



THE “MIDDLE AGES”  
(A.K.A - MEDIEVAL PERIOD)  
(400 A.D./C.E – 1500 A.D./C.E.)

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# WHAT DOES A.D., B.C., &/OR C.E. MEAN?

\* **Anno Domini** (AD or A.D.) and **Before Christ** (BC or B.C.) are descriptions used to label or number years used with the Julian and Gregorian calendars.

- The term Anno Domini is Medieval Latin, translated as “In the year of the Lord”, and as in the “Year of Our Lord” after Jesus birth NOT HIS DEATH.
  - C.E. = **Common Era** –is used today to replace AD

# The “Middle Ages”

The time BETWEEN the fall of Rome 476 CE and the beginning of the Renaissance in the 15<sup>th</sup> (1400's) century.

In 476 C.E., Odoacer (a barbarian) and his warriors attacked the city of Rome, overthrew Romulus Augustulus, and ended more than 800 years of glory for the “eternal city.”

The next 1000 years were called the Middle Ages.

# **MIDDLE AGES**

## **PERIOD NAMES**

- **“Dark Ages”** – often refers to the Early Middle Ages
- **“Medieval Time Period”** - Middle and Late Middle Ages



# DARK AGES (EARLY MIDDLE AGES)

## 450 A.D. - 500 A.D.

- Often called the **Dark Ages** because Rome had fallen and life in Europe was hard.
- Very few could read and write, and no one expected conditions to improve.
- The only hope for most was their belief in Christianity, and the hope that life in heaven would be better than life on earth.

# IMPORTANT TERMS TO KNOW

- Fief [feef]
- Vassal
- Feudalism
- Crusades
- Chivalry
- Magna Carta
- Peasant's Revolt
- Black Death
- War of Roses

# MIDDLE AGES OVERVIEW

- Roman Empire became weaker and weaker that taxes were not collected by the government.
- Many cities suffered from a decline in population due to constant wave of wars. The rich culture, learning, and civilizations almost disappeared entirely in many locations.
- As the Roman Empire declines, Theodosius recruited Germanic people to become Roman soldiers. Eventually, these soldiers migrated moved in and to become Romans.
- Several smaller kingdoms form inside the Roman Empire itself.

# MIDDLE AGES OVERVIEW

## POLITICALLY

### (Chaos & Reorganization)

- Barbarian invasions
- Merged in with existing populations
- [feudalism](#)

## RELIGIOUSLY

### (Age of Faith)

- Roman Catholic church was a strong institution that created stability in the face of rapid secular change.
- Church was often the only way to get an education.



# DANGERS OF THE MIDDLE AGES

- Plague (Black Plague)
- Dangerous Traveling (barbarians, thief's, etc.)
- Famine (lack of food for population)
- Childbirth
- Infancy & Childhood (20-30% died before 7 years old)
- Heresy (against beliefs of the church)
- Bad Weather (crops failed)
- Violence (barbarian, no military order)

