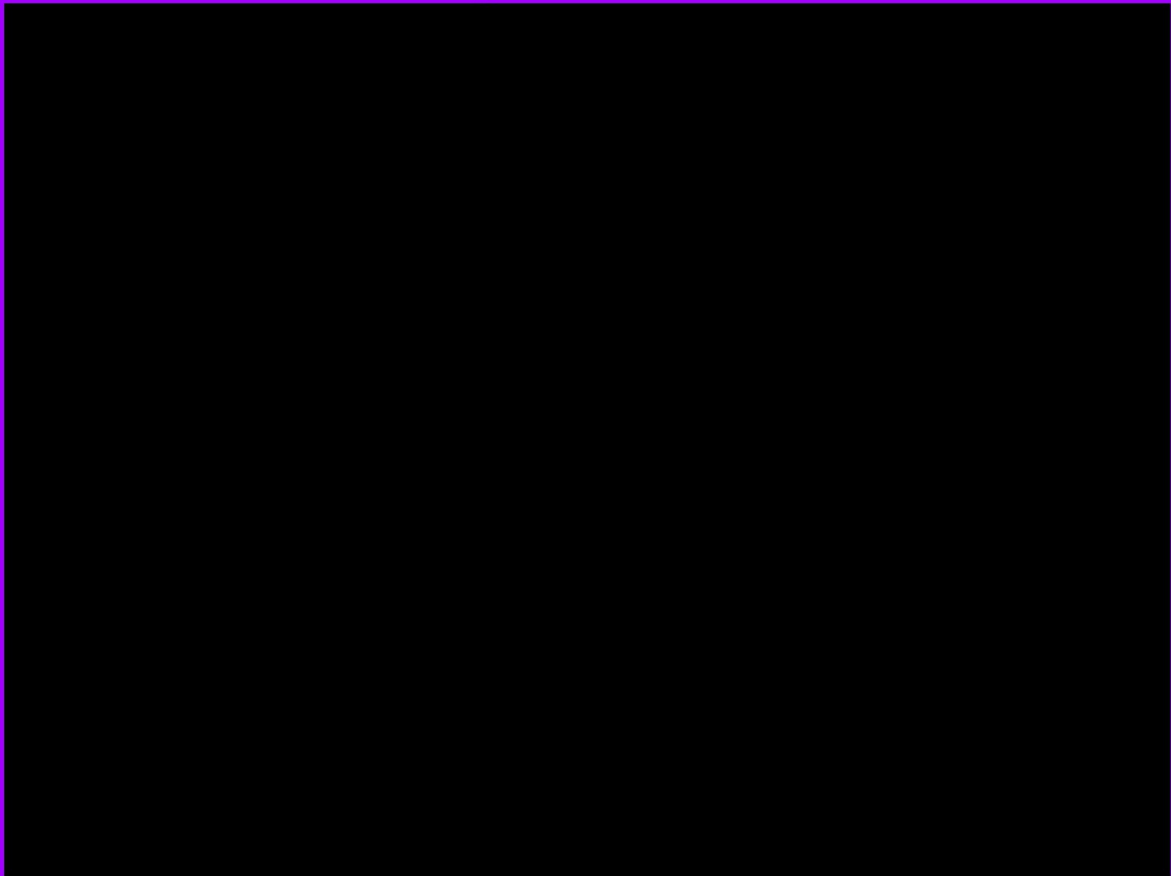


Medieval Society

**Do you remember from yesterday what
Charlemagne was famous for?**



What were the accomplishments/failures for each leader below?

Clovis brought christianity to the Franks (Gual)	Charles Martel Charles the Hammer He expanded the Frankish empire and was a Christian hero
Charlemagne Crowned by Pope Leo III as Emperor of the Franks good ruler won many wars	Charlemagne's Grandsons three, split his empire into 3 different parts. The treaty of Verdun.

**This is probably what you think all of Medieval
Society was like...not so much :)**



Feudalism is the base of Medieval Society.
It is based on mutual obligations within society
Organize each of the social classes and what they exchange



Gives land to



Provides Money & Knights

Gives land to



Provides all labor, food & service in the military

Serves in and leads the lord's army

Because Knights recieved grants of land from the nobles and then rented that land to the peasants it allowed them to devote their entire lives to war and inventing weapons.

