



# Medieval Miscellany



Name \_\_\_\_\_

# Who Gets What: Dividing a Fiefdom

Below is a map of a kingdom. It is completely surrounded by water. Each of the knights below has been awarded a portion of this imaginary kingdom because he fought for his king. Each knight's portion of the land is called his fief. Color in the map grid with the knights' colors to show each knight's fief.

The **Red Knight's** fief includes the land in the following grid squares: A1, A2, A3, B1, B2, B3.

The **Purple Knight's** fief includes the land in the following grid squares: A4, A5, B4, B5, C4, top left corner of C5.

The **Orange Knight's** fief includes the land in the following grid squares: bottom of C5, D4, D5, contiguous (touching each other) lands in E3 and E4, top right corner of E4, E5

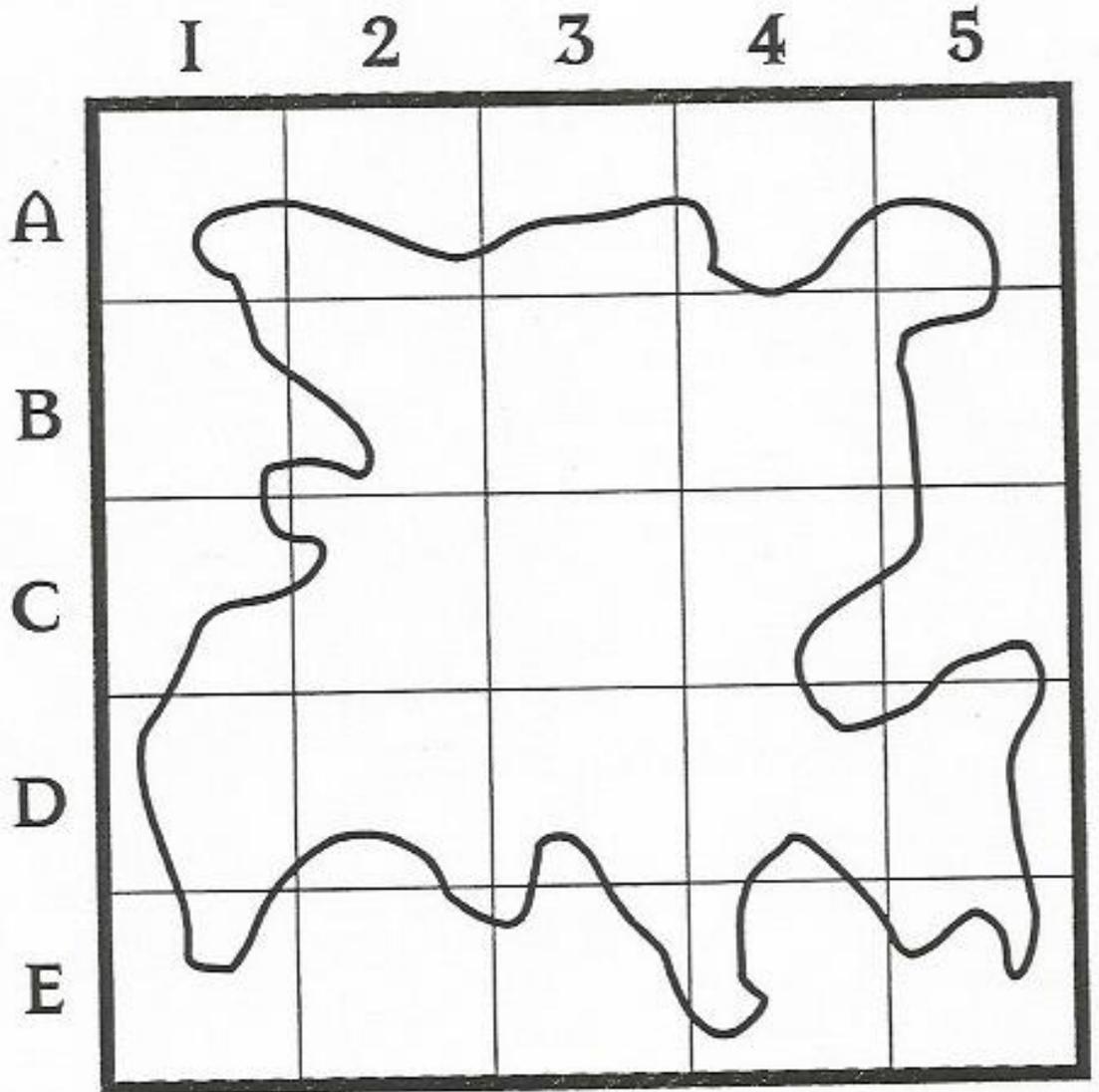
The **Green Knight's** fief includes the land in the following grid squares: C1, C2, C3, D1, D2, D3, E1, E2, top left corner of E3.

