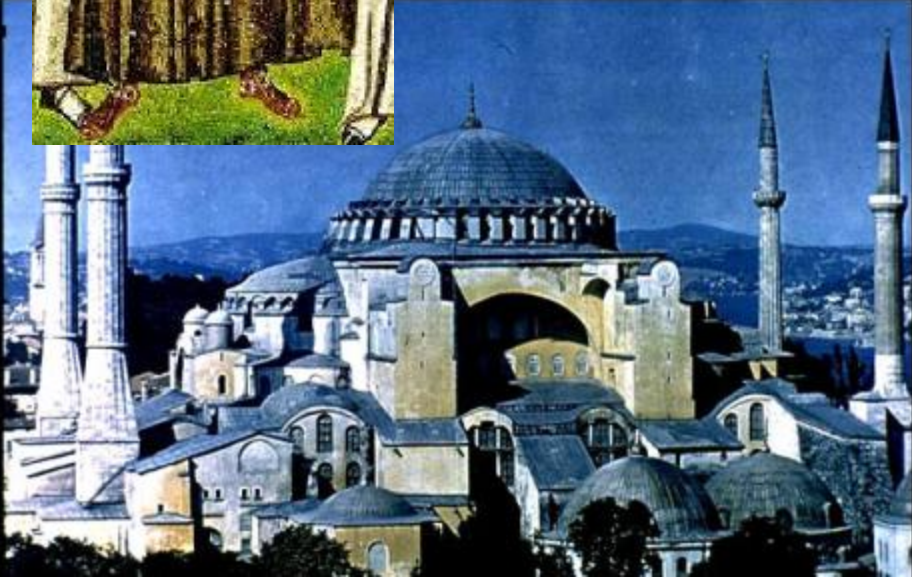


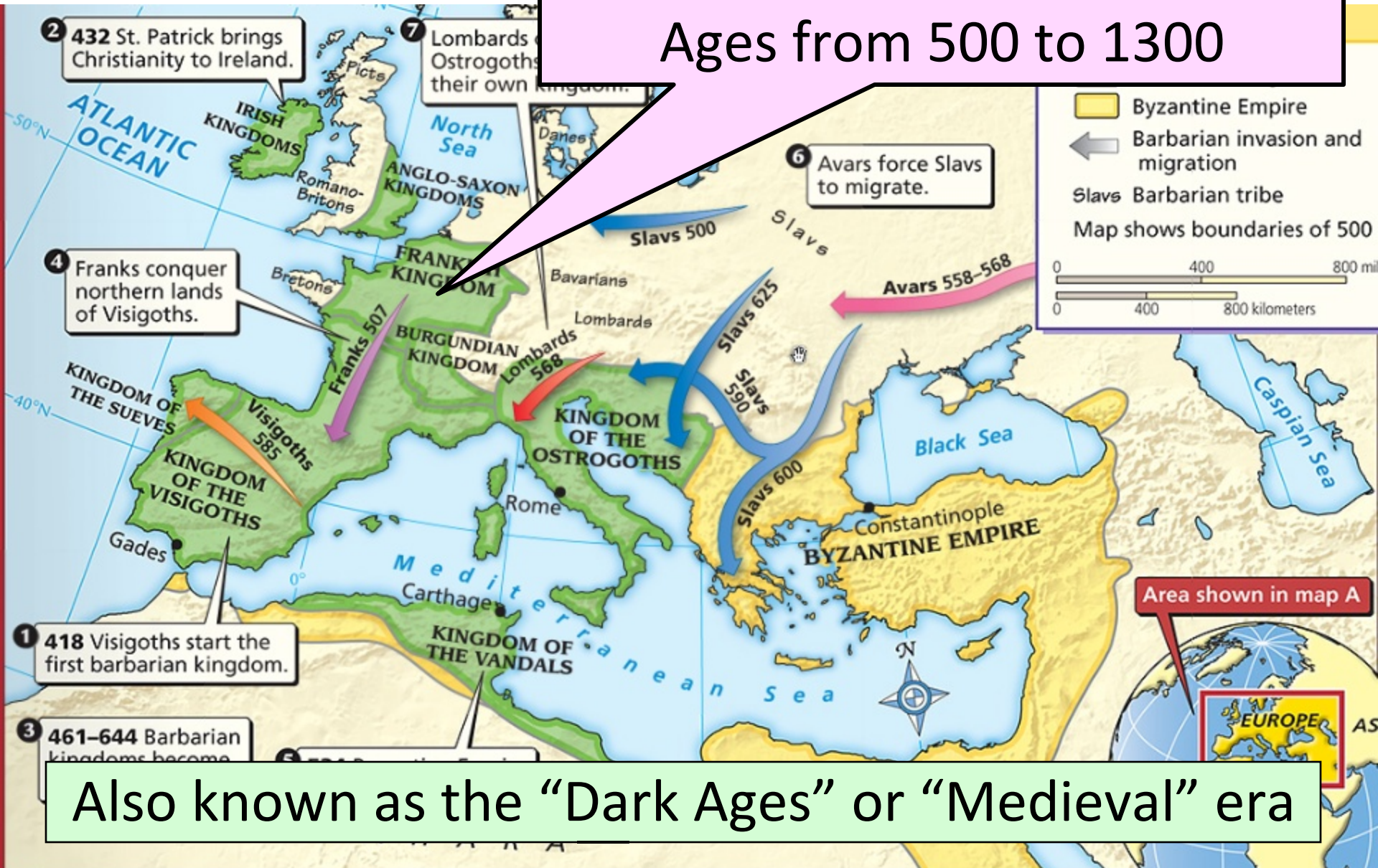
Do Now: What happened to Europe after the fall of the Roman Empire?



