

## PREVIEW 4



Look carefully at the image your teacher is projecting. This image of a marketplace in a European town during the 13th century includes clues about these three topics:

- living conditions in medieval European towns
  - job opportunities in medieval European towns
  - entertainment in medieval European towns
1. In the drawing below, highlight at least one detail that you think is a clue about each topic above.
  2. For each detail you highlight, add a note to the drawing that explains what you think that detail tells about one of the topics above.
  3. Draw a line connecting each detail to its note.





## READING NOTES 4

Read Section 4.2 and answer the questions below. Then, before each group's performance in class, read that section in your book and complete the corresponding notes.

### 4.2 The Growth of Medieval Towns

1. Where were towns in medieval Europe often located, and why?
2. What contributed to the growth of towns in medieval Europe?
3. What rights did a charter give townspeople?





## 4.3 Guilds

1. What were guilds? Why were they established?
2. How did a person become a member of a guild?
3. What are some examples of craft guilds in medieval Europe?
4. How did guilds help members and families of members?
5. Choose an object from the illustration on the opposite page that represents this topic. Sketch it below.

## 4.4 Trade and Commerce

1. What role did merchants play in the growth of medieval European towns?
2. What were merchant fairs like?
3. How did merchants become the most wealthy and powerful members of towns?
4. How were Jews often mistreated in medieval Europe?
5. Choose an object from the illustration on the opposite page that represents this topic. Sketch it below.



## READING NOTES 4

### 4.5 Homes and Households

1. What did homes in medieval European towns look like?
2. Why were the homes of most town dwellers uncomfortable?
3. Why was growing up in medieval towns difficult?
4. How were the lives of medieval girls different from those of modern girls?
5. Choose an object from the illustration on page 22 that represents this topic. Sketch it below.

### 4.6 Disease and Medical Treatment

1. How did unhealthy living conditions and limited medical knowledge affect life in medieval European towns?
2. What were some common diseases in medieval Europe?
3. What were some common practices used by medieval doctors?
4. What group was sometimes blamed when an outbreak of a disease occurred?
5. Choose an object from the illustration on page 22 that represents this topic. Sketch it below.



## 4.7 Crime and Punishment

1. Why were towns in medieval Europe dangerous places?
2. What were two methods for deciding the guilt or innocence of accused criminals in the Early Middle Ages?
3. What were some ways criminals were punished in medieval Europe?
4. How did the way in which those accused of crimes were treated begin to improve in the 12th century?
5. Choose an object from the illustration on page 22 that represents this topic. Sketch it below.

## 4.8 Leisure and Entertainment

1. What were some games that were popular with children in medieval Europe?
2. What were some leisure activities enjoyed by adults in medieval Europe?
3. What was the difference between mystery plays and miracle plays?
4. How did the church's attitude toward mystery and miracle plays differ from that of most townspeople?
5. Choose an object from the illustration on page 22 that represents this topic. Sketch it below.



## PROCESSING 4

Complete a daily calendar page to describe what a typical day might have involved for someone living in a town in medieval Europe. Your calendar page should have an hour-by-hour account of the day and include relevant details from the various aspects of life you learned about. Begin your calendar page with the three entries shown below.

*5:30 A.M. Rise from bed. Wash face with cold water. Pluck eyebrows. Tie hair in net and put on skirt and hat.*

*6:30 A.M. Eat breakfast (bread, cheese, weak cider). Throw scraps in street for hogs. Begin walking to market.*

*7:30 A.M. Pick up shoes from cobblers' guild. Ask master if his hand is healing properly.*