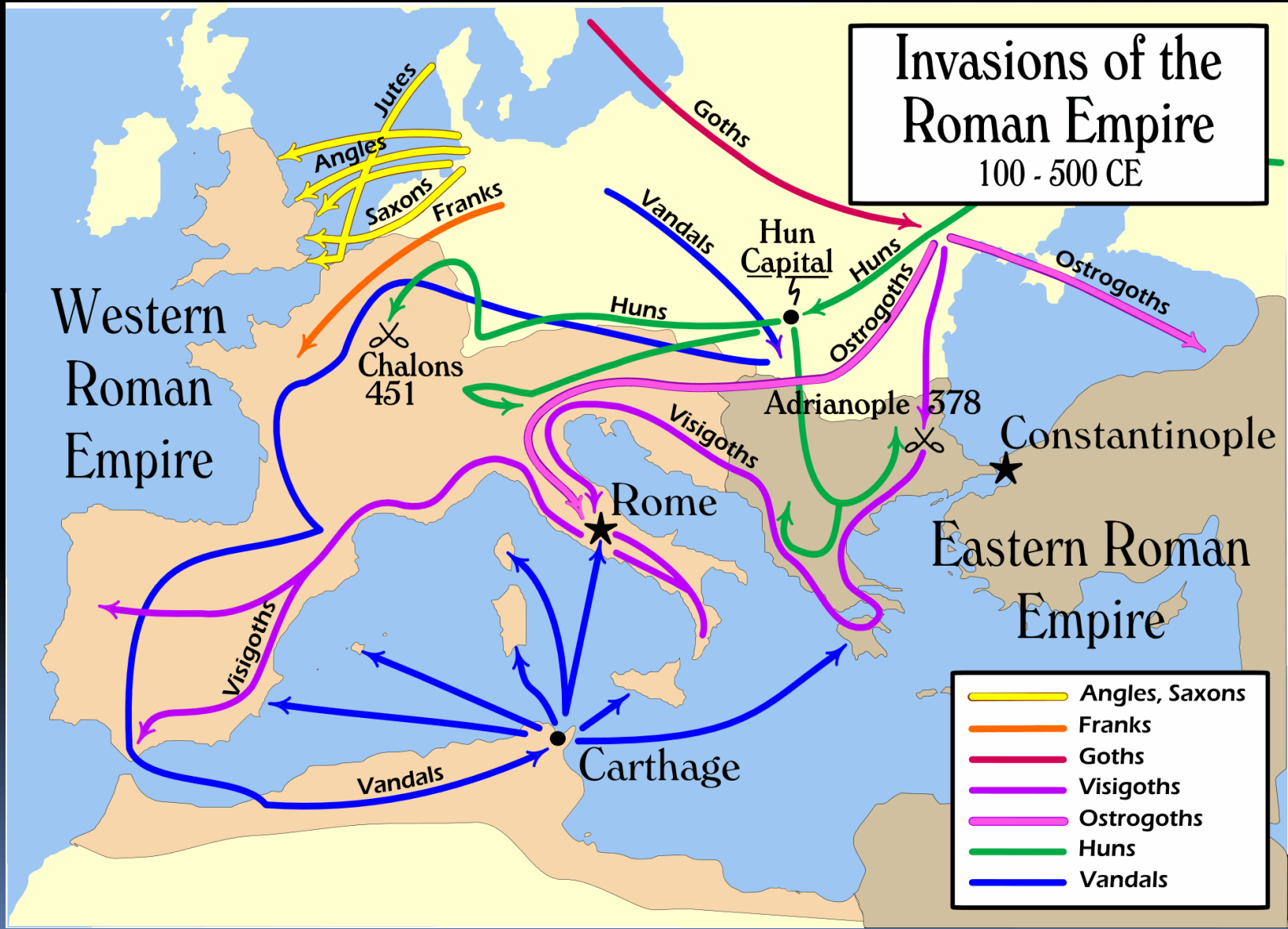


CH 7—"THE RISE OF EUROPE"



I. EARLY MIDDLE AGES (pg 214)

A. Western Europe in Decline:



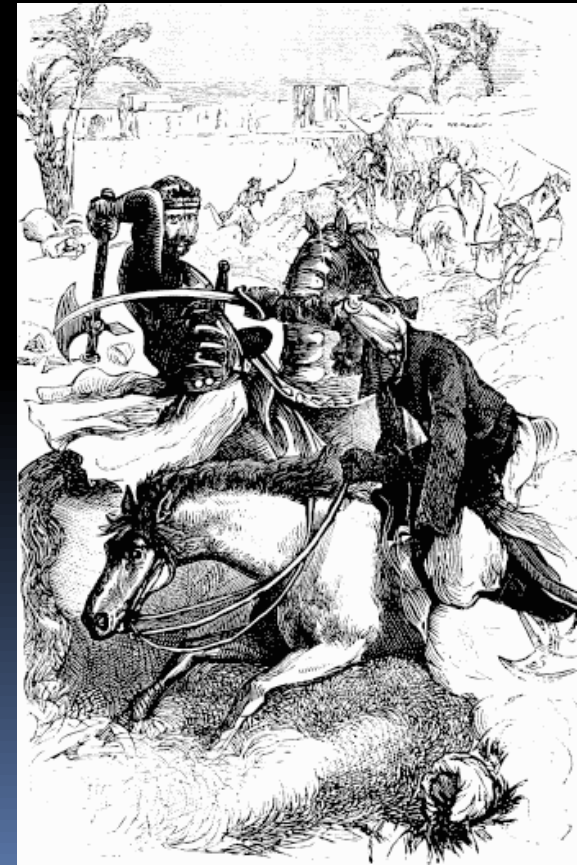
THE DARK AGES

