

Middle Ages/Feudal System



<http://www.prisonersofeternity.co.uk/wp-content/uploads/2014/01/battle-of-bannockburn-2.jpg>

Beginning of Feudalism

Charlemagne (Charles the Great) ruled most of what are now France and Germany. He embarked on a mission to unite all Germanic peoples into one kingdom, and convert his subjects to Christianity. Charlemagne spent most of his reign in warfare to accomplish his goal. Following the death of Charlemagne and the fall of the Carolingian Empire, much of the European mainland was in a state of constant tribal warfare and invasions. European lands offered little security and virtually no real political organization.



http://a2.files.biography.com/image/upload/c_fill,cs_srgb,dpr_1.0,g_face,h_300,q_80,w_300/MTE1ODA0OTcxMjczMzI0MDQ1.jpg

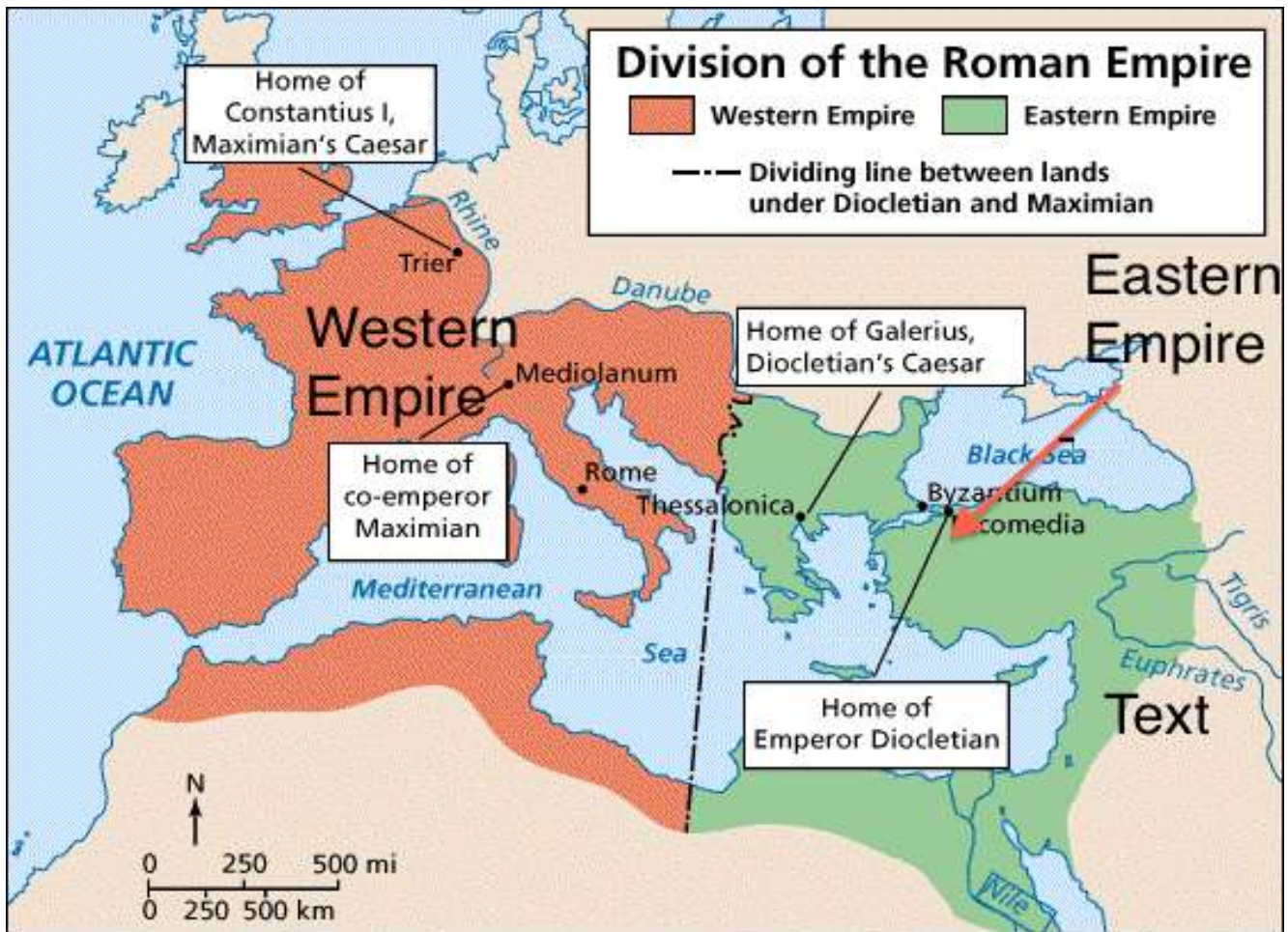


<https://hindscc.instructure.com/courses/54103/files/2521704/download>

Question: Why do you think Charlemagne's empire went into chaos after his death?

Feudal system

Feudalism in the Middle Ages in Europe was a political and economic system in which the control of land was the main source of power. The feudal system developed from the tribal warfare in Western Europe (France, England and the low countries) and emerged into a political system that would dominate Europe for many centuries. As a result of chaotic fighting, the feudal system developed because people sought protection from the hazardous and barbaric times.