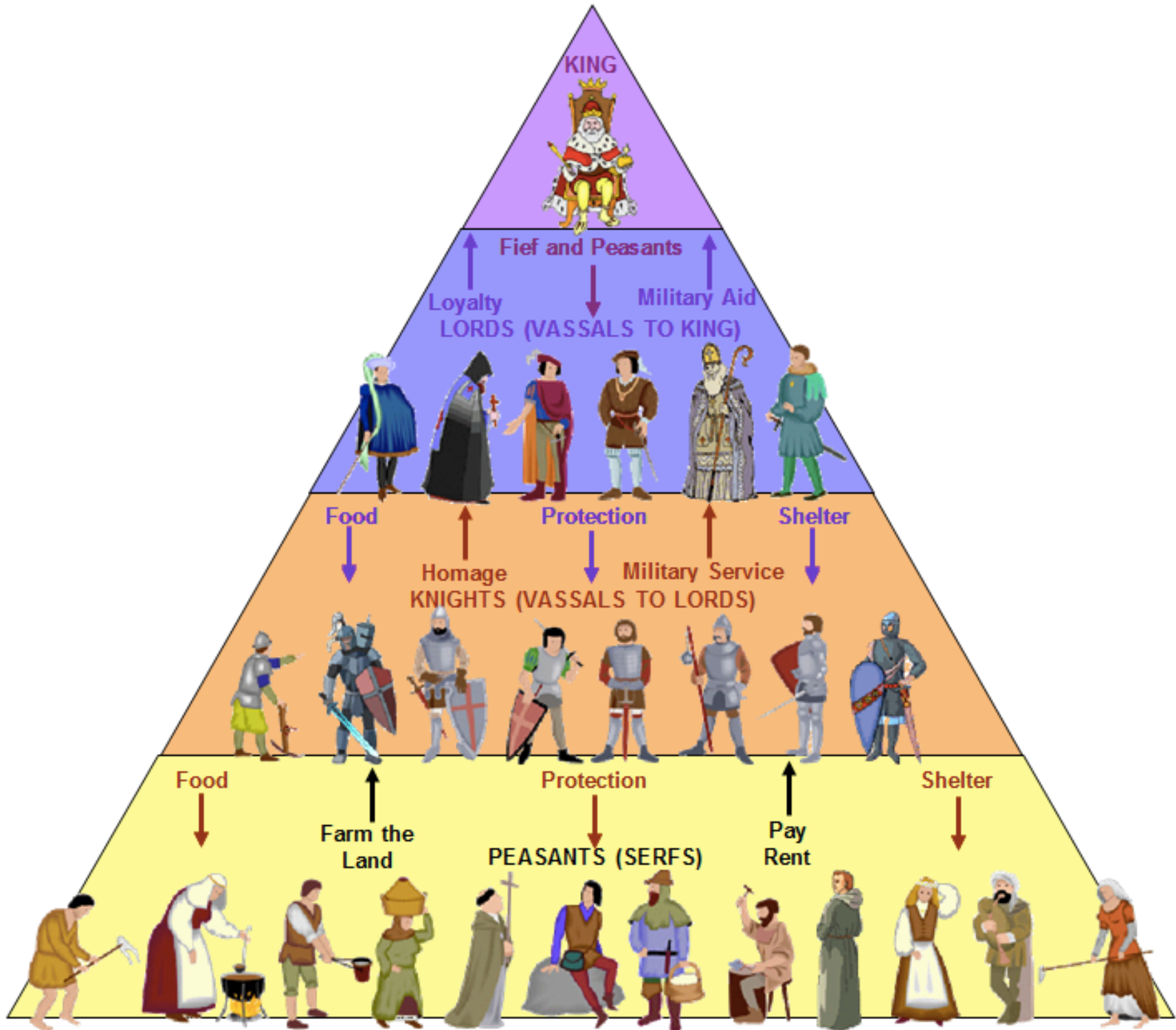


# ***FEUDALISM***

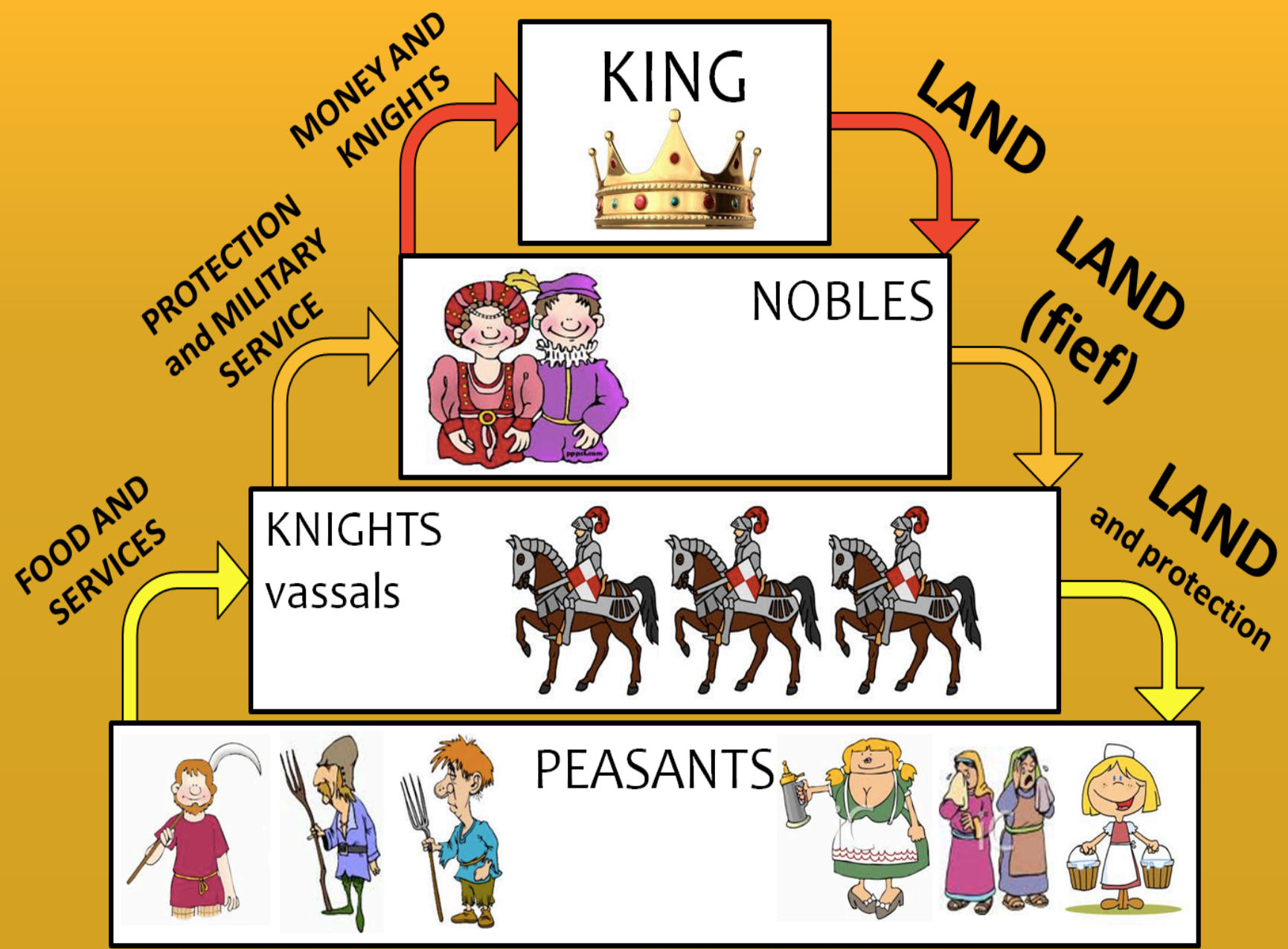
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- **Hierarchical (*ranked order of class*) system in which every man is another man's vassal (or servant)**
- **hardly any movement at all through the system in early Middle Ages and a bit more movement in high and late**

# FEUDALISM



# FEUDALISM



Feudal Pyramid of Power



# ***FEUDALISM TERMS FOR INDIVIDUALS***

- **Kings:** TOP of the pyramid of power
  - As God's deputy on earth ("divine right of kings"), can't question the king's authority
- **Nobles/Barons:** important noblemen (lords, ladies, dukes, etc.)
- **Manor:** an estate
- **Lord:** head of manor
- **Lady:** wife of lord
- **Knight:** Lord/son of Lord
- **Vassal:** underlord; feudal tenant
- **Serf/Peasant:** workers; bound to the lord of the castle; 4/5 of income went to the lord; no chance to change your life if you were a serf; no way to work your way up; no time for theater, etc.

# SERFS VS. PEASANTS

- ✓ Both belong to the working classes and just above the slaves.
- ✓ Serfs are property of the lord as they belonged to the manor system while peasants have their own piece of land and have to pay rent to the lord
- ✓ Serfs did menial jobs for his lord and would have to pay “inheritance tax” when the son would take over for his father.
- ✓ Peasants could be free or indentured (can work off their debt).
- ✓ Serfs had to do menial labor but peasants could choose their business to work at.
- ✓ Serfs are a type of peasant that was obligated to their lord by heredity.



# BANKING



## Why did they need a bank?

- Due to increased trade by merchants bringing in their “own” money, the merchants needed a place to exchange their money for “local” money. This led to the creation of “moneychangers”.
- This was the start of the banking system because they “charged” for the exchange of currency (form of money).
- Traders wanted something “light” and “easy to carry” and didn’t want to trade their lightweight things for heavier things like bushels of wheat.
- Nobles started trading gold and silver for things they wanted and had to find a way to get silver and gold – charge peasants taxes or sell their crops.
- Nobles often did not get enough silver and gold selling their crops so they had to go to a “moneylender” to get the needed and would have to pledge their lands for repayment.
- Nobles were not used to “paying things back” and when the moneylenders asked the nobles to pay back, they went to the kings – since the kings needed the moneylenders loans to run the kingdom, they saw this as an opportunity to tax the merchants, nobles, and even money lenders.

# Agricultural Progress

- movement from town to country, for feudalism, rested on the soil as its basis. The lord, his family, his servants, and his retainers were supported by the income from landed property.
- manor varied in size, according to the wealth of its lord
- Every noble had at least one manor; great nobles might have several manors, usually scattered throughout the country; and even the king depended on his many manors for the food supply of the court





# **Agricultural Progress**

- **Farmers did not know how to enrich the soil by the use of fertilizers or how to provide for a proper rotation of crops.**
- **Farm animals were small, for scientific breeding had not yet begun-- full-grown ox reached a size scarcely larger than a calf of today, and the fleece of a sheep often weighed less than two ounces.**
- **Not many farm tools (clumsy to use) –**
  - **The wooden ploughs only scratched the ground; Farrowing was done with a hand implement little better than a large rake.**
  - **Grain was cut with a sickle, and grass was mown with a scythe.**
  - **It took five men a day to reap and bind the harvest of two acres.**
- **Manor lands were farmed using the three-field system of agriculture and worked by the peasants -- approx. eight or nine bushels of grain represented the average yield of an acre.**
  - **One field was devoted to winter crops**
  - **another to summer crops**
  - **third lying fallow (uncultivated) each year – hoping it might recover its fertility**

# Agricultural Progress



## Peasants:

- had common use of the non-arable land “Common Land”
- had certain rights
  - cut a limited amount of hay from the meadow
  - Allow so many farm animals such as cattle, geese, and swine on the waste ground
  - the privilege of taking so much wood from the forest for fuel and building purposes
  - A peasant's holding, which also included a house in the village, thus formed a complete self-sufficient unit.

