

## Feudal Manor Project

SSWH7: The student will analyze European medieval society with regard to culture, politics, society, and economics.

- a. Explain the manorial system and feudalism include the status of peasants and feudal monarchies
- c. Explain the role of the church in medieval society.
- d. Describe how increasing trade led to the growth of towns and cities.

You will be creating your own feudal manor. You must include an illustration of your feudal manor including: the lord's castle, a church, peasant housing, a river, common fields, lord's fields, mill (next to the river), barns, and a blacksmith. You will need to explain the following things in an oral presentation to the class (they may be included on the illustration but do not need to be): the layout, the structures, and the roles of the members of society (peasants, knights, lord, and priest). Your project may take many forms including: a poster, a cube, a PowerPoint, a 3D model, a pyramid, etc. You will need to provide anything extra that you may want for your project that is not normally used in class.

The following rubric will be used to grade your project:

Illustration of feudal manor:

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- Lord's castle (2)
- Church (2)
- Peasant housing (2)
- River (2)
- Common fields (2)
- Lord's fields (2)
- Mill (2)
- Barns (2)
- Blacksmith (2)
- Village (2)

Presentation explaining:

\_\_\_\_\_/75

- The layout (5)
- The structures (50)
- The roles of members of society
  - Peasants (5)
  - Knights (5)
  - Lord (5)
  - Priests (5)

Creativity/Originality

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Total:

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Teacher comments:

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