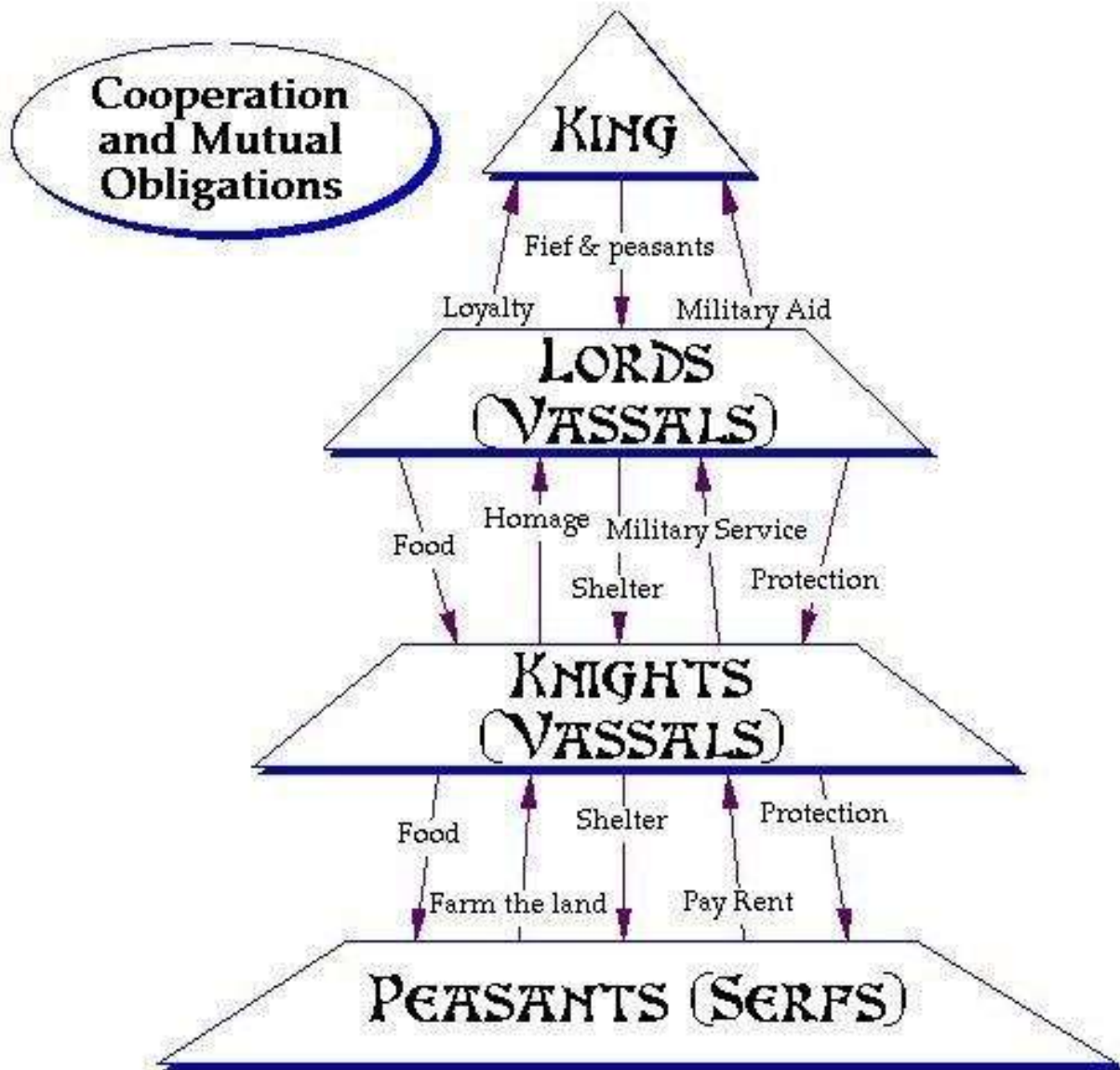


http://go.hr.com/venus_images/0304MC05.gif

Question: How would the people of this time period find protection?

The feudal system was based on a **social hierarchy** (pyramid) of social classes. Social classes were created because of mutual obligations and allegiances (loyalty) to each other. Land and military protection/loyalty were the cornerstones (central

