



# Medieval/Renaissance Faire Projects

Greetings Fair Students!

Festivals and fairs were a major part of the culture of the Middle Ages. The festivals made the tedious lives of the people tolerable, and our fair will work in a similar manner! Your projects are what make the Medieval Faire fun. Put in your **BEST** effort, so that people who visit will remember our fair for years to come!

Your projects will be due the morning of April 26 when you arrive on campus before school. Judging of your exhibits will take place during the regularly scheduled school day. Our Medieval Faire will be open to the public from 4pm-8pm on April 26 and from 9am-12pm on April 27. You will be responsible for picking up your projects at the conclusion of the fair and taking them home.

For the Medieval Fair, you will be required to turn in 200 points worth of projects and choose from the following categories. Regardless of how you accumulate your points, you **must** have at least 1 item from the “Hands On” list, the other categories are optional, “Scribe and Herald” or “Examination”.

## HANDS ON:

Castles/Medieval Building: 100 points

Siege Engine: 100 points

Life-sizers: 50 points

Coat-of-Arms Display: 50 points (must follow all rules of tincture!)

Medieval Weapon: 50 points

Torture Device: 50 points

Costume Display: 50 points

Troubadour Tale: 50 points

\*Note: All items must be non-dangerous, and made from materials that will not inflict damage to your peers.

\*\*Career Booths: 150 points (applications for booths and major research must be adhered to for this project; it may only be done by special permission from Ms. Bryce AND Ms. Thompson!)

“Scribe and Herald”- (select one of the following)

Scribe: A Research Paper

This includes 5-7 quality paragraphs of 8 sentences or more in length. Your work must be submitted containing an Introduction, Body and Conclusion. You must also include a cover page and a cited sources page; your entire paper must follow proper APA format.

Herald: Creating a Prepared Speech

Your speech must be 5 minutes minimum in length. It must also contain an Introduction, Body, and Conclusion. In addition, you will need to provide (on a separate sheet of paper) cited sources for solidifying your information.

Both categories can be on any of the following topics. All are worth 100 points. If you have another idea for a topic, please run it by me for approval. The following are topic ideas for your project.

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The Technology of a Castle during Medieval Times

The Life of a Knight from Child to Adulthood

Life of the Nobility

The Holy Roman Empire

The Medieval Church and its Institutions

The Black Death

Life in a Medieval Towns/ Professions in a Medieval Town

The Structure of the Feudal System

The Downfall of the Feudal System

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## Medieval Contract

I (please print)\_\_\_\_\_ have chosen to participate in the Medieval/Renaissance Faire by submitting the following items to be judged:

I understand that it is MY responsibility to work efficiently on my projects, to use my time wisely, and make sure that I have clear goals set each week for what I need to get done. I understand that if I need help with any portion of my project, I can ask for help from my teacher or my parents. However, the majority of the work must be done by me.

I will be ready to turn in my completed project on April 26 at the beginning of the day. For each day that I delay turning in my project, I understand that I will lose *an entire letter grade*. I understand that if I postpone turning in my project till the following week- I will receive a failing grade.

Signature\_\_\_\_\_ Date:\_\_\_\_\_

I (parent of student) \_\_\_\_\_ have talked with my child about the projects that they are choosing to create and submit for the Medieval/Renaissance Faire. I will make sure that they are on task with their projects at home and will assist them if they need extra help. I will NOT do their project for them, but will aid with materials and the use of tools as need be. If I have any questions, I know that I can contact Ms. Bryce or Ms. Thompson for help.

# Castles/Medieval Buildings



1. May be made from anything EXCEPT sugar cubes and Lego's! **WARNING** Castle made from edible materials (marshmallows, candy, graham crackers, etc.) tend to not last very well. GOOD choices for castles include: Popsicle sticks, clay, cardboard, paper towel/toilet paper tubes, and wood).
2. Size- the basic floor area should be no larger than 2ft. square. If you must build a "mansion", get approval first. Remember, you will have to haul this castle several times, to several places. It needs to be STURDY!
3. Your castle needs to include at least 20 LABELED parts. Choose from the following and label them neatly on your castle.