In the East, the Byzantine Empire became a center for trade & Greco-Roman culture



The In the West, Europe grew weak & fell into the Middle Ages from 500 to 1300



Also known as the "Dark Ages" or "Medieval" era

When barbarian kingdoms conquered Rome, Europe was plagued by constant warfare

Warfare disrupted trade, destroyed Europe's cities, & forced people to rural areas

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Europe lost a common language; Latin mixed with local languages to form Spanish, French, Italian

Without the unity of the Roman Empire, Europe became divided into a series of Germanic kingdoms

Germanic people lived in small communities led by chiefs & his loyal warriors

Family ties & loyalty were more important than citizenship



During the early Middle Ages, the Germanic kingdoms were slowly converted to Christianity



The Catholic Pope became involved in secular (non-religious) issues like road repair, aiding the poor, & helping Christian kings expand their power

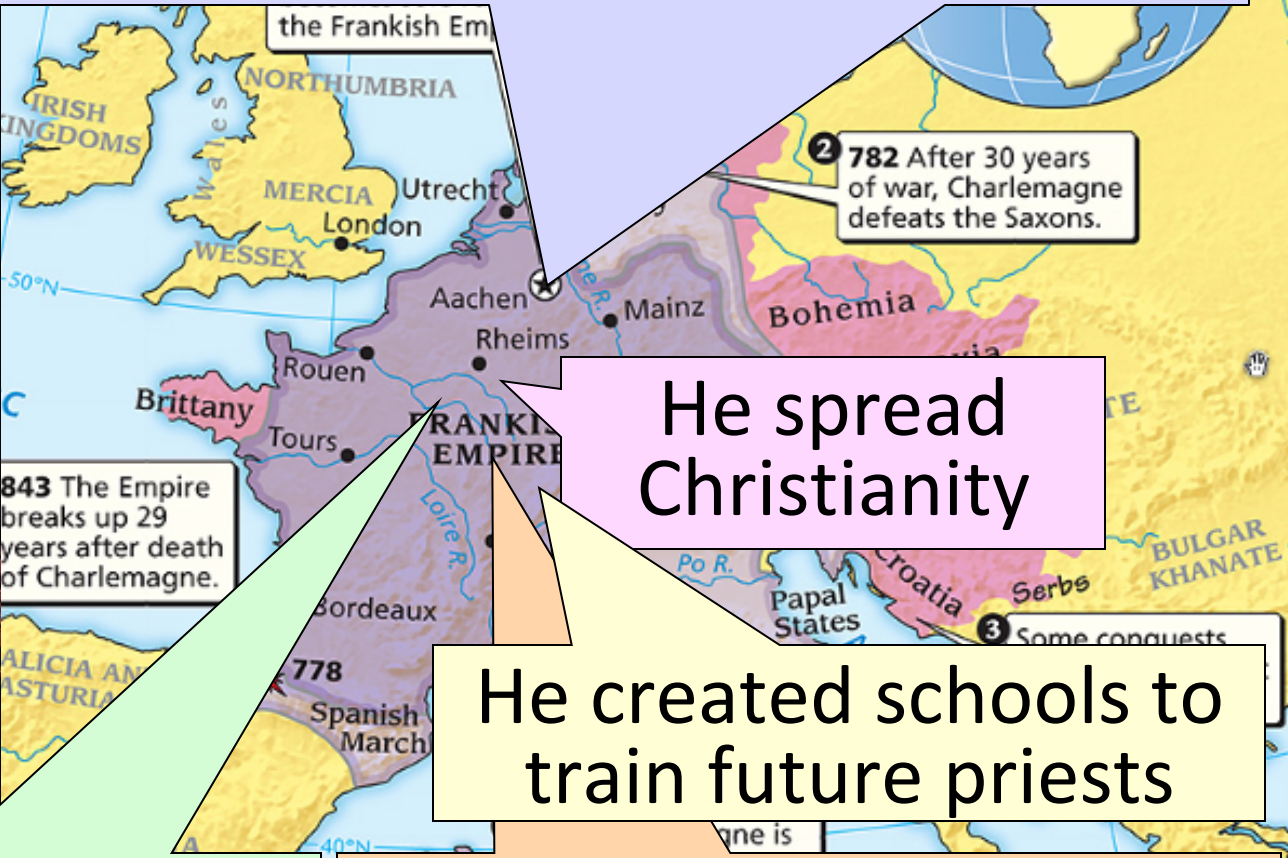
The Franks were the largest & most powerful of the Germanic kingdoms in the early Middle Ages



Frankish kings allied with the Catholic Church & expanded their power

In 771, Charlemagne (“Charles the Great”) became king of the Franks

Charlemagne was the greatest Medieval king because he did something no other king was able to do...create an organized empire – The Holy Roman Empire (First Reich)



