

MYSTERY IN THE MIDDLE AGES

AN APPROACH TO MEDIEVAL LIFE

WORKSHEET



1. On www.bbc.com/history/medieval, click on **Medieval Europe**.
2. Choose **For a Medieval**  **Life**.
3. In groups, complete the sheet. Use a dictionary for help. www.oxforddictionaries.com. Click on **Medieval** to continue.
4. Read the **Feudal Europe** in pairs. Label the pictures of the ground with the terminology at the end of the page. Click on **Medieval** to go on.
5. Choose one of the characters (show how you play his / her part in the story). Again click on **Medieval**.
6. Decide what's qualities identify your character. Write them down. Then, decide the name for your character according to his/her personality. Write a short description of his/her. Use as many adjectives from the previous exercise as possible. Then, draw your character. Click on **Medieval**.
7. Again, in pairs read the following text and create the coat of arms for the noble family described in the story. Remember to draw the symbols on the clothes of your character. Download on **Medieval**.



Feudalism developed around 1000 AD when the knights were given land and the right to own or administer as well as set their own laws. The original 'feudal system' was part of the economy and equipment of the knights. The main element of the system is that a knight would work a lord's land. Another explanation is that a lord would provide a coat of arms and a horse to a knight. These changes began in the 11th century and were handed down through families. From the late 11th century, these symbols became the identifier for the knight's land and lineage, which took on a form of identity.

8. Individually, draw for what a typical day is like in the world you describe for the characters. Use symbols for any of the information in the **Feudal Life** activities as the information. In the end, have your partner will guess what situation you are from your writing.



By www.bbc.com/history/medieval