<p>A.</p> <p><i>Prison tower</i></p> <p><i>Inner wall</i></p> <p><i>Outer wall</i></p> <p><i>Cesspit</i></p> <p><i>Keep</i></p> <p><i>Gatehouse</i></p> <p><i>Portcullis</i></p> <p><i>Barbican</i></p> <p><i>Dungeon</i></p> <p><i>Stair tower (show stairs!)</i></p> <p><i>Food store</i></p> <p><i>Mill or mill tower</i></p> <p><i>Machicolations</i></p> <p><i>"Sally port"</i></p>	<p><i>Courtyard</i></p> <p><i>Watch tower</i></p> <p><i>Moat</i></p> <p><i>Merion</i></p> <p><i>Drawbridge</i></p> <p><i>Chapel</i></p> <p><i>Kitchen</i></p> <p><i>Well/well house</i></p> <p><i>Barracks</i></p> <p><i>Murder-holes</i></p> <p><i>Bailey</i></p> <p><i>The solar</i></p> <p><i>Great hall</i></p> <p><i>Gun ports</i></p> <p><i>Cannon mounts</i></p>	<p><i>Stables</i></p> <p><i>Wall walk</i></p> <p><i>Guardrobe</i></p> <p><i>Lord's quarters</i></p> <p><i>Arrow loop</i></p> <p><i>Cistern</i></p> <p><i>Crenellations or battlements</i></p> <p><i>Hoardings</i></p> <p><i>Turret</i></p> <p><i>Buttress</i></p> <p><i>Crenels</i></p> <p><i>Town gate</i></p> <p><i>Forebuilding</i></p> <p><i>Out buildings</i></p>
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4. You may include other rooms of the castle (wine cellar, school room) or village buildings (blacksmith, Chandler, etc.) to complete your 20 labeled parts.
5. Your castle must have a flag with a coat-of-arms to identify the castle is YOURS.
6. Castles/Buildings must have completed record books that include the following in your SCR's and/or essay.
  - a. Describe its usage.
  - b. What time period is it from?
  - c. Why would it have been used?
  - d. Cite your sources!!!
7. Questions? ASK before you build!!!

# Middle Ages Project

## Castles

Name: \_\_\_\_\_

Name of Partner (if any): \_\_\_\_\_

- What are some of your castles defenses in case of attack?
- List the 20 different parts of your castle....
- What research did you do to plan/build/design your castle? (List your cited sources.)
- On a scale of 1-10, how much effort did you put into your castle?
- What makes your castle unique?
- What do you want others to know about your castle?
- What made you want to do this project?
- On a 100 point scale, what grade do you think your project is worth?

90-100 = A	70-79 = C
80-89 = B	60-69 = D
	0-59 = F

## Siege Engine



1. Your siege engine should be a small-scale replica that can easily fit on a tabletop display.
2. Your item should be safe and non-dangerous to others.
3. Siege engines can be made from a variety of materials. If you choose to make a projectile firing device, it needs to be able to launch a ping-pong ball or a tennis ball across the gymnasium.
4. Remember your item will have to be sturdy; it will be moved several times.
5. A completed project will be turned in with a record book. Include the following in your SCR's and/or essay.
  - a. Describe its usage.
  - b. What time period is it from?
  - c. Why would it have been used?
  - d. On whom would it have been used?
  - e. Are there any unusual facts about the item you chose?
  - f. Cite your sources!!!
6. Questions? ASK before you build!!!

# Middle Ages Project

## Siege Engines

Name: \_\_\_\_\_

- What research did you do to learn about your siege engine? (Cite your sources here! Exact names of books, internet websites, etc.)
- What are some unusual facts about your item?
- On a scale of 1-10, how much effort did you actually place into this project?
- Does your engine actually work? (Ex. If you made projectile firing engine, can it fling a ball?)
- What are some things you want us to know about your project?
- What made you want to do this project?
- On a 100 point scale, what grade do you think your project is worth?

90-100 = A	70-79 = C
80-89 = B	60-69 = D
	0-59 = F

# Weaponry and Torture Devices



1. Any weaponry or torture device made for the faire must be a facsimile and thus not dangerous!
2. Weapons and torture devices should resemble the actual item as closely as possible and can be made from many different items. (Cardboard, Popsicle sticks, foam, golf tees, balls, etc.)
3. Remember your items will have to be sturdy; they will be moved several times.
4. Torture devices should be modeled in a way that others can see how they would have been used. They may be displayed using drawings, models, other toys, or on yourself.
5. All items must have a completed record book, include the following in your SCR's and/or essay.
  - a. Describe its usage.
  - b. What time period is it from?
  - c. Why would it have been used?
  - d. On whom would it have been used?
  - e. Are there any unusual facts about the item you chose?
  - f. Cite your sources!!!
6. IMPORTANT: Your weapon, since it is a representation only, should NOT be able to actually inflict pain or torture!
7. Questions? ASK before you build!!!





# Middle Ages Project

## Weaponry/Torture Devices

Name: \_\_\_\_\_

- What research did you do to learn about your weapon? (Cite your sources here! Exact names of books, internet websites, etc.)
- What are some unusual facts about your item?
- On a scale of 1-10, how much effort did you actually place into this project?
- Does your weapon actually work? (Ex. If you made a guillotine, does the "blade" actually fall down? Or, if you made a flail, does it actually swing?)
- What are some things you want us to know about your project?
- What made you want to do this project?
- On a 50 point scale, what grade do you think your project is worth?