principles) of the feudal system. The feudal system varied throughout Europe, but its basic hierarchical structure had **Kings, Lords, Vassals, and peasants (serfs)**.

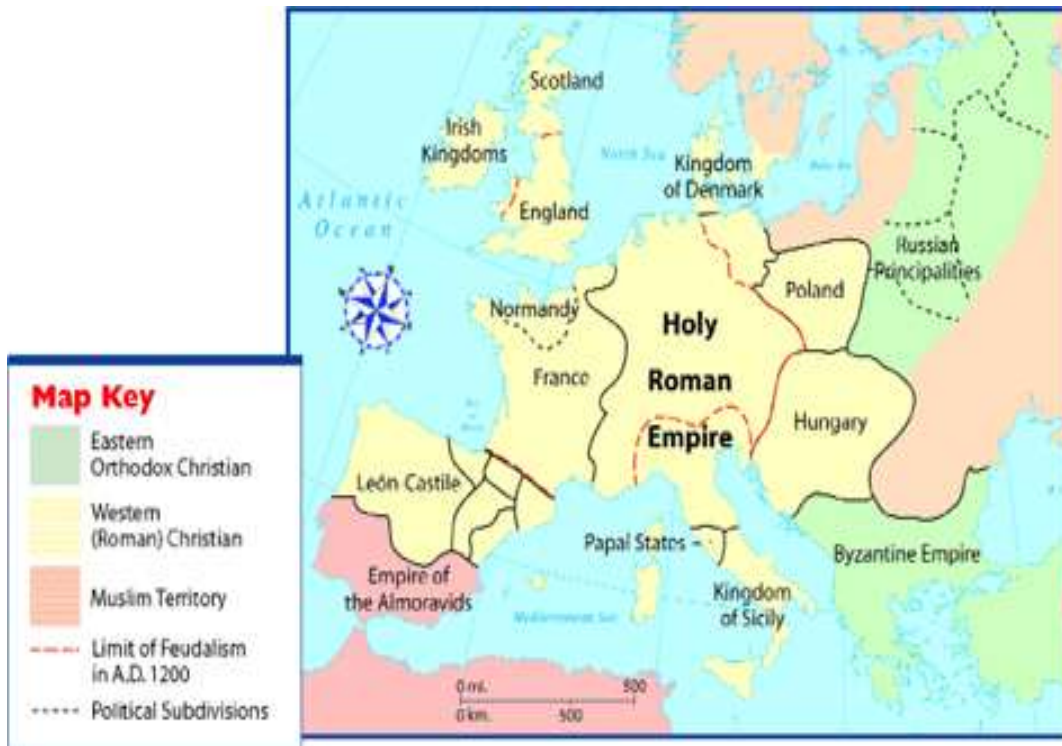


<https://weissjournalism1.files.wordpress.com/2009/08/journalism-feudalism1.jpg>

Question: How do the following social classes of Feudalism show cooperation and mutual obligations? List all of the ways shown in the diagram.