Color the water blue.

Who got the biggest fief? \_\_\_\_\_

What might have been the reason that this knight got the most land? \_\_\_\_\_

\_\_\_\_\_



# Blazon Your Coat of Arms!

During battle, knights wore visors that hid their faces. This also made it difficult to tell who they were. The design, or coat of arms, on a knight's shield helped others identify him, and to know whether he was friend or foe. A knight's shield included many symbols related to the knight's life and adventures.

Design, draw, and color your own personal Knight's Shield.

## **Section A:**

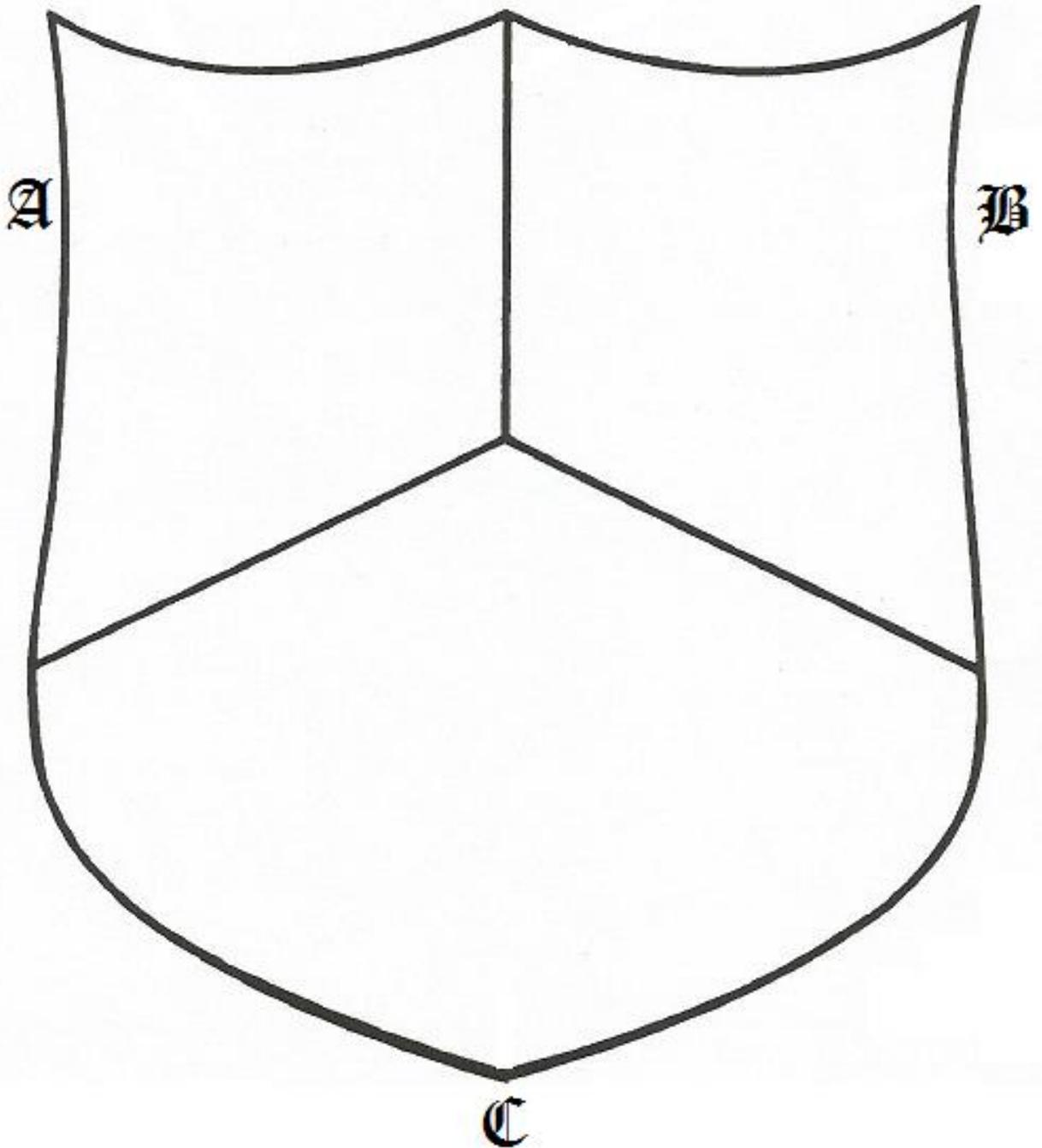
### ***Cantons:***

This should be a picture showing something about what you like or enjoy very much.

