Europe in the High Middle Ages:

Artisans’ Challenge

Directions: Working on your own, please follow the instructions on this sheet in order to complete this challenge. You will need to use the resources in your textbooks and those listed on Ms. Adamson’s website. To access the instructions for artisans, please go to Ms. Adamson’s website (<http://www.theadamsonadventure.com>).

This challenge will be due on \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

1. Define Your Terms. As an artisan, there are specific terms with which you should be familiar. Please use your textbook and online resources to write the definition to each term in your own words. Note: some of these terms have different meanings in today’s world; you will need to develop a definition which is appropriate to the 13th century.

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| **Masterpiece** |  |
| **Journeymen** |  |
| **Apprentice** |  |
| **Hanseatic League** |  |
| **Cottage industry** |  |
| **Mercantilism** |  |
| **Trademark** |  |

2. Choose your name. For this and your next challenge, you’ll need to have a sense of exactly where your fiefdom is located-- if your fief is in France, you probably want to go with a French name, for example. Use the resources located on Ms. Adamson’s website located under the heading of “Artisans’ Challenge” in order to help you with your work. (By the way, don’t feel that your character must necessarily be the same gender as you. If you would prefer to work on this project from the position of another gender, that is perfectly acceptable.) You will also need to decide what sort of artisan you are-- are you a blacksmith? A cooper? A brewer? An armorer? Look at the resources on Ms. Adamson’s website to help you decide. You’ll need to have a basic understanding of this social role for the next challenge.

**Artisan’s Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Type of Artisan:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

3. Create a Guild Sign. After reviewing the PowerPoint on the Middle Ages which Ms. Adamson has posted on her website as well as watching the portions of The Dark Ages documentary which are also posted, you will create an example of a medieval guild sign. You will want to also use the online resources Ms. Adamson linked to under the heading “Artisans’ First Challenge” in order to complete this task.

During the medieval period in Western Europe, few commoners were reliably literate. Thus, in order to indicate what type of workshops or stores were present in a village, artisans would hang wrought iron signs outside of their businesses to indicate their crafts. Additionally, these signs served as acknowledgement that the craftsman in question had completed his apprenticeship, and was fully approved and trained by his guild. In short, a guild sign was sort of recognition by the medieval version of the Better Business Bureau.

For this challenge, you will need to create your own version of a guild sign. Obviously, you are not expected to actually construct one out of wrought iron, so instead you’re going to design one on paper. Using the resources available on the “Artisans’ Instructions” page of Ms. Adamson’s website, do your best to incorporate all the major aspects of traditional medieval guild sign into your work. You guild sign should be at least the size of one sheet of printer paper (although it may be larger if you prefer), and it should be neat, colorful, and hand-illustrated (tracing is fine; computer printouts are not). Your sign should include the following:

**Required Elements:**

* A central portion which will act as a sign for passersby
* A bracket which will connect the sign to your shop
* The name of your craft or shop
* The colors of your fiefdom
* A prominent symbol or symbols indicating your craft and guild affiliation
* A symbol representing the regional location of your fief (a fleur-de-lis, a double headed eagle, a lion, etc.)

Be creative, and take your time on this. I’m looking for quality and thoughtfulness of work, not necessarily artistic skill.