# BLACK DEATH (BUBONIC PLAGUE)



- The Black Death arrived in Europe by sea in October 1347 when 12 Genoese trading ships docked at the Sicilian port of Messina after a long journey through the Black Sea.
- Most of the sailors aboard the ships were dead, and those who were still alive were gravely ill. They were overcome with fever, unable to keep food down and delirious from pain. Strangest of all, they were covered in mysterious black boils that oozed blood and pus and gave their illness its name: the “Black Death.”
- The Sicilian authorities hastily ordered the fleet of “death ships” out of the harbor, but it was too late.



# BLACK DEATH (PLAGUE)

- Took out **20** million people
- 1/3 of European population wiped out
- Defining event of the Middle Ages
- Spread by fleas which lived on rats
- A lack of cleanliness added to their vulnerability: crowded with poor sanitation; ate stale or diseased meat; primitive medicine (people were often advised to not bathe because open skin pores might let in the disease).
- Blood and pus seeped out of these strange swellings, which were followed by a host of other unpleasant symptoms—fever, chills, vomiting, diarrhea, terrible aches and pains—and then, in short order, death.
- Highly contagious disease nodules would burst around the area of the flea bite.
- People who were perfectly healthy when they went to bed at night could be dead by morning.





# BLACK DEATH (PLAGUE)



# EFFECTS OF THE BLACK DEATH

- The Black Death killed so many people that they were buried without priests or ceremonies.
- In some villages nearly everyone died or fled.
- The manor system fell apart because there were not enough people to work the fields.
- People abandoned the manors and villages and moved to the cities.



## Byzantine Art

- Beginning of the Middle Ages (Dark Ages) – produced by artists from the Eastern Roman Empire, also called Byzantium.
  - characterized by its lack of realism, but focused on the symbolism of their art.
  - Paintings were flat with no shadows and the subjects were generally very serious and somber.
  - The subjects of the paintings were almost entirely religious with many paintings being of Christ and the Virgin Mary.



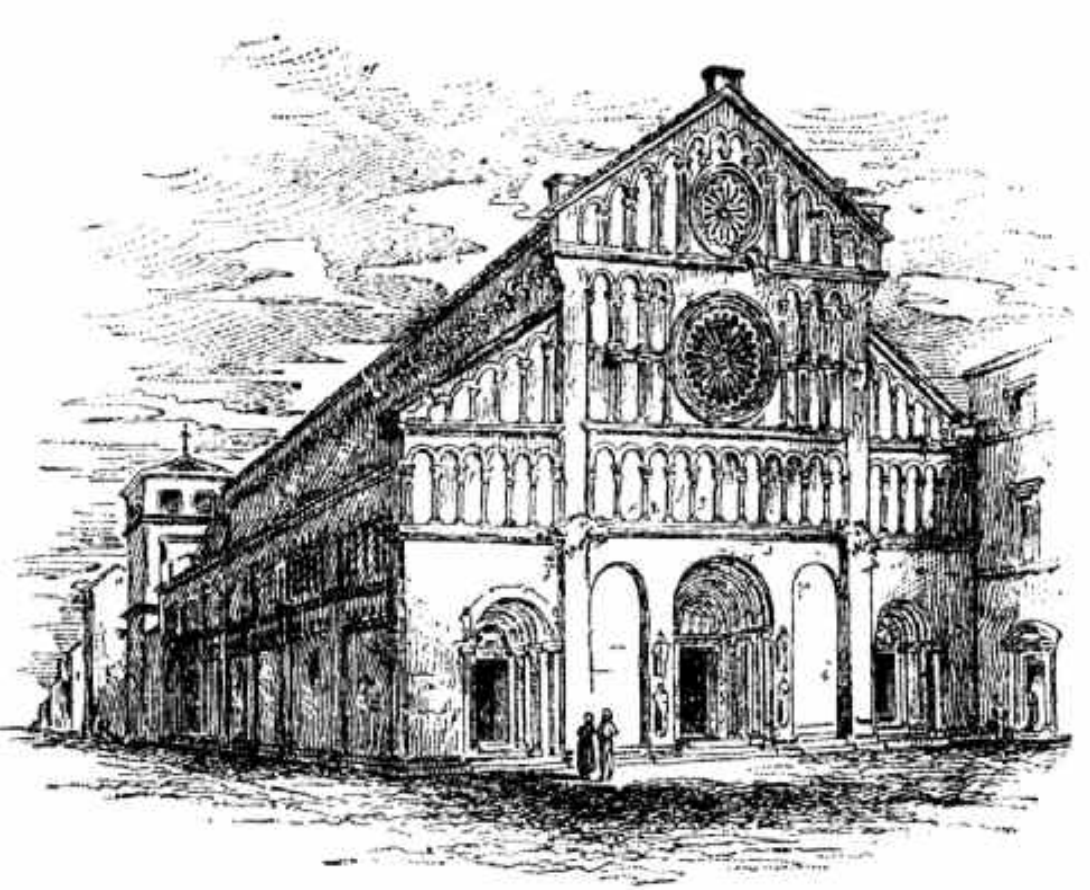
# ART - Late/End of Middle Ages

## **Romanesque Art** (1000 AD and lasted to around 1300)

- art was influenced by both the Romans and Byzantine Art
- its focus was on religion and Christianity
- includes architectural details like stained glass art, large murals on walls and domed ceilings, and carvings on buildings and columns.
- it also included illuminated manuscript art and sculpture.



# ROMANESQUE ARCHITECTURE: PREVALENT DURING 9<sup>TH</sup>-12<sup>TH</sup> CENTURY



- Rounded Arches
- Barrel Vaults
- Thick walls
- Darker, simplistic interiors
- Small windows usually at the top of the wall
- Circular Rose Window usually on the West Side



# ART - Late/End of Middle Ages



## Gothic Art

- art grew out of Romanesque art
- artists began to use brighter colors, dimensions and perspective, and moved toward more realism.
- began to use more shadows and light in their art and tried out new subject matters beyond just religion including animals in mythic scenes.



# GOTHIC ARCHITECTURE:

PREVALENT IN W. EUROPE FROM 12<sup>TH</sup> – 15<sup>TH</sup> CEN. C.E.

## FEATURES:

- Pointed arches
- High, narrow vaults
- Thinner walls
- Flying buttresses
- Elaborate, ornate, airy interiors
- Stained-glass windows



• Everything reaches to heaven, to God



# Castles

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- Owned by Nobles (lords and princes)
- Created to defend themselves from attacks and prepare/train to launch attacks
- Usually built on top of a hill, in the center of the land & on a spring so they would have water during an attack.
- Originally made of wood and timber but replaced by stone to make them stronger
- After the Middle Ages castles weren't built as much, especially as larger artillery and cannon were designed that could easily knock down their walls.
- Life in a medieval castle would have been extremely ordered and organized, full of pomp and ceremony, and also very cold and smelly!