45-50 = A	35-39 = C
40-44 = B	30-34 = D
	0-29 = F

# Coat-of-Arms



It is time to transform the coat-of-arms that you created for class!

1. You may use the design from the in-class project, or your actual family's coat-of-arms, or an entirely new design for this project.
2. Make your shield stand out! No crayons or colored pencils, make it bright with markers, paint, or construction paper.
3. Build it on something sturdy like heavy cardboard, wood, or even thin metal.
4. You must follow the rules of blazonry and tincture!
5. A coat-of-arms display also will include a written blazon, using heraldic terms.
6. You must also include 1-3 index cards neatly writing out how this coat-of-arms describes you or your family, what the colors mean, and what the charges mean to you.

# Middle Ages Project

## Coat-of-Arms

Name: \_\_\_\_\_

- What are some of the qualities you listed about yourself and your family, and how are they displayed on your C-o-A?
- What items did you include from research of original heraldry?
- What are some extra things you researched or did as you designed your c-o-a?
- What makes your c-o-a unique?
- What made you want to do this project?
- On a scale of 1-10, how much effort did you put into your c-o-a?
- What are some things you want others to notice about you from your c-o-a?
- On a 50 point scale, what grade do you think your project is worth?

45-50 = A	35-39 = C
40-44 = B	30-34 = D
	0-29 = F



## Costume Display



Your costume display may be one of the following:

1. A Fashion Board Display: just like a fashion designer, you should have sketches of various clothing items that would have been worn by both men and women in different feudal classes. (i.e. An example of male and female peasants, an example of male and female townspeople, a nobleman and a noblewoman, a king and a queen)  
In addition to sketches, you must provide samples of material and at least 2 sets of sewn clothing miniatures.
2. A Full Costume: you may choose to select a pattern and create a garment for yourself that is a representation of one of the feudal classes. The majority of work must be done by you, NOT a family member, and the costume may not be rented from a clothing store. If you have a family member than knows how to sew and can help guide you- wonderful, but you must do the work!
3. For each of the options, you must conduct research! You should be able to explain the garments worn by various individuals during the Medieval or Renaissance periods and what sort of lives people would have had for the items you display at the faire.
4. A completed record book needs to be turned in with your project showing your research and informational facts in your SCR's and/or essay.
5. You must have at least 5 facts for your garment; also, include any surprising/unusual or unique things you discovered in your research.

# Middle Ages Project

## Costumes

Name: \_\_\_\_\_

- What research did you do to learn about your project? (Cite your sources here! Exact names of books, internet websites, etc.)
- What are some unusual facts about your item?
- On a scale of 1-10, how much effort did you actually place into this project?
- What are some things you want us to know about your project?
- What made you want to do this project?
- On a 50 point scale, what grade do you think your project is worth?

- 45-50 = A	35-39 = C
- 40-44 = B	30-34 = D
-	0-29 = F



## Life Sizers



### Directions:

1. This handout provides a list of historical figures who had an impact on history during the Medieval/Renaissance eras of history. Select one of these personalities to be your “guest” at our Medieval Faire.
2. After you select a guest, research this person. Find out who they were and why they were famous. Also find out some information out their personal life, such as when they lived, their family, their habits, etc. The more personal the information, the more interesting your guest is.
3. Find a picture (if available) of your guest. Then follow the directions to make your Life-Sizer.
4. Use a large piece of butcher paper—as long as you are tall—and have a friend trace around your body while you lay down on the paper.
5. Cut out your silhouette or design how your silhouette would look in Medieval clothing and make it accordingly.
6. Using your picture of your famous (or infamous) guest, draw his or her likeness onto the silhouette. Be as accurate as you can.
7. Make sure that you fill out a record book with information that pertains to your “guest” that you have researched.
8. Be prepared to introduce your guest at the fair and tell why you invited him or her. You will need to work steadily on this project so you will be ready for the faire.
9. Tape a wire hanger to the back of the head and shoulders so you can hang your Life-Sizer up in the gym.

Some Famous Historical Figures From This Time Are: (You are welcome to research others from this period who are not on this list, check with your teacher first!)