## **Section B:**

### ***Marks of Cadency:***

This should be a symbol giving information about where you live (a symbol of your city, state, or country).



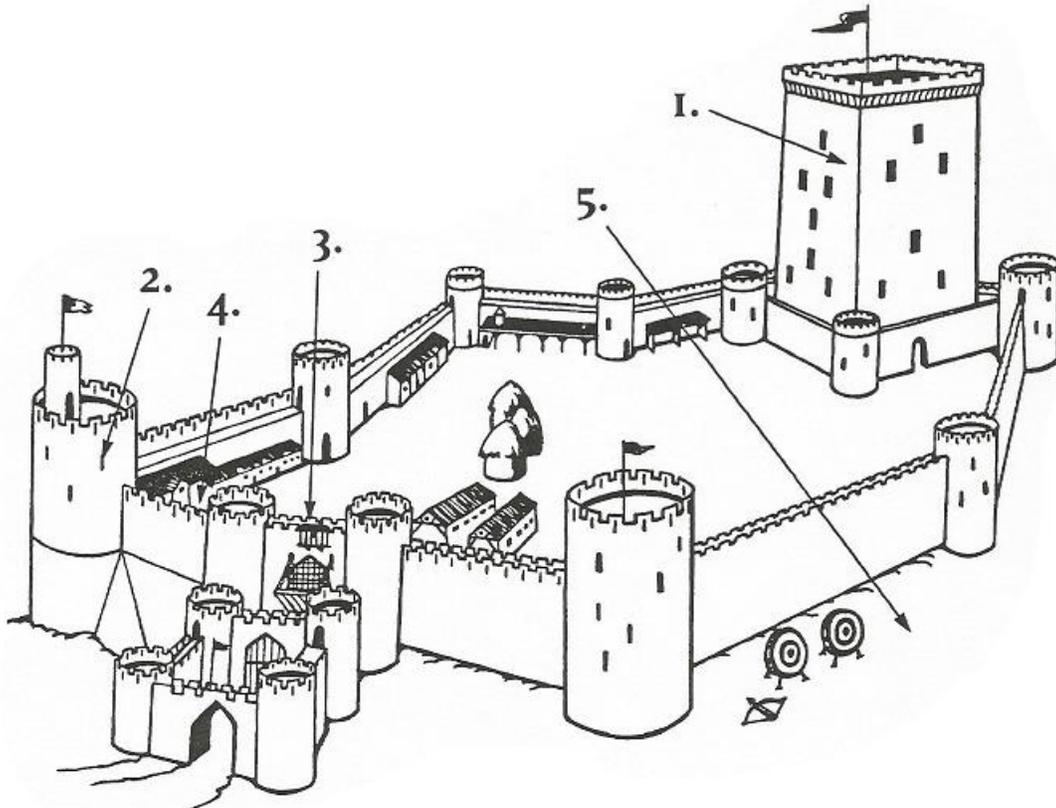
**Section C:** ***Main Charge:*** This is the most important picture on the shield. This should be something that is very important to you that says something about you.

## Where in the castle are you?

Each of the quotes below is spoken by a person living in the castle. In each quote are clues as to who the person is, and where on castle grounds that person is most likely located.

Fill in the table by circling the person saying the quote. Then look at the map of the castle grounds and write the number that is pointing to the location where the person is most likely located.

<u>Quote</u>	<u>Person</u>	<u>Location</u>
It's my job to check out every person entering or leaving the castle grounds. We don't want any spies getting in to poison the king!	Chief Porter Queen Blacksmith	
I have my shop inside the castle walls, in the courtyard. I shoe horses, make spurs, and fit bridles.	Wheelwright Blacksmith Merchant's Wife	
It's my job to help out the knight. During tournaments outside of the castle, I help him put on his spurs, and I water his horse.	Queen Chamber Maid Squire	
During battle, I position myself here. I can shoot my arrows through the narrow slits in the walls, but the enemy can't shoot in.	Soldier Chief Porter Blacksmith	
As the most important woman in the castle, I spend time here directing my ladies-in-waiting, running the castle, and training young pages in good manners.	Chamber Maid Merchant's Wife Queen	



# Do Someone a Favor

According to the rules of courtly love, people showed admiration for one another by exchanging personal belongings such as ribbons or scarves. These were called “favors.” Some nobles decorated their favors with their own coat of arms. People wore these favors on their belts. Therefore, to “do someone a favor” came to mean doing a kind act for them because you admire or care for them.