# Cathedrals

- A **Cathedral** is a very large and very fancy church. The Catholic Church had a lot of money and saw building large churches as a way to give honor to their god.
- Contains the “official” seat or throne of the bishop
- far larger than castles – symbolic of their huge importance to medieval society where religion dominated the lives of all – be they rich or peasants.
- Medieval workers worked with the most basic of tools and in conditions that modern day health and safety laws would forbid. But for all this, the most common driving force was to build a magnificent building for the greater glory of God.



# CLOTHING

What you wore depended on who you were.

- Rich owned a variety of clothes in the latest styles and colors
- Most clothing made out of wool – which means heavy, itchy, hot in summer, and difficult wash.
- Peasants usually only had 2 changes of clothing.



## Kings and Queens

Kings and queens were the greatest lords of Europe, and all nobles and knights were their vassals.



## Nobles

Nobles were vassals of kings and queens. Many were also lords of lower-ranking nobles and knights.



## Knights

Knights served their noble lords in exchange for land.



## Peasants

Peasants owned no land, so they were not part of the feudal system. But many peasants worked on land owned by nobles or knights.



# CLOTHING

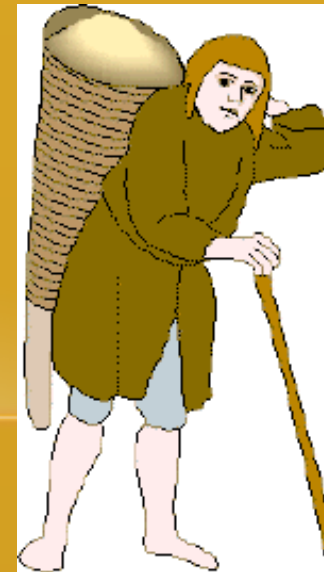
## Noblemen and Women

- Men wore a wool tunic, belt, and embroidered at hem, a cloak, leggings with leather straps, with a wool hat
- Women wore a wool dress trimmed with linen and embroidery, belt, cloak, linen headress with leather strap.



## Peasants

- Brown woolen long jacket over short breeches (probably only clothes they owned) -- no shoes or hat



# CRIME AND PUNISHMENT

- **No laws or rules to protect the treatment of prisoners who faced torture and horrific Torture Devices were used in the name of justice and the law.**
- No matter what the type of torture or punishment was used it was seen as a totally legitimate means for justice to extract confessions, obtain the names of accomplices, obtain testimonies or confessions or to impose a penalty, sanctioned by law for a wrong committed.
- During the Medieval times inflicting pain and torture was an accepted form of punishment or interrogation.
- The cruel and pitiless torturers were induced to inflict the horrors of torture or punishment, using a huge variety of Torture Devices, on the pitiful prisoners.
- Different types of torture or methods of punishment were inflicted, depending on the crime and the social status of the victim, using various methods and various types of devices or instruments.

# CRIME AND PUNISHMENT

## CRIMES:

- Stealing (*MOST COMMON*)
- Fighting
- Murder
- Crimes against women
- Etc.

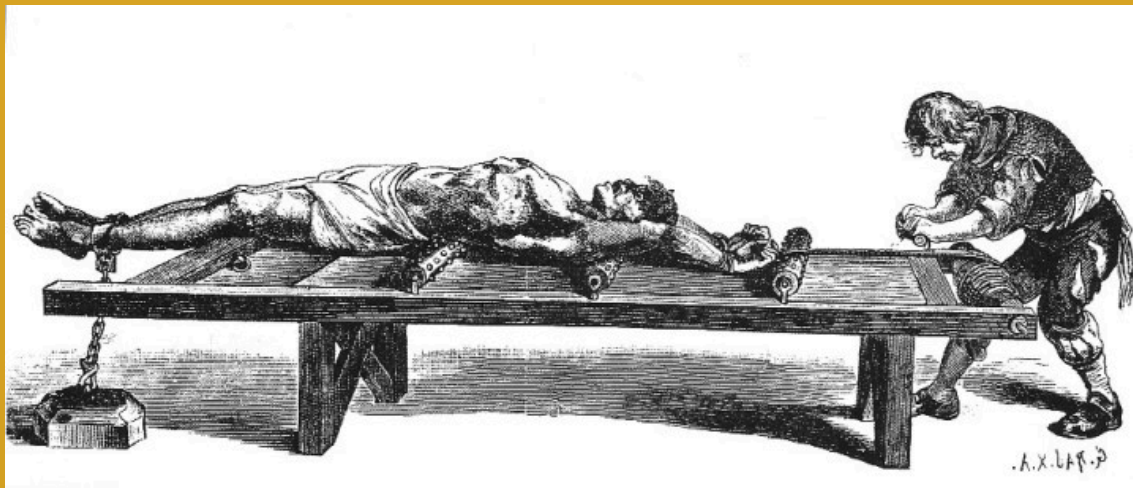
If you were thought to have committed a crime, ONE or MORE of the following would happen to you:

- Dismemberment of body part(s)
- Tortured (with/without devices)
- Hung, drawn, and quartered
- Burned alive at the stake
- Stretched on a rack
- Quartered
- Branding
- Pay a fine
- Locked in dungeons
- Etc.

# TORTURE DEVICES

## TYPES OF TORTURE DEVICES -

--- Boot or Spanish boot, Branding Irons, Judas Cradle, Strappado, Brodequin, The Collar, The Rack, Thumbscrews, The Wheel, Foot press, Foot screw, Heretic's fork, Water Torture, Brank, The Collar, Drunkards Cloak, The Maiden, Pillory, The Scavenger's daughter, Scold's bridle, Stocks





# TORTURE INJURIES

## TYPES OF INJURIES FROM TORTURE DEVICES:

- Ripping out teeth / nails
- Blinding
- Boiling
- Flagellation, whipping and beating
- Flaying
- Roasting
- Genital mutilation
- Limb/finger removal
- Starvation
- Tongue removal
- Bone breaking
- Branding and Burning
- Castration
- Choking
- Cutting
- Disfigurement
- Dislocation





# Education in the Middle Ages



- At the end of the Roman empire, the educational institutes stopped offering services --educational skills were no longer the main importance – fighting skills were
- The Church became the guiding force to develop an educational system
- Clergy (bishops, monks, priests, etc.) were WELL educated
- Bishops & monks educated the upper class pupils
- Under the feudalistic structure, serf/peasants and their children were rarely educated because they were needed to work as soon as possible (10-12 was considered an adult)
- The fees for education which was required by the Church, monasteries and cathedral schools were often too high for a common serf to pay for.
- The whole education system was designed to keep serfs and peasants uneducated – therefore, they would not “overtake” their ruler