William Shakespear- Playwrite	Sanzio Raphael- Painter/architect
Donatello- Italian sculptor	Nicolaus Copernicus- Scientist
Johann Gutenberg- Printer	Rembrandt vanRijin- Painter
Christopher Columbus- Explorer	Niccolo Machiavelli- Author/Statesman
Martin Luther- Religious Philosopher	Galileo Galilei- Scientist
Isaac Newton- Scientist	Marco Polo- Explorer
Amerigo Vespucci- Explorer	Queen Isabella- Spanish Monarch
Leonardo da Vinci- Inventor/Artist	John Calvin- Religious Philosopher
Sir Francis Bacon- English Statesman	King Henry VIII- English Monarch
Joan of Arc- Young French Visionary	Prince Henry the Navigator
Francis of Assasi- Monk/Philosopher	Thomas Becket- English Cardinal
Richard I- English Monarch	William I- English Monarch
Alfred the Great- English Monarch	Chaucer- Writer
Cervantes- Writer	Chretien de Troyes- French Author
King Ferdinand- Spanish Monarch	Dante Alighieri- Writer
Saint Thomas Aquinas- Religious Clergy	Albrecht Durer- Artist
Anne Boleyn- English Queen	Hernon Cortez- Explorer
Gregory VII- Pope	Henry IV- German Monarch
Ferdinand Magellan- Explorer	Maimonides- Jewish Philosopher
Francisco Pizarro- Explorer	Tamerlane- Asian conqueror
Urban II- Pope	Roger Bacon- English Philosopher
Saladin- Muslim Sultan	Saint Bernard of Clairvaux- Monk
Attila the Hun- Military Leader	Charlemagne- Emperor
John I- English Monarch	Henry VIII- English Monarch
Robert the Bruce- Scottish King	William Wallace- Scottish Military Leader

## A Troubadour's Tale

Write a tale of long, long ago that perhaps a troubadour would have told.



Your tale must include **6** of the following:

- ☐ A brave knight or an evil knight
- ☐ An enchanted forest
- ☐ A princess (you determine what kind—beautiful, courageous, etc.)
- ☐ A dragon, unicorn, or other mythical beast
- ☐ A specific relic or shrine
- ☐ A historical group of people: Vikings, Saxons, Crusaders, etc.
- ☐ A famous person of the Middle Ages/Renaissance (*King Arthur, Merlin, Lancelot, Robin Hood, Pope Urban II, Peter the Hermit, etc.*)
- ☐ A monk or nun
- ☐ Excalibur or the Holy Grail
- ☐ A joust, tournament, or faire

Now add **2** other items- from this era- of your choice (a crossbow, a wizard, an alligator infested moat, etc.). Make sure you follow all writing steps and have your **8** items before you begin. Remember to proofread and edit before submitting your final draft!!! (This is worth 50 points)

Title of Story \_\_\_\_\_

By: \_\_\_\_\_

Your **6** items from the list above:

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_
- 4) \_\_\_\_\_
- 5) \_\_\_\_\_
- 6) \_\_\_\_\_

Your choice of two items from the Medieval/Renaissance period:

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_

**Three** words from a thesaurus: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

*Circle these thesaurus words in your tale.*

What you think your grade should be on your story: **A, B, C, D, F** (circle)

Give **two** strong reasons why it should be this grade:

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_



## Career Booths



The quest for a productful career has been around as long as the concept of trade, and more importantly coinage, has existed. Many of the careers that exist in the modern world have a root into the Middle Ages- this was a time when people truly lived by the concept of *"If you don't work, you don't eat."* Having a successful career was a way to place food on the table as well as a profit in your purse.

For this project, you may partner with up to 3 other people (cross-pod partners are allowed) and you will begin working on the discovery of a Medieval Career, researching, constructing, and presenting.

### Helpful tips:

This website has ample ideas for careers that date to our time period of study; and many continue to exist into later ages. Pay special attention to **MERCHANTS**, **ARTISTS/ENTERTAINERS**, and **CRAFTSMEN** as they will be categories easiest to create for our faire.

<http://www.svincent.com/MagicJar/Economics/MedievalOccupations.html>

You and your partner(s) will narrow down your list of careers to select the one you believe you can do the most research in; find enough information to present; have examples of their "trade" to show; and make a booth to display your information in.

- You will need to provide signs for your booth that answer the following:
  - a. What did a person have to do to become this career?
  - b. Where did they get their supplies?
  - c. Did they rely on their Lord (someone they paid allegiance to) for their material?
  - d. Did they conduct trade with merchants who travelled to get the items they made or sold?

Before you begin anything with this project, you **MUST** fill out an application that will then need to be approved by both Ms. Bryce *and* Ms. Thompson. They will make decisions based on your past class work and tendency to apply yourselves to projects or ignore them. They have final say on the acceptance or rejection of your idea- there will be **NO ARGUMENT!** **Booth Applications are Due: April 8, 2012**

If accepted, you will have until April 26 to research, construct and prepare your presentations. When you come to class on Friday, April 26- you will bring all the supplies you have gathered and assemble your career booths. Booths will be on display in the gym during the faire and during the "open house" at least 1 person must be in your booth at all times to answer questions the public may have.