Feudalism Project

You are a member of a family in thirteenth century England that wishes to become vassal to King Jensen. As vassals you'll get land, power and wealth. In return you must provide the King with loyalty, taxes, and soldiers when he is at war. For King Jensen to choose your family as vassals you must first provide him with your family's portfolio which must include the following 5 projects: Family History, Code of Chivalry, Castle Blueprint, Manor Map, and Coat-of-Arms.

Family History (lined paper or Google Docs)
- Write a fictional family history. Include heroic events to depict your family's character (think King Arthur!) Make sure you include information which will help you create your Coat-of-Arms. Minimum 250 words, maximum 500 words. If you use Google Docs you must title your document as follows: Last Name, First Name-Period.

Code of Chivalry (Google Form)
- Chivalry came to mean a code of behavior that medieval knights followed. Your task is to create a code of chivalry for your knights. Address the following "Knightly Virtues" in your code: **Courage, Justice, Mercy, Generosity, and Nobility**. In other words, how do you want your knights to show these "Virtues?"

  - **Courage.** More than bravado or bluster, a knight must have the courage of the heart necessary to undertake tasks which are difficult, tedious or unglamorous, and to graciously accept the sacrifices involved.
  - **Justice.** A knight holds him- or herself to the highest standard of behavior, and knows that "fudging" on the little rules weakens the fabric of society for everyone.
  - **Mercy.** Words and attitudes can be painful weapons, which is why a knight exercises mercy in his or her dealings with others, creating a sense of peace and community, rather than engendering hostility.
  - **Generosity.** Sharing what's valuable in life means not just giving away material goods, but also time, attention, wisdom and energy – the things that create a strong, rich and diverse community.
  - **Nobility.** Although this word is sometimes confused with "entitlement" or "snobbishness," in the code of chivalry it conveys the importance of upholding one's convictions at all times, especially when no one else is watching.

Castle Blueprint (graph paper – does not need to be colored)
- On a sheet of graph paper, design a bird's eye view "to scale" floor plan for your castle. Make it strong! Include a scale for distance and use all the features from the "Components of a Castle" list. Label each part of the castle.

Manor Map (11x17 paper, color, label)
- Draw, color, and label a map of your proposed manor. Include all the features from the "Components of a Manor" list. Your castle should only be about 2" x 2" in this view.

Coat-of-Arms (shield paper, color)
- Create the Coat-of-Arms which includes objects which are important to, or representative of, your family's history. For example, King Arthur might have a sword and a stone on his Coat-of-Arms, Robin Hood may have had a bow and arrows on his, etc. You also need to create your own knightly motto for your Coat-of-Arms. Mottos should be 10 words or less, and should make a unique statement about your interpretation of the Code of Chivalry.

Components of a Castle
1. **Bailey** – the courtyard inside the castle walls
2. **Barbican** – the gateway defending the drawbridge
3. **Keep** – a strong stone tower; main tower, stronghold, Lord's sleeping chamber
4. **Drawbridge** – heavy wood platform built to span the moat
5. **Dungeon** – the jail
6. **Gallery** – long room or passage
7. **Gate house** – complex of towers, bridges, and barriers built to protect each entrance through a castle wall
8. **Great Chamber** – Lord's sitting room
9. **Great Hall** – main room of the castle
10. **Moat** – a deep trench filled with water surrounding a castle
11. **Stables**
12. **Turret** – small tower, round or polygonal; usually a lookout along the castle wall
13. **Homes** for your Knights

Components of a Manor
1. Castle
2. Farmland
3. Serfs' houses
4. Barns
5. Miller
6. Blacksmith
7. Bakery
8. Roads
9. Forests
10. Rivers
11. Trading post
12. Hunting grounds

Extra Credit (choose one)
- Design a series of 5 machines you would use to lay siege to and attack another castle. Use blank paper and color.
- Create a Family Tree of your (actual) family reaching back 5 generations. Trace either your mother's or father's side of the family (or both if possible).

Feudalism Rubric   Name _____ Per _____

CATEGORY	GRADE	5	4	3	2
Family History		History contains many creative details and descriptions. The author has really used their imagination. Final draft is readable and free of crossed-out words or spell checked. Min 250 words.	History contains a few creative details and descriptions. The author has used their imagination. Final draft is readable and free of crossed-out words or spell checked. Min 200 words.	History contains a few creative details and descriptions. The author has tried to use their imagination. Final draft appears rushed. Many crossed-out words or not spell checked. Min 150 words.	Little creativity. The author does not seem to have used much imagination. The final draft is not neat or spell checked. It looks like the student just wanted to get it done and didn't care what it looked like. Less than 150 words.
Code of Chivalry		Code contains many creative details and descriptions. The author has really used their imagination. Final draft is readable and free of crossed-out words or spell checked. All 5 virtues are addressed in the Code.	Code contains a few creative details and descriptions. The author has used their imagination. Final draft is readable and free of crossed-out words or spell checked. 4 of the 5 virtues are addressed in the Code.	Code contains a few creative details and descriptions. The author has tried to use their imagination. Final draft appears rushed. Many crossed-out words or not spell checked. 3 of the 5 virtues are addressed in the Code.	Little creativity. The author does not seem to have used much imagination. The final draft is not neat or spell checked. Less than 3 of the 5 virtues are addressed in the Code.
Castle Blueprint		All 13 Components of a Castle are drawn neatly. Rulers used for straight lines. Labels can be read easily. Page is full.	At least 10 Components of a Castle are drawn neatly. Labels can be read easily. Page is 3/4 full. Ruler not used.	At least 7 Components of a Castle are drawn neatly. Labels can be read easily. Page is 1/2 full. Ruler not used.	Less than 7 Components of a Castle are drawn neatly. Labels/features can not be read easily. Ruler not used.
Manor		All 12 Components of a Manor are drawn neatly and colored completely. Labels can be read easily. Manor is full color.	At least 9 Components of a Manor are drawn neatly and colored completely. Labels can be read easily. Manor is 3/4 full.	At least 6 Components of a Manor are drawn neatly and colored. Labels can be read easily. Manor is 1/2 full.	Less than 6 Components of a Manor are drawn neatly and/or colored completely. Labels can not be read easily.
Coat of Arms		Coat of Arms is relevant to your Family History. Coat of Arms includes multiple objects from your Family History. Motto is unique and thoughtful. Entire shield is colored. All features are drawn and colored neatly.	Coat of Arms is relevant to your Family History. Coat of Arms includes an object from your Family History. Motto included. Most features are drawn and colored neatly.	Coat of Arms is somewhat relevant to your Family History. Coat of Arms does not include objects from your Family History. Motto included. Some features are drawn and colored neatly.	Coat of Arms is comprised of irrelevant patterns only. Coat of Arms does not include objects from your Family History. Less than 1/2 of the shield is colored.
Use of Class Time		Used time well every class period. Focused on getting the project done. Never distracted others. All components turned in. Project turned in on time. Rubric attached.	Used time well during most class periods. Usually focused on getting the project done. Warned once about noise or distracting others. At least 4 components turned in. No Rubric	Used some of the time well during each class period. Some focus on getting the project done. Warned twice about noise or distracting others. At least 3 components turned in. No Rubric	Did not use class time to focus on the project . Warned 3 times or more about noise or distracting others. At least 2 components turned in. No Rubric
Final Grade	5	**150** possible points.			