# Education in the Middle Ages

- Latin which was the official language of the medieval ages
- Course of study: Latin language, grammar, logic, rhetoric, philosophy, astrology, music and mathematics.
- Used ancient writings from Roman and Greek resources to teach -- most of the courses were mostly based on superstitions and beliefs.
- Students often learned more when they directly came in contact with trappers, hunters, poachers and serfs as they could offer practical knowledge.
- Due to numerous wars and attacks, going to “school” was often difficult
- Women/girls had little to no chance of getting an education
- Upper class received a limited and controlled education by the Church - this education was intended to help her be a good wife or future mother



# Falconry & Hunting



- Enjoyed by nobles and lords
- Strict laws governed the practice of hunting/falconry and there were severe punishments for those caught breaking these laws
- Since monarchs (those who owned the land) saved the animals for themselves and servants, peasants were limited on what and how much they can hunt/fish and **MUST** have permission by landowner.
- Both provided a means of entertainment as much as for food



# Falconry & Hunting



- Falconry – “bird of prey” (falcon, hawk, eagle) were trained to hunt small game
- Falconry (aka “hawking”) required great care of a “birds from youth
- Expensive and difficult to train birds, therefore, serfs/peasants rarely participated
- Common types of hunting: At Force & Bow and Stable





# Middle Ages Foods

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- **Vegetables** (onions, spinach, lettuce, etc.) were eaten raw and cooked, mainly to add for soup and pottage.
- **Fruits** (apples, pears, grapes, etc.) were not only eaten raw, but were also cooked into fruit tarts, pudding, and many more dishes. Also, grapes were squashed into wine and apples were made into ciders, fulfilling the thirst of many medieval diners.
- **Spices** (cinnamon, pepper, cloves, etc.) especially were popular to the noble class, as they enjoyed their meals with great tastes. Chamomile was one of the most favorable spices, not only for its taste, but its color of gold it created.
- A lot of **meat** (Beef, pork, mutton, lamb and others were normally eaten), while game meats such as boar, stag, deer, and hare were hunted for medieval dishes.
- **Birds** such as chickens, pheasants, ducks, and geese were eaten as we do today, but game birds included species such as swans, spoonbills, cranes and eagles, those which we would not eat today.
- **Fish** (salmon, eel, squid, lobster, clam, flounder, etc.) was very popular/still allowed, thus most dishes were filled with marine animals.
- **Beavers** were also counted as fish, due to living in water and their tails..
- Meat and products made from animals (such as eggs, milk, cheese, etc.) were prohibited during Fridays to Sundays, and Lent and Advent.
- Kings/queens determined who ate what (what class could have what to eat).

# Middle Ages Feasts

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- **Peasants:**

- Almost NEVER had enough money to buy food
- diets were very limited, mainly bread or pottage with a small proportion of cheese, milk, and bacon
- Anything that grew, besides poisonous plants, was put in the pot to make the peasants' meals
- Bread – couldn't bake due to affording an oven/space to put it & firewood needed to heat
- ovens were found in communal areas, such as the castle, where everyone could have access to -- would pay the person taking care of the oven if they were to use it to bake bread

- **Middle class (knights/lords) and rich (Kings/Nobles):**

- Ate a wider and more delicious variety of food
- Had people to prepare/serve food
- Food was appealing to the eye & nose
- Had entertainment during meals (jugglers, magicians, dancers, etc.)

# GAMES

- Jousting
- Knuckle bones
- Checkers
- Marbles
- Cards (after paper was invented)
- Quiots (ring toss)
- Archery
- Blind's Man Bluff
- Hop Scotch
- Prisoner Base
- Etc.



# GENDER ROLES

## WOMEN

- Main role: care of children, husband, household
- Could not vote or choose whether they marry or have children
- Generally did not “work” or have an education
- Unmarried women who “inherited” land had to give that to their husbands when married
- Unmarried women wore hair down & married had hair up and covered by cloth – symbol of humility
- Wore dull colored, baggy clothes

## MEN

- Social status determined by wealth
- Rich men did not work and relied on money generated by land owned
- Peasant men worked hard and was more difficult than that of servants of rich men
- Men had right to vote and choose who they will marry/have children with
- Rich men had more rights than poorer men and played a part of making societal decisions



# GUILDS & MEDIEVAL JOBS

**GUILDS:** *(similar to a union today)*

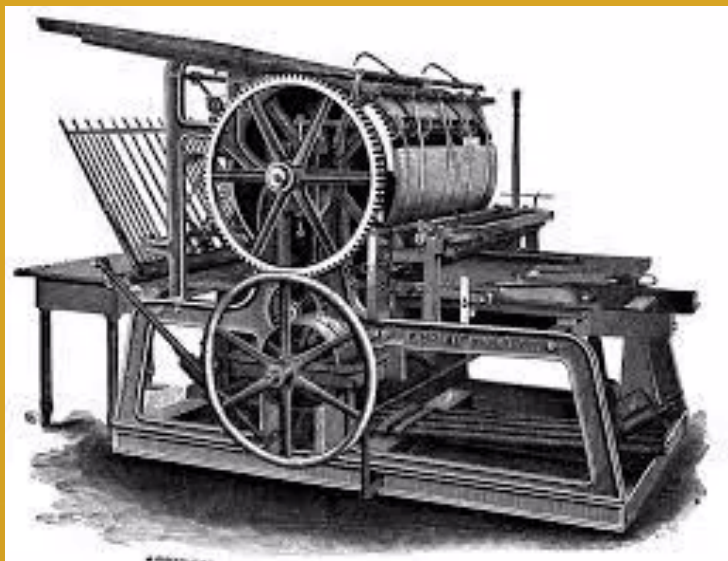
- ◆ They were bands of men and women that joined together for profit and mutual protection.
- ◆ Each guild revolved around a certain craft or the trade of a particular type of item.
- ◆ The Guilds established standards, set prices, and determined skills.



## MEDIEVAL JOBS

- Miller
- Stone Mason
- Black Smith
- Armorer
- Falconer
- Tailor
- Carpenter
- Plowman
- Butcher
- Gold Smith
- Metal Smith
- Groom
- Squire
- Page
- Silver Smith
- Grocer
- Draper
- Furrier
- Fish Monger
- Baker
- Weaver

# INVENTIONS



- **Heavy Plough** – used to dig a deeper and increase food production
- **Tidal Mills** – using tidal rise and fall to
- **Hourglass** – help keep track of an amount of time
- **Blast Furnace** – allowed for more production of metal
- **Eyeglasses** – allowed more to be able to read closer up
- **Mechanical clock** – allowed villages and town to be on the same time
- **Spinning Wheel** – able to spin hair/fur into thread
- **Quarantine** – concept of keeping those exposed to disease away from others
- **Printing press** – create books faster

- ❖ Knights had to follow the chivalry code
- ❖ Chivalry was a moral, religious and social code of knightly and courtly conduct



## CHIVALRY CODE

- To fear God and maintain His Church
- To serve the liege lord in valour and faith
- To protect the weak and defenceless
- To give succour to widows and orphans
- To refrain from the wanton giving of offence
- To live by honour and for glory
- To despise pecuniary reward
- To fight for the welfare of all
- To obey those placed in authority
- To guard the honour of fellow knights
- To eschew unfairness, meanness and deceit
- To keep faith
- At all times to speak the truth
- To persevere to the end in any enterprise begun
- To respect the honour of women
- Never to refuse a challenge from an equal
- Never to turn the back upon a foe



# Medicine & Remedies

- Dominated by religion
- Sickness was believed to be a punishment from God for sins committed and the only way to cure someone was to pray for their forgiveness.
- Doctors in the middle ages were usually priests or other religious scholars.
- Hospitals often sprang up in monasteries and other religious establishments
- The patients were given food and comforted by religious nursing staff but little else was done to cure their illness.



