**Overview:** The medieval manor was an agricultural estate. It was usually comprised of tracts of agricultural land, a village whose inhabitants worked that land, and a **manor house** where the lord who owned or controlled the estate lived. Manors might also have woods, orchards, gardens, and lakes or ponds where fish could be found.

**Objectives**: *Create/draw your own manor and use a legend to explain the main features of the manor. Be creative and have fun, as this is your own manor and can be designed any way you wish. Include: manor, church, well, river mill, tannery, 3 field system, livestock, orchard and blacksmith. One interesting fact is that most Manors were designed to be self-sufficient. How does this relate to today?*

***Part 1. Use some the mapping skills learned in term 1: title, border, direction,…***

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| --- | --- |
| **Features** | **Description** |
| **Manor - building** | *Medieval manor houses were owned by Medieval England’s wealthy – those who were at or near the top of the feudal system. Few original Medieval manor houses still exist as many manor houses were built onto over the next centuries.* |
| **Houses** | *Medieval peasants lived in wattle and daub huts. The poverty of such dwellings was a sign as to where these people were on the social scale and their standing in the feudal system.* |
| **Mill** | *Usually located near the river so it can be used as a power source. Takes the grains from the field and produces flour for baking and various foods* |
| **Tannery** | *This building was important mainly used from 1500-1640. Tanning was the process of making leather from animal skins: shoes belts, gloves harnesses, armour, and bottles. It was a viable and profitable business.* |



**The Medieval Manor**

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