the lord.

The lord of the manor lived in a large stone house called the manor house.

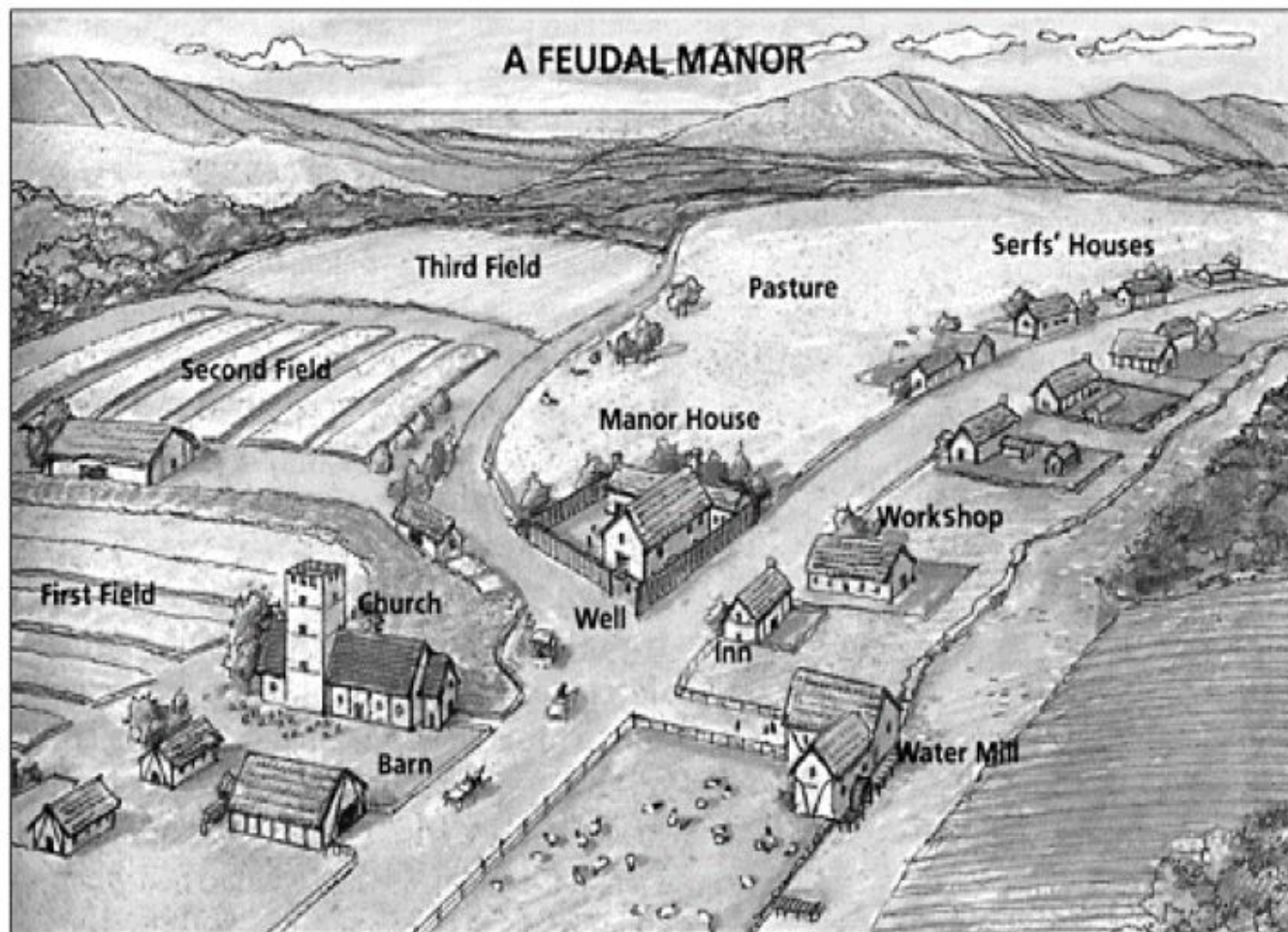
Sheep grazed on grassy fields, and villagers used sheep's wool to make clothes.

Peasants grew vegetables in small gardens near their houses.

In the fall, peasants worked to harvest crops like wheat.

The village blacksmith made iron tools for farming.

Harvested wheat was taken to the mill and ground into flour, which was used to make bread.



Source: Michael B. Petrovich et al., *People in Time and Place: World Cultures*, Silver, Burdett & Ginn, 1991