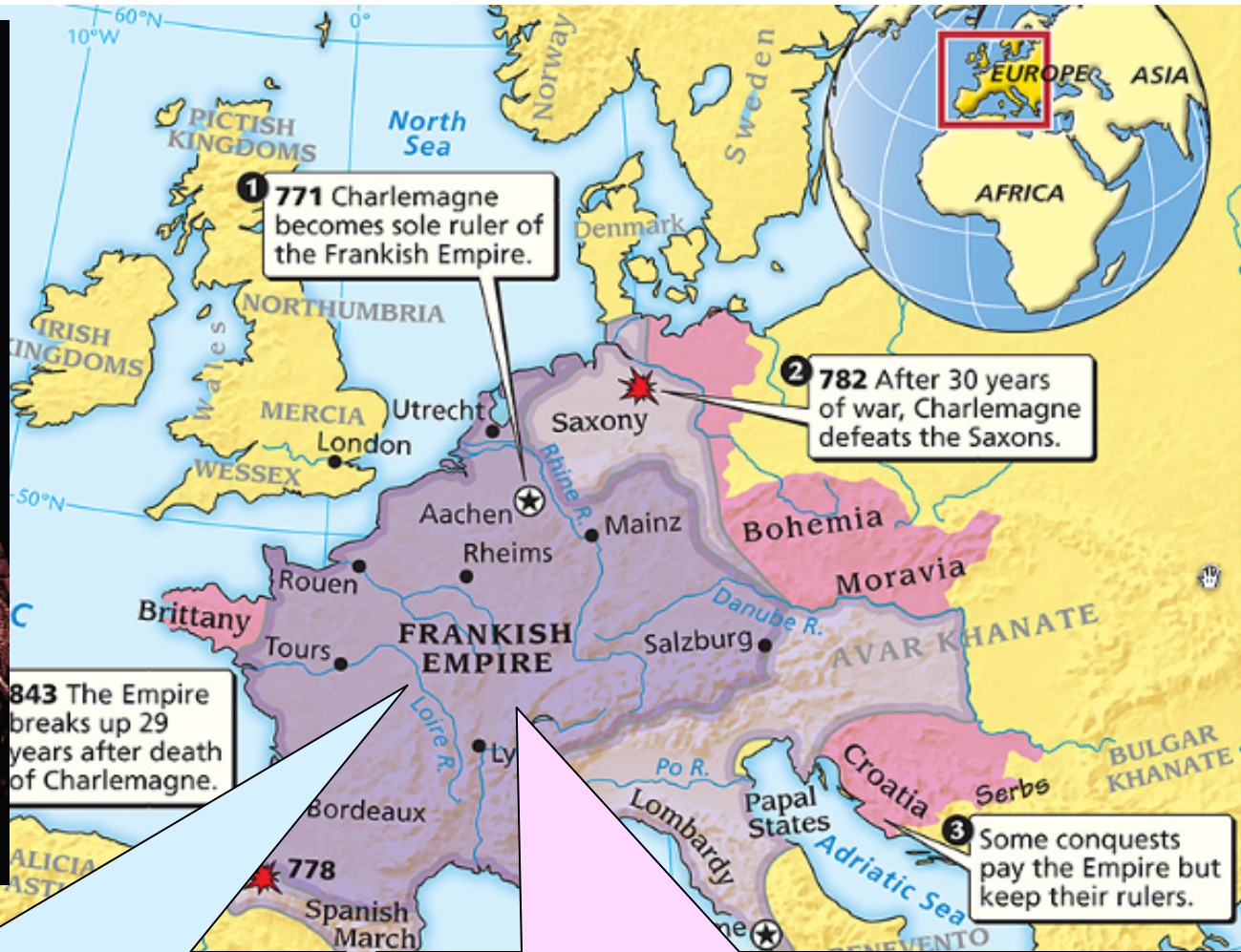
He spread Christianity

He created schools to train future priests

Charlemagne expanded the Frankish empire

He valued learning & built schools in his empire

Charlemagne & The Holy Roman Empire



Switzerland, Belgium, and the Netherlands. His

After Charlemagne's death in 814, his Frankish Empire was divided & lost power...

...This was the last opportunity to provide unity in medieval Europe

From 800 to 1000, a 2nd major wave of invasions struck Europe led by Vikings, Muslims & Magyars