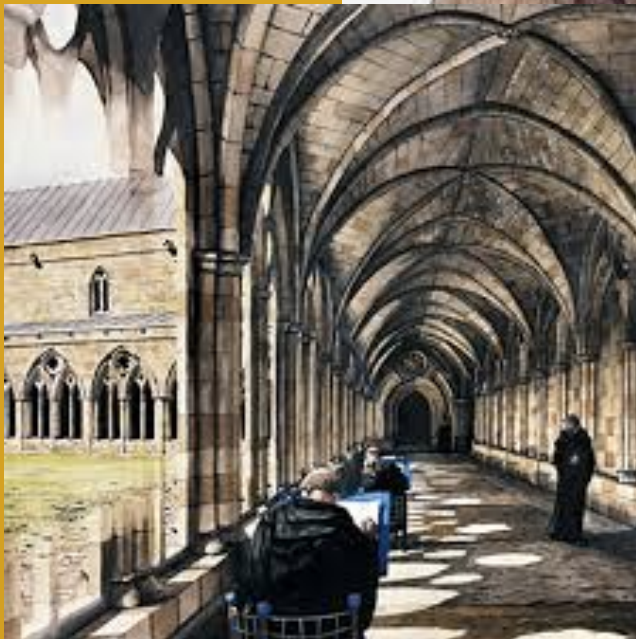


# RELIGION



- ✧ The Catholic Church was the only church in Europe during the Middle Ages, and it had its own laws and large coffers (safe).
- ✧ Church leaders such as bishops and archbishops sat on the king's council and played leading roles in government.
- ✧ Bishops, who were often wealthy and came from noble families, ruled over groups of parishes called "diocese."
- ✧ Parish priests, on the other hand, came from humbler backgrounds and often had little education.
- ✧ The village priest tended to the sick and indigent and, if he was able, taught Latin and the Bible to the youth of the

# Monks & Monasteries



- monastery was a building, or buildings, where people lived and worshiped, devoting their time and life to God
- Monks lived in the monastery
- everything the monks needed was provided by the monastery community (food, clothes, shelter, etc.)
- Isolated from the outside world to focus on God

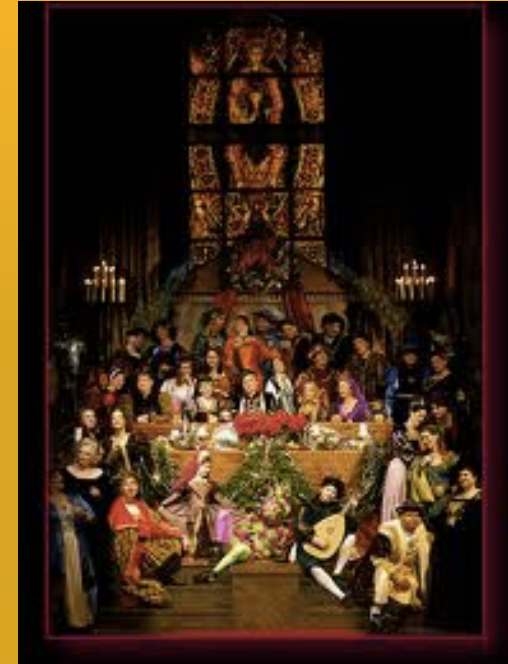
# ENTERTAINMENT



## MUSIC

- Gregorian chant remains among the most spiritually moving and profound music in Western culture.
- **Organum** (*hollow-sounding music*) was very slowly developed and thrived at the **Cathedral of Notre Dame in Paris** during the twelfth and thirteenth centuries, and much later became known as the *Ars Antiqua*, or the "old art."
- Popular music, usually in the form of secular songs

- ◆ Hunting parties
- ◆ Falconry
- ◆ Feasts & banquets
- ◆ Jousts & tournament
- ◆ Mystery play
- ◆ Fairs
- ◆ Games and sports
- ◆ Animal entertainment (dogs, bears, & monkeys)

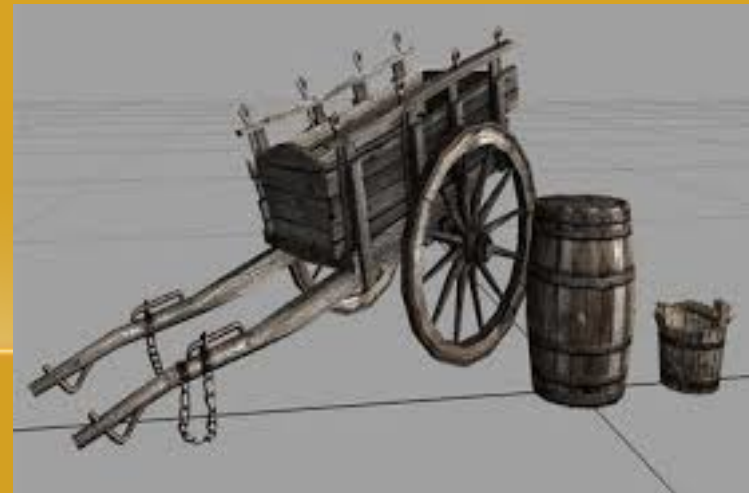




# TRANSPORTATION



- Ships by sea (oared & sailing)
- Horse Back
- Wagons (*covered if you had \$*)
- *Walking*



# IMPORTANT PEOPLE - CHARLEMAGNE

- ◆ famous and powerful leaders to ever reign over Europe and is termed as 'Father of Europe' by some historians
- ◆ brought into force many laws in order to keep the society well-organized and encourage learning
- ◆ built several churches and palaces, most of which are still standing but his main focus was to unite the Western Europe the way it had been during the time of the ancient Roman Empire



# IMPORTANT PEOPLE – CHRISTOPHER COLUMBUS



- ~ changed the perception of the American continents for the European countries
- ~ Through his four significant voyages he not only discovered new land masses, but also began the Spanish colonization and the creating of several new societies.



# IMPORTANT PEOPLE – JOAN OF ARC



- young woman who led the French army to victory over the British in a crucial battle during the Hundred Years' War and is hailed as a heroine of France



“One life is all we have and  
we live it as we believe in living it.  
But to sacrifice what you are and  
to live without belief,  
that is a fate more terrible than dying.”

- Joan of Arc

# THE HUNDRED YEARS' WAR

- In 1328 the king of France died without an heir. One potential king was French, and the other was the king of England.
- The Frenchman became king, which upset the king of England. The English king invaded France and began the Hundred Years' War.
- After nearly 100 years of fighting, the French troops were rallied by a teenage peasant girl named Joan of Arc. The French drove the English out of France.