Think of three people in your life whom you admire. Do each of them a favor. In the shield, draw and color a picture to represent yourself.

**This favor is for:**

**I admire you because:**

**From:**



**This favor is for:**

**I admire you because:**

**From:**



**This favor is for:**

**I admire you because:**

**From:**



# The Herbal Healer

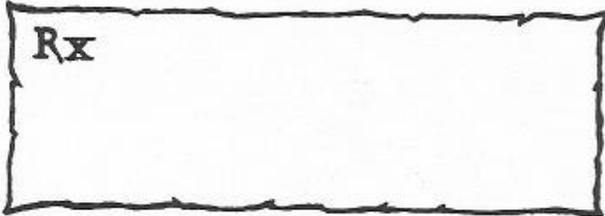
There were few trained doctors in the Middle Ages. Most people either grew herbs in their back yards or gardens to take care of themselves, or went to see an herbalist, who was someone with a great deal of knowledge of how to use plants. Below are some herbs used back then, and what they were used for.

<u>Herb</u>	<u>Ailment / Condition</u>
Sage	to help someone get over being sad, to relieve grief
Thyme	to increase how lovable someone is, to attract love
Lavender	to help get rid of insects, bugs, and pests
Borage	to make someone brave, to give courage
Marjoram	to help reduce swelling and bruising
Lungwort	to help with coughing, sneezing, and mucus
Rosemary	to help build up strength and stamina, to help with weakness
Chamomile	to help get rid of nightmares, to help cure insomnia

Pretend you are an herbalist, and use this information to write an Rx (prescription) of two herbs for each of the people who have come to you with the symptoms listed.

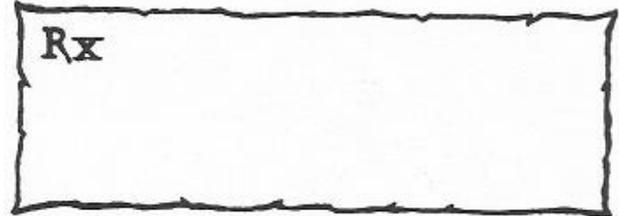
Mistress Fishwife complains that her pantry is full of weevils (little bugs). She has also not recovered her strength from the birth of her seventh child.

Rx



William the Plowman has been kicked by his horse. He also must appear before the lord of the manor tomorrow and is nervous.

Rx



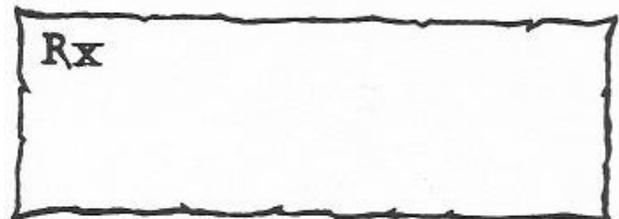
John the Miller says he cannot stop crying over the death of his young wife, and has trouble sleeping.

Rx



The family of Rachel of Ashton is sick with a chest cold, and too weak to do the chores needed around the home.

Rx



Gyslaine the Cooper's daughter is nearly 18 years old and wants a husband (all of her other friends have been married for years), but she is too shy to talk to the young men in the village.

Rx



# What's Your Sign?

A guild is a group of people who all work in the same trade. For example, bakers would belong to a Bakers guild, and bankers would belong to the Bankers guild, and so on.. Guild members wore emblems, or symbols, on their clothing that showed what they made or sold. For instance, someone belonging to the Carpenters Guild might wear an emblem of a hammer.

## Guilds:

- A. Rope Maker's Guild
- B. Baker's Guild
- C. Armorer's Guild
- D. Cooper's Guild
- E. Shoemaker's Guild

## Wares:

- 1. Barrels and tubs
- 2. Pasties (pies) and chewets (candy)
- 3. Pattens (footwear) and costrels (flasks)
- 4. Ropes and truckles (pulleys)
- 5. Helms (helmets) and bucklers (shields)

Study each emblem. Then write the letter that tells which guild the emblem belongs to, and the number that tells what wares (items) that guild would make.



Guild: \_\_\_\_\_

Wares: \_\_\_\_\_



Guild: \_\_\_\_\_

Wares: \_\_\_\_\_



Guild: \_\_\_\_\_

Wares: \_\_\_\_\_



Guild: \_\_\_\_\_

Wares: \_\_\_\_\_



Guild: \_\_\_\_\_

Wares: \_\_\_\_\_