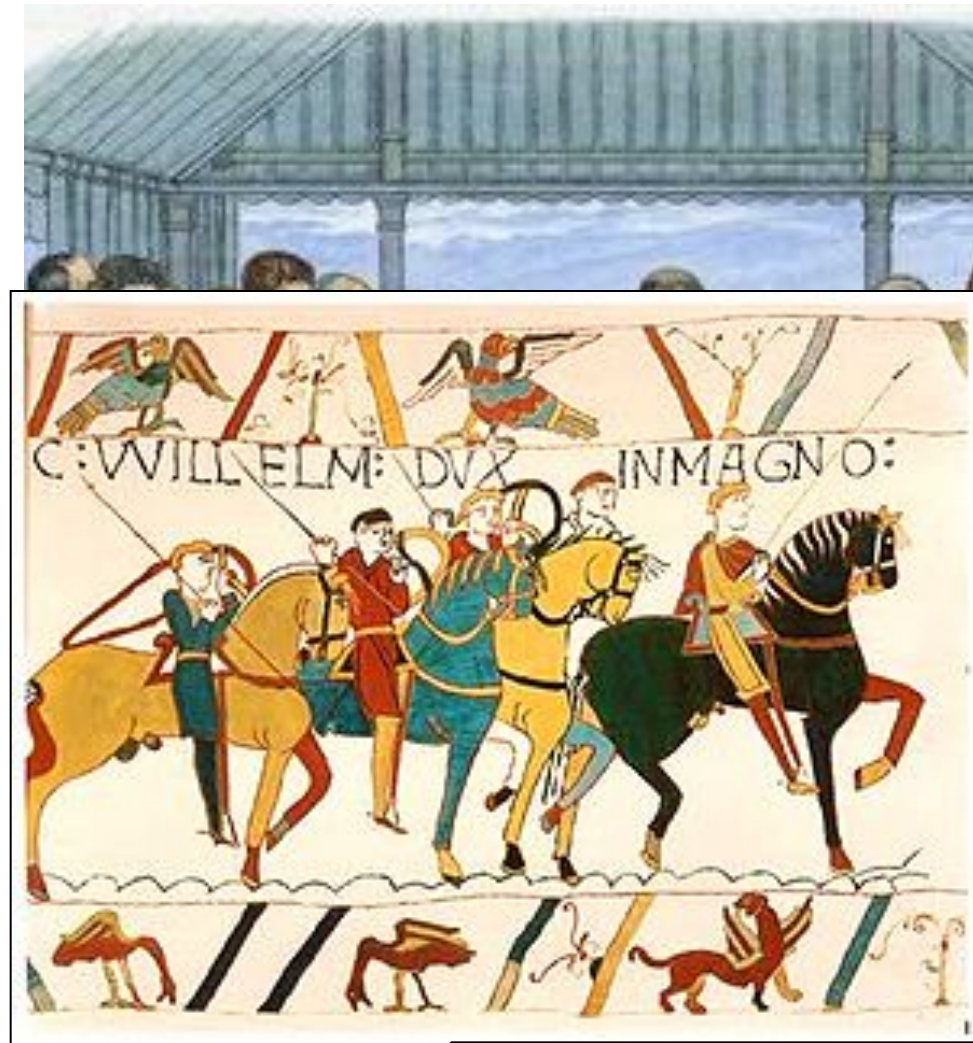
These invasions caused widespread fear & suffering

Kings could not defend against invasion

People stopped looking to kings for protection

Feudalism

- Feudalism began in Europe as a way to offer protection
- Feudalism is based on land & loyalty
- Land-owning lords offer land (called a fief) to knights in exchange for their loyalty & promise to protect the lord's land
- Feudalism came to England with Norman Invasion in 1066



Bayeux Tapestry

Feudal Structure

Knights were specially trained soldiers who protected the lords & peasants – vassals took an oath of fealty (loyalty)

