I. Chronology of Urbanization in Europe

1. In ________________________________, well-established towns were important trading centers.

2. After the fall of Rome, __________________________________________. The towns that remained were under the domain of a __________________.

3. Most people lived _______________________________________________________.

4. Farmers were ____________________________________________________________.

5. Farmers had a ____________________________________________________________.

6. ___________________________________ began selling their crops and products in towns.

7. Merchants and artisans ____________________________________________________.

8. Towns ________________________________ like glassmaking, banking, and weaving.

9. Town dwellers began to resent the __________________________________________ and felt ________________________________________________________________.

10. Towns became ____________________________________________________________, shifting the power from ________________________________________________________.

II. Overview of a Medieval Town

Use arrows to label and show the significance of the four features of a medieval town.
III. Characteristics of Medieval Towns

(4.3) Guilds: associations of people who practiced the same craft or trade.

- becoming a member
- examples of guilds
- reason established
- How did they help members?

(4.4) Trade & Commerce

- merchant fairs
- power of the merchants
- experience of Jews

(4.5) Homes & Households

- appearance of houses
- childhood experiences
- poor households
- rich households
IV. Homework: Freaky Friday

You traveled through time and switched lives with someone from the middle ages. During this experience you lived in a medieval town for one week.

(4.6) Disease & Medicine
- common medical practices
- lack of knowledge
- unhealthy living conditions that caused disease
- common diseases

(4.7) Crime & Punishment
- dangerous towns
- punishment
- two methods of trials
- improvements in criminal justice system

(4.8) Leisure & Entertainment
- children’s games
- adult activities
- mystery and miracle plays