# THE HUNDRED YEARS' WAR

- The English Parliament grew stronger because the king had needed it to help pay for the war.
- The king began to lose power as Parliament grew stronger.
- In France, the king's power grew stronger.
- Fighting the English formed a bond between the king and the nobles.



# IMPORTANT PEOPLE – KING ARTHUR

- Important mythological figure that is the head of kingdom Camelot and Knights of the Round Table
- May have been a military leader who staved off a Saxon invasion
- Historians are unsure of his true existence



# KING JOHN (MAGNA CARTA)



In 1215 a group of nobles decided to force King John to respect their rights. They forced him to **sign a document called Magna Carta**, which in Latin means “Great Charter.”

# THE EFFECTS OF THE MAGNA CARTA

- The document granted the right of “habeas corpus,” which meant people could not be put in jail without a reason. Kings could not have people arrested without good cause.
- Everyone had to obey the laws, even the king.
- The king’s council became Parliament, the lawmaking body that governs England today. By the late Middle Ages, kings could do little without Parliament’s support.
- Courts became free of royal control when the king could no longer choose judges.
- The Magna Carta began the English people’s movement toward democracy.



# IMPORTANT PEOPLE – KUBLAI KHAN



- A Mongolian general
- 1<sup>st</sup> emperor of Yuan (Mongol) dynasty
- **greatest achievement was to reestablish the unity of China**
- political reform, he established the system of provincial administrative division, named Xing Sheng, for the first time, which is still used today, although bearing great difference
- In terms of economic development, he stressed agricultural development, established paper currency, reorganized and improved roads, and expanded waterways. **Kublai was the first to put in a countrywide paper currency system.**
- **He encouraged modernization and trade with western nations, welcoming western traders like Marco Polo.** Merchants had a high status during the Yuan period. In 1275, Marco Polo, a Venetian explorer, visited Shangdu and a relationship of trust was formed between the two. Marco Polo even served the Yuan court for 20 years during his stay in China.

# IMPORTANT PEOPLE – MARCO POLO



- One of the 1<sup>st</sup> European explorers that traveled to Asia - Silk Road
- Became confidant to Kublai Khan
- FAMOUS for his writings of his explorations

# IMPORTANT PEOPLE – WILLIAM THE CONQUEROR



- After his army defeated an Anglo-Saxon force in the Battle of Hastings, he was crowned king of England (1087 AD)
- **His government introduced feudalism to England along with a civil code of laws**
- Castle building was an important during is reign



# IMPORTANT PEOPLE – WILLIAM WALLACE

- Scottish knight
- **Ignited his countries fight against England for freedom**
- After being caught, he refused to submit to England's rule, so England executed him as a traitor – hanged, disemboweled, beheaded, and quartered
- Still one of Scotland's most important heroes!



# ***CHRISTIAN VS. JUDAISM VS. MUSLIMS***

## **Christianity:**

Jesus the son of God,  
prophet  
monotheistic  
belief in a Virgin Mary  
universal  
spiritual  
holy book (bible)  
idea of hell and  
heaven (paradise)  
fast  
rituals

## **Judaism: (Jews)**

Moses the prophet  
God of Children of Israel  
monotheistic  
have forbidden food  
several prayers a day  
rituals  
holy book (Old  
Testament)  
hell and heaven  
(paradise)  
fast  
rituals

## **Islam: (Muslims)**

Mohammad the  
prophet  
universal  
monotheistic  
forbidden foods  
several prayers a day  
rituals  
holy book (Qur'an)  
hell and paradise  
fast  
rituals

## Christianity

- God = 3 Parts (Father, Son, & Holy Spirit)
- holy book = bible (Old Testament)
- Jesus is the son of God (prophet)
- WD= Sunday
- Worship in a church or chapel

## Islamic (Muslims)

- God = Allah
- holy book = Koran
- Jesus = prophet but not son of God
- Muhammad is the last prophet of God
- WD= Friday
- 5 Pillars of Islam
- Worship in a mosque

Believes in scriptures

- Believe in 1 God
- Abrahamic religions
- God created the universe

- Believes in a day of judgment &/or salvation
- Do NOT believe in Muhammad

God is ONE – NO parts

- God = Jehovah
- Holy book = Tanakh
- Jesus = false prophet – ordinary man)
- Moses = prophet
- WD= Saturday
- Worship in snyagogue or temple

## Judaism (Jews)

# THE CRUSADES

## The Big Idea

The Christian and Muslim cultures fought over holy sites during a series of medieval wars.



## Main Ideas:

- The pope called on Crusaders to invade the Holy Land.
- Despite some initial success, the later Crusades failed.
  - The Crusades changed Europe forever.



# THE POPE CALLED ON CRUSADERS TO INVADE THE HOLY LAND

- Pope Urban II called on Christians to retake the Holy Land.
- Five thousand men came to fight and sewed crosses on their clothing to show that they were fighting for God.
- The word *crusade* comes from the Latin for “marked with a cross.”
- The Crusades were a long series of wars between Christians and Muslims in Southwest Asia.
- The wars were fought over control of Palestine.
- Palestine was considered the Holy Land, because it was the region where Jesus had lived, preached, and died.