1. King
2. Lords/Vassals
3. Knights/Vassals

4. Peasants (serfs)



http://www.jrank.org/history/article_images/Europe_p38_2.jpg

Feudalism spread into Spain, Eastern Europe and eventually Russia. It continued to develop and expand; this eventually allowed powerful lords and kings to centralize military power and create nation-states, which are self-governing countries made up of people with a common cultural background.

Question: How do you think Feudalism diffused (spread)?

Economics

Manorialism was Europe's economic system (\$) during the Middle Ages. Most Europeans farmed and lived on **manors**. Manors are estates or large land holdings of the nobles (see social pyramid). The manors were the nobles' **fiefs** (land) from the monarch.

Under the manor system or manorialism, it was the peasants/serfs who did most of the actual work on the land holdings of the lords. The peasants were generally

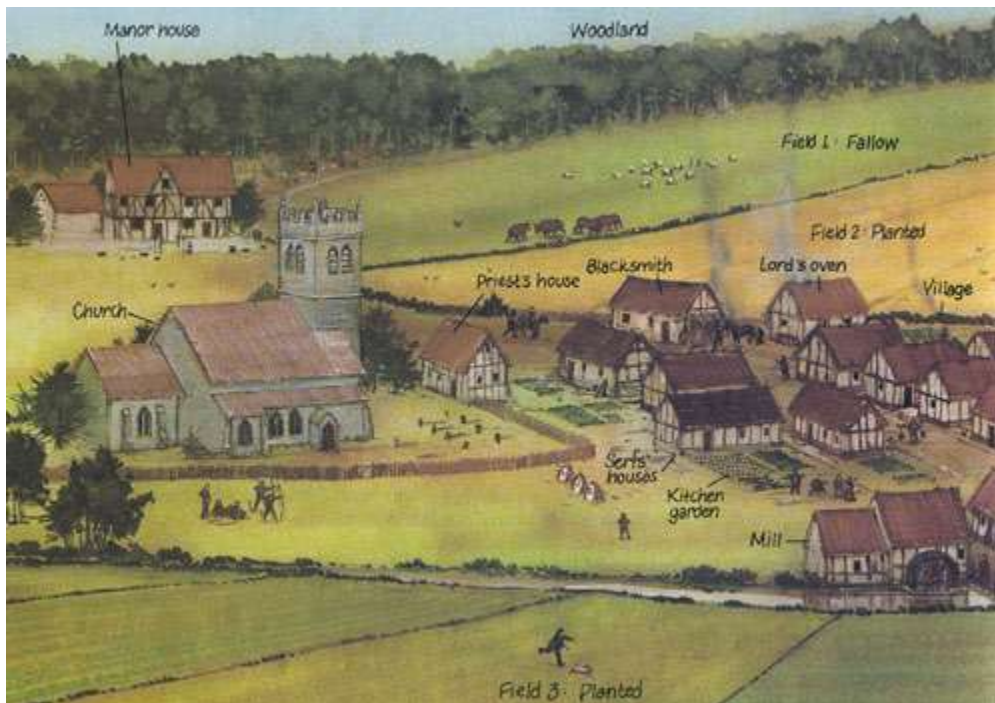
granted small parcels of land (fiefs) to grow for their families as well as sell. They also has to pay much of what they grew to the lords either in taxes or fees for using the lords resources. Therefore the manor was **self-sufficient**. Self-sufficient means being able to provide all one's needs with no dependency.

The life of a serf was complicated and difficult. Serfs they had to work their own land and the rest of the lord's land. Even though they were technically free they actually had little freedom because they were tied to their land. Peasants could not sell land that was granted to them.



Peasant Girl

<https://encrypted-tbn1.gstatic.com/images?q=tbn:ANd9GcQ-eiDz9LN0A13IIWERMTrx3DXZQvo8gCowNSgGB4yEoQmDwksjkQ>



A Medieval Manor

http://schools.yrdsb.ca/markville.ss/projects/classof2007/16chong/lin/a_medieval_manor.jpg

Question: Describe how this manor depicted above is self-sufficient? Find 3 ways.