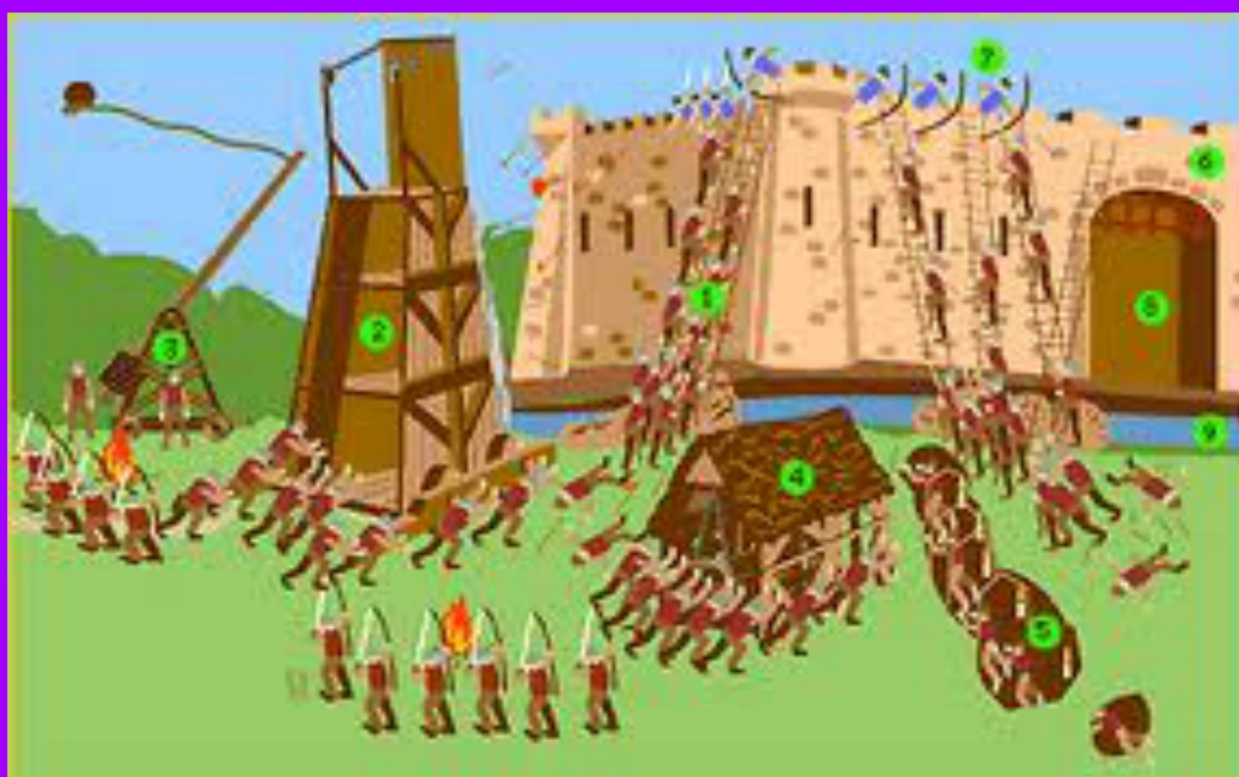
Knights were expected to follow a code of chivalry to three masters: his heavenly master, his feudal master, and his chosen lady. (Brave, loyal, courteous = ideal knight)

- Knights practiced their fighting skills by jousting which provided free entertainment for all classes.
- Chivalry also encouraged knights to write poems/stories about knights protecting women or dying for their lords

Breaking the code of Chivalry meant public shame!



Weapons Advancements



In exchange for military protection and other services a lord or landowner granted land called a fief. The person who receives a fief (aka land) is called a vassal and owes the military service in addition to a % of the crops raised.

*

Feudalism depends on controlling land.

Land=power!

A vassal could be a vassal to more than one lord b/c a peasant was a vassal to the knight, noble, and King.

This makes loyalties complex during war!

The Serfs were not dumb however and contributed a few life-changing inventions: The 3 field system & guilds!

Around 800 villagers began organizing their land into 3 fields. If they had 600 acres: 200 acres of oats/beans in the spring, 200 acres of wheat in winter; 200 acres is not used...Why would they do that?...Brainstorm!

- Allows farmers to grow crops 2/3 of the year, food production increases while soil exhaustion decreases
- People can specialize in making other goods and trading at fairs. **People no longer have to be self-sufficient.**

Guilds were another contribution from the peasants
Guilds controlled and made the fairs possible. They are an association of people who work at the **same occupation**.
Examples of guilds: tailors, glassmakers, blacksmiths..

Guilds controlled wages/prices for their craft and provided protection for members.

- Only master craftsmen could join a Guild
- Apprentice = 8 or 9 yr. old boys learn their trade from a master for 5 to 9 years.
- Journeyman = boys begin working for \$\$\$\$
- Master = man must make a **"Masterpiece"** if everyone already in the guild agreed it was good enough he became a master.

Most people in Europe were peasants. Most peasants were classified as serfs.

*

Serfs are people who are unable to leave the land they work on.

However, they could NOT be bought and sold like slaves because they were tied to the land and unable to leave it. Most serfs will travel less than twenty miles in their entire lives.



In the Middle Ages there weren't a lot of opportunities for advancement beyond the class you were born into. Rarely women were able to marry above their social class. But for some men education provided an opportunity to move up on the social pyramid.

University originally meant a group of scholars meeting wherever they could, not a particular building.

- Students were all male and usually went to learn about the Church/government in order to get a job.
- Bachelor's Degree = 5 to 7 years
- Master of Theology = 12 years.





3 for Dale