Some peasants were serfs & could not leave the lord's estate

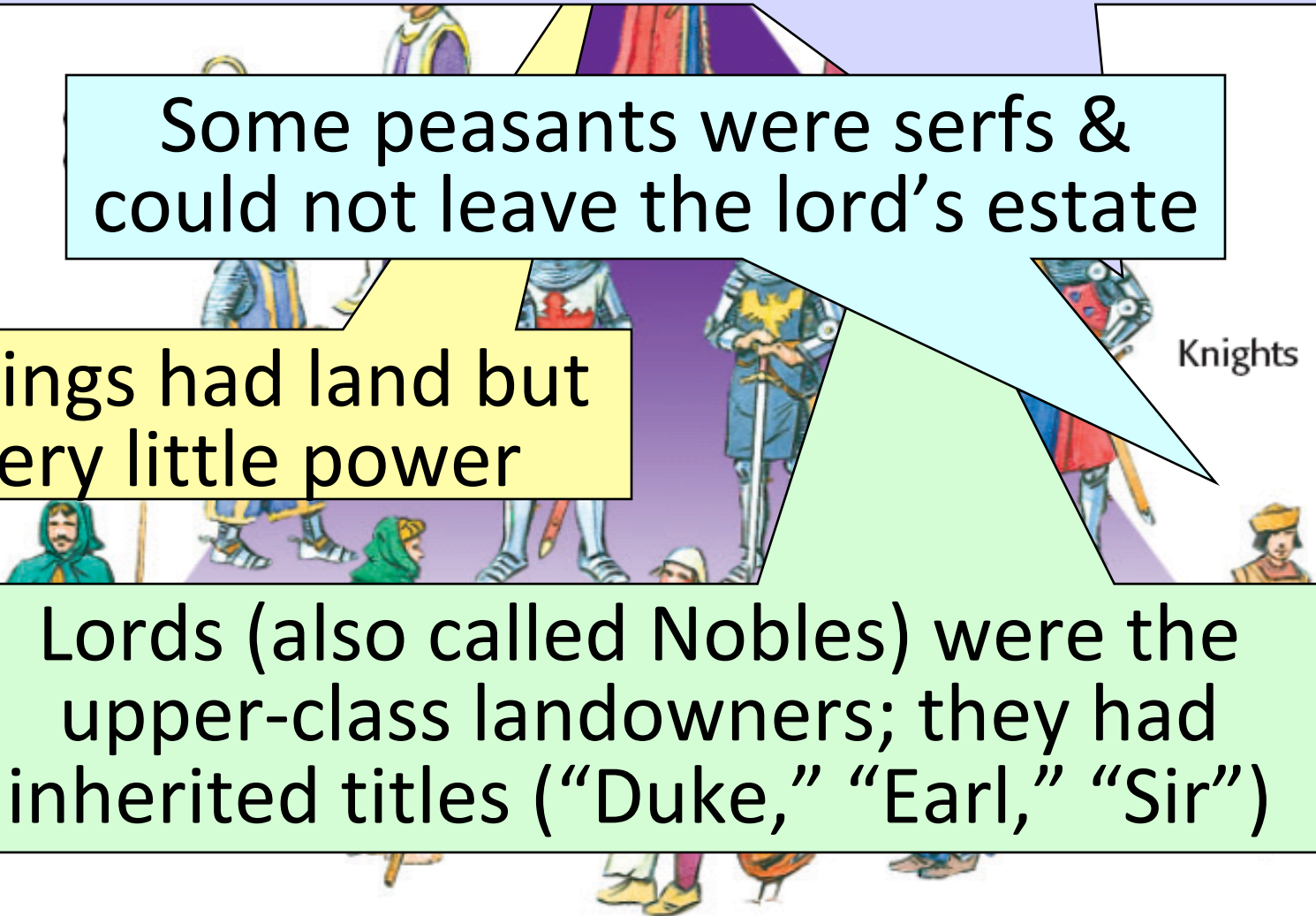
Kings had land but very little power

Lords (also called Nobles) were the upper-class landowners; they had inherited titles ("Duke," "Earl," "Sir")

Knights

Peasants

Peasants



Attacking armies carefully planned how to capture a castle. Engineers would inspect the castle walls for weak points in the stone. Then, enemy soldiers would try to ram the walls, causing them to collapse. At the battle site, attackers often constructed the heavy and clumsy weapons shown here.

Siege Tower

- had a platform on top that lowered like a drawbridge
- could support weapons and soldiers

Mantlet

- shielded soldiers

Battering Ram

- made of heavy timber with a sharp metal tip
- swung like a pendulum to crack castle walls or to knock down drawbridge

Trebuchet

- worked like a giant slingshot
- propelled objects up to a distance of 980 feet

Tortoise

- moved slowly on wheels
- sheltered soldiers from falling arrows

An Array of High-Flying Missiles

Using the trebuchet, enemy soldiers launched a wide variety of missiles over the castle walls:

- pots of burning lime
- captured soldiers
- boulders
- diseased cows
- severed human heads
- dead horses

Mangonel

- flung huge rocks that crashed into castle walls
- propelled objects up to a distance of 1,300 feet

INTEGRATED TECHNOLOGY

RESEARCH LINKS For more on medieval weapons go to classzone.com

Connect to Today

1. Making Inferences How do these siege weapons show that their designers knew the architecture of a castle well?

See Skillbuilder Handbook, Page R16.

