

Name:
Date:
Class:

Medieval Manor Project

Challenge: In a group of 4, build a 3-D model of a feudal manor. Your model should include the main components of a **traditional medieval manor in Europe:**

1. The castle
2. The surrounding farmland
3. The village
4. The church

In addition, you will be asked to write a manor proposal persuades people to live in your manor. Lastly, you will be required to show your knowledge about feudal European society in writing.

Part 1: Manor Proposal

- Group Part:** Develop a plan for a manor.
- Individual Part:** Write a paragraph that persuades people to move to your manor.

Part 2: Manor 3-D Model

- Group Part:** Build a 3-D model of a medieval European manor.
- Individual Part:** Show your knowledge of feudal Europe by answering questions in writing.

Friday, December 11th – <u>Part 1</u>	Monday, December 14th – <u>Part 1</u>	Tuesday, December 15th – <u>Parts 1 and 2</u>	Wednesday, December 16th – <u>Parts 1 and 2</u>	Thursday, December 17th – <u>Part 2</u>	Friday, December 18th – <u>Part 2</u>
-Develop manor proposal with group -Research/ review the feudal system	-Review plague writing -Write persuasive paragraph: Why should someone move to your manor?	-Edit persuasive paragraph and turn in final draft -Begin to build manor	-Gallery walk: evaluate the proposals of other manors -Continue building manor	-Part 2 individual: answer questions about feudal Europe (closed notes) -Finish building manor	-Medieval Faire: Dress in medieval clothing with group, have a feast, show off your final manor -Manor gallery walk (admin, staff, teachers, parents will be invited!)

Part 1: Manor Proposal

Manor Proposal; Group Part – Develop a plan for your manor.

Step 1: Brainstorm: People living in medieval Europe faced many challenges. From the plague, to finding a safe place to live, to having enough food to eat, to finding protection from thieves, ruffians, and criminals - life in medieval Europe was tough.

How can your manor help people overcome those challenges?

What features (that are historically accurate) could your manor offer residents?

How will you make life easier for the people living in your manor?

Step 2: Research - Spend five minutes researching European castles and manors. Check out the pages on my website to help you, especially the “Castles” link.

What do you want your manor to look like? Sketch or write your ideas below.

Step 3: Planning the Model

Component	What could we make this out of?	Notes on this section
Castle		
Surrounding farmland		
Church		
Villages (with houses for serfs)		

Elevator Pitch for your Manor: Write a three sentence description of your manor below. What is special about your manor? What is it called? How does it help people overcome the challenges of medieval life?

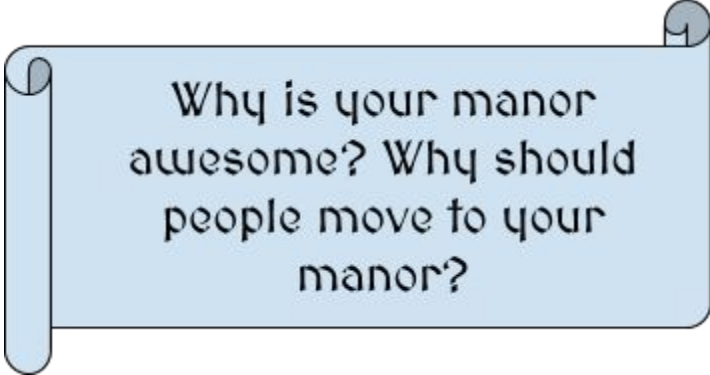
Next steps:

- What does you and your group need to do to prepare for Monday? Fill out the task list below. (Make sure each person has a task)

Task	Person responsible	By when?

Manor Proposal: Individual Part

Individual Part: Write a paragraph persuading people to move to your manor. Why should people move to your manor? Your paragraph should have a clear claim and evidence supporting the claim. Additionally, your paragraph should make use of transition words, and should address the counter argument and rebuttal. Finally, your paragraph should end with a conclusion sentence.



Why is your manor awesome? Why should people move to your manor?

Step 1 - Manor Proposal Graphic Organizer - Why should someone move to your manor?

Claim (Answer to the question) "You should move to _____ manor because...."

Reason 1 "My first reason is____"	Reason 2 "Secondly,"	Reason 3 "Lastly,"
Examples, support, evidence proving your reason "For example..."	Examples, support, evidence proving your reason "In fact...."	Examples, support, evidence proving your reason "In addition..."

Counter argument - "I know some people might not want to move here because..."

Rebuttal - "However, _____"

Conclusion sentence "In conclusion..."

Part 2: Manor 3-D Model

Part 2: Group – build your model

Requirements:

1. A castle
2. Surrounding farmland
3. A church
4. Village (with houses for peasants)

Your manor needs to be built on a base (most likely a foam board poster)

Materials Restrictions:

1. No plastics!
2. No styrofoam!
3. That's it.

**I HIGHLY ENCOURAGE YOU TO USE
RECYCLED MATERIALS**