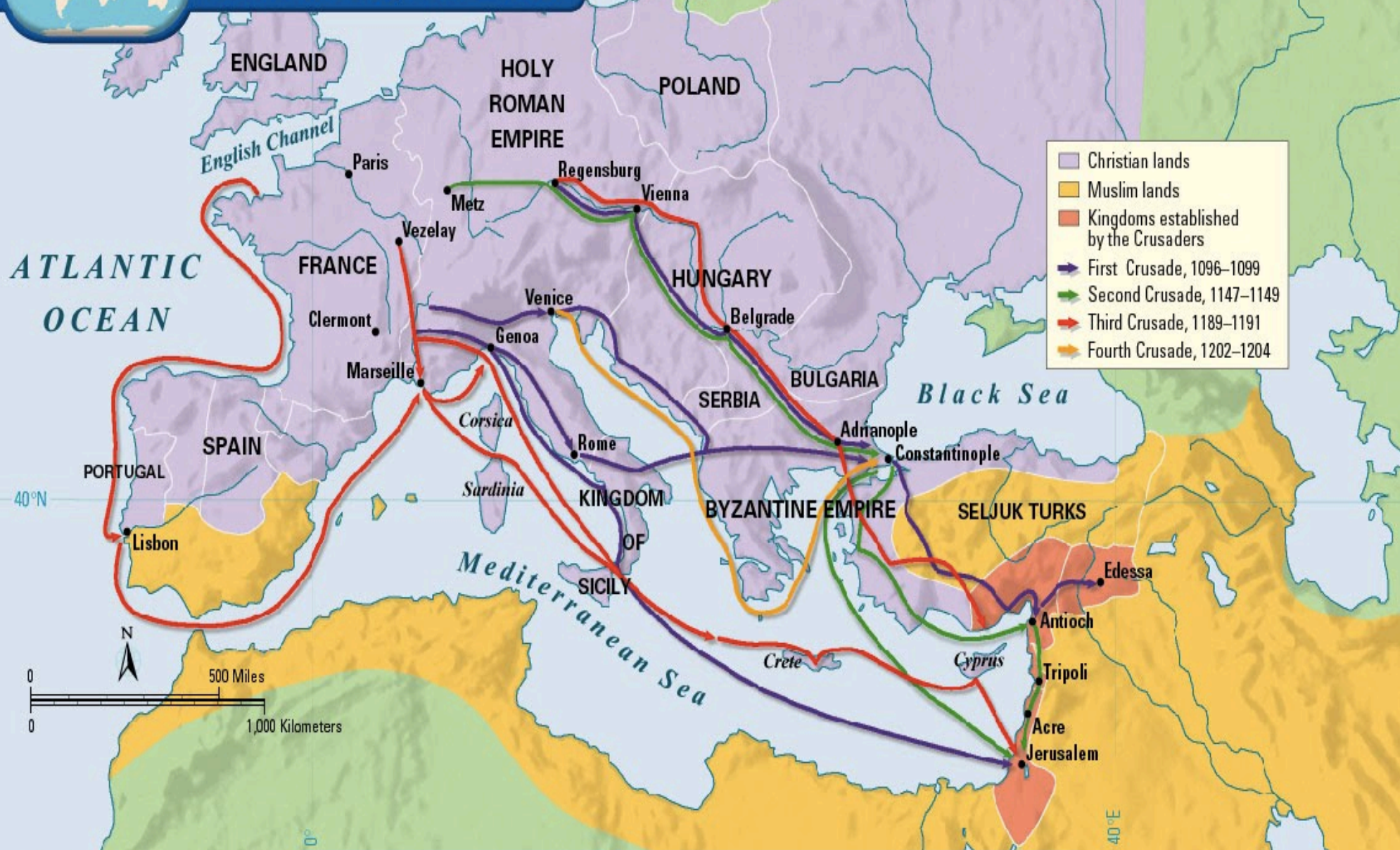


# CAUSES OF THE CRUSADES

- **Palestine and Jerusalem**, part of the Holy Land, had **fallen into the hands of Turkish Muslims**.
- The **Turks attacked Christian pilgrims in the Holy Land and made it dangerous to travel**.
- The **Turks began to raid the Byzantine Empire, so their pope called on the Roman Catholic Church for help**.



# The Crusades, 1096–1204



## GEOGRAPHY SKILLBUILDER: Interpreting Maps

- Place** What Muslim power ruled lands close to the Christian city of Constantinople?
- Movement** Which Crusade did not make it to Jerusalem? Where did this Crusade end?



# THE FIRST CRUSADE

- On the way to the Holy Land, the crusaders attacked Jews in Germany, blaming them for the death of Jesus.
- Before the Crusaders reached the Holy Land, the Turks killed most of the untrained and ill-equipped peasants.
- The nobles and knights moved on and defeated the disorganized Muslim army at Jerusalem.
- The crusaders set up four small kingdoms in the Holy Land and began trading with Europe. The rulers of these kingdoms created a lord and vassal system like they had known at home.



## DESPITE SOME INITIAL SUCCESS THE LATER CRUSADES FAILED

- The Christians were unable to keep the Muslims from taking back land that had been won in the First Crusades.
- Europeans launched more Crusades, but they were not successful.
- By 1291 the Muslim armies had taken back all of the Holy Land, and the Crusades had ended.

# FAILURES OF THE CRUSADES

- The Crusaders had to travel far, and many died along the way.
- The Crusaders weren't prepared to fight in the desert climate.
- The Christians were outnumbered and had poor leadership.

◆ 8 crusades in total over 200 years—the last 7 failed horribly due to **disease**, cold, hunger, and battles.

# EFFECTS OF THE CRUSADES

Although the Crusades were a failure, they brought many lasting changes to Europe.

- Trade between Europe and Asia grew.
- Muslim ideas were brought to Europe.
- Some kings and nobles increased their power because others had died in the Crusades.
- Due to the killings of the Jews, there was distrust between some Christians and Jews.
- A mutual respect developed between some Christians and Muslims. In general though, the Crusaders saw Muslims as unbelievers who threatened innocent Christians and Muslims viewed the Crusaders as vicious invaders.

# ***CHALLENGES TO CHURCH AUTHORITY***

## **The Big Idea**

In the Middle Ages, the Christian Church dealt harshly with people who did not respect its authority.

## **Main Ideas**

- The church reacted to challengers by punishing people who opposed its teachings.
- Christians fought Moors in Spain and Portugal in an effort to drive all Muslims out of Europe.
- Jews faced discrimination across Europe in the Middle Ages.



# THE CHURCH REACTED TO CHALLENGERS BY PUNISHING PEOPLE WHO OPPOSED ITS TEACHINGS

- By around 1100 some Christians had begun to question the teachings of the church. Religious ideas that oppose accepted church teachings are called **heresy**.
- Heretics are people who have ideas that are believed to be heresy.
- Church officials sent priests and friars to find heretics. Some used torture to make people confess.
- Most people were found guilty and fined, put into prison, or killed.
- Pope Innocent III decided that heresy was widespread and encouraged the king of France to rid the land of heretics.
- This began a bloody war that would last 20 years, destroying many towns and lives.

# CHRISTIANS FOUGHT MOORS IN SPAIN AND PORTUGAL IN AN EFFORT TO DRIVE ALL MUSLIMS OUT OF EUROPE.

- By the late 900s the Muslim government of Spain had begun to weaken.
- The kingdom of Spain fought against the Moors and eventually drove them out of Spain and Europe.
- By 1469 Spain was reunited under the rule of King Ferdinand and Queen Isabella.

# THE SPANISH INQUISITION

- Ferdinand and Isabella wanted only Christians in their kingdom.
- To make sure that only Christianity was practiced, they created the **Spanish Inquisition**.
- The Spanish Inquisition was an organization of priests who looked for and punished anyone in Spain suspected of secretly practicing their old religion.
- They were ruthless in their search for heretics, Muslims, and Jews. Many people found guilty were killed by being burned to death.
- About 2,000 people died in Spain, and about 1,400 in the Portuguese Inquisition.

# JEWES FACED DISCRIMINATION ACROSS EUROPE IN THE MIDDLE AGES

- Heretics and Muslims were not the only groups punished for their beliefs.
- European Jews also suffered at the hands of Christians who believed Jews were responsible for the death of Jesus.
- Rulers, supported by the church, forced Jews to leave their countries.
- In the Holy Roman Empire, frightened people blamed the Jews for the Black Death. Jews had to flee their homes to escape angry mobs.



# POLITICAL AND SOCIAL CHANGE

## The Big Idea

Europe's political and social systems underwent great changes in the late Middle Ages.

## Main Ideas

- Magna Carta caused changes in England's government and legal system.
- The Hundred Years' War led to political changes in England and France.
- The Black Death, which swept through Europe in the Middle Ages, led to social changes.