2. Drawing Conclusions What are some examples of modern weapons of war? What do they indicate about the way war is conducted today?

The Manorial System

During the Middle Ages, the manorial system was the way in which people survived

The lord's land was called a manor

The lord provided peasants with housing, farmland, & protection

In exchange, peasants repaid the lord by working his land & providing a portion of the food they produced

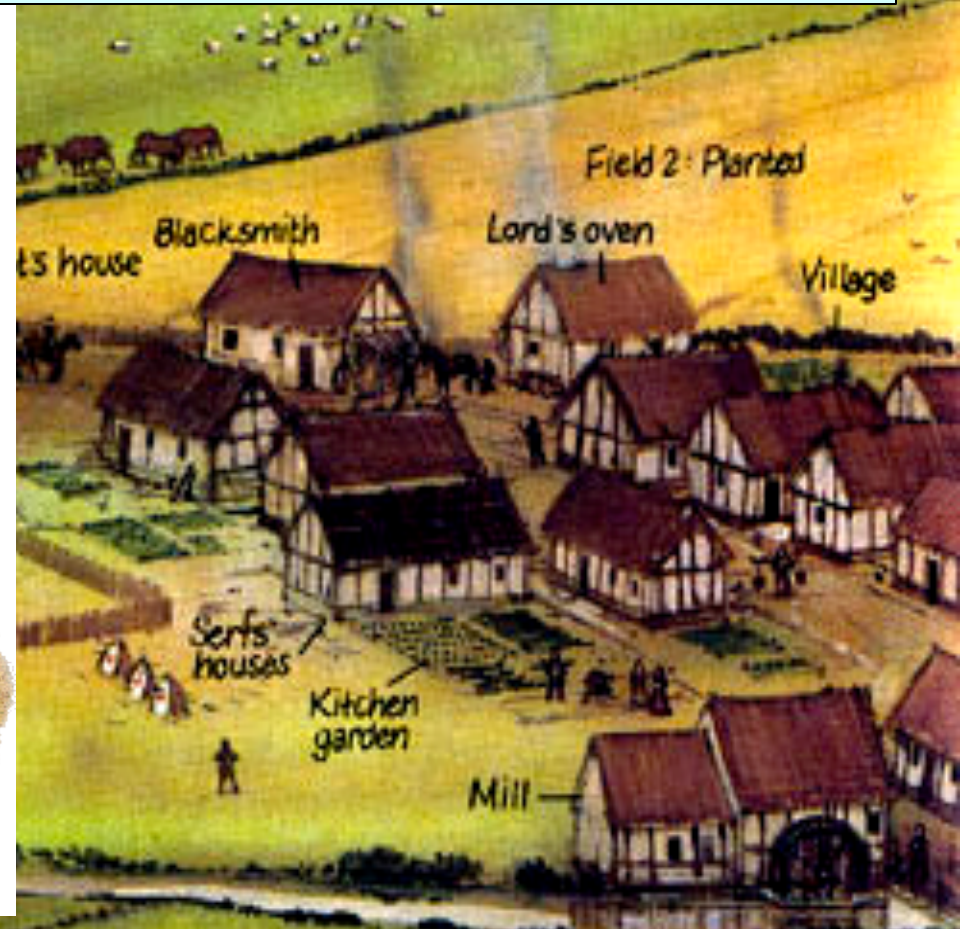


EXAMINING the ISSUES

Peasants who were the
and both for their lords, who

- 7 Wood lot
- 8 Lands for lord's personal use

Peasant life was hard: They paid taxes to use the lord's mill, had to get permission to get married, & life expectancy was about 35 years old



Manors were self-sufficient communities; Everything that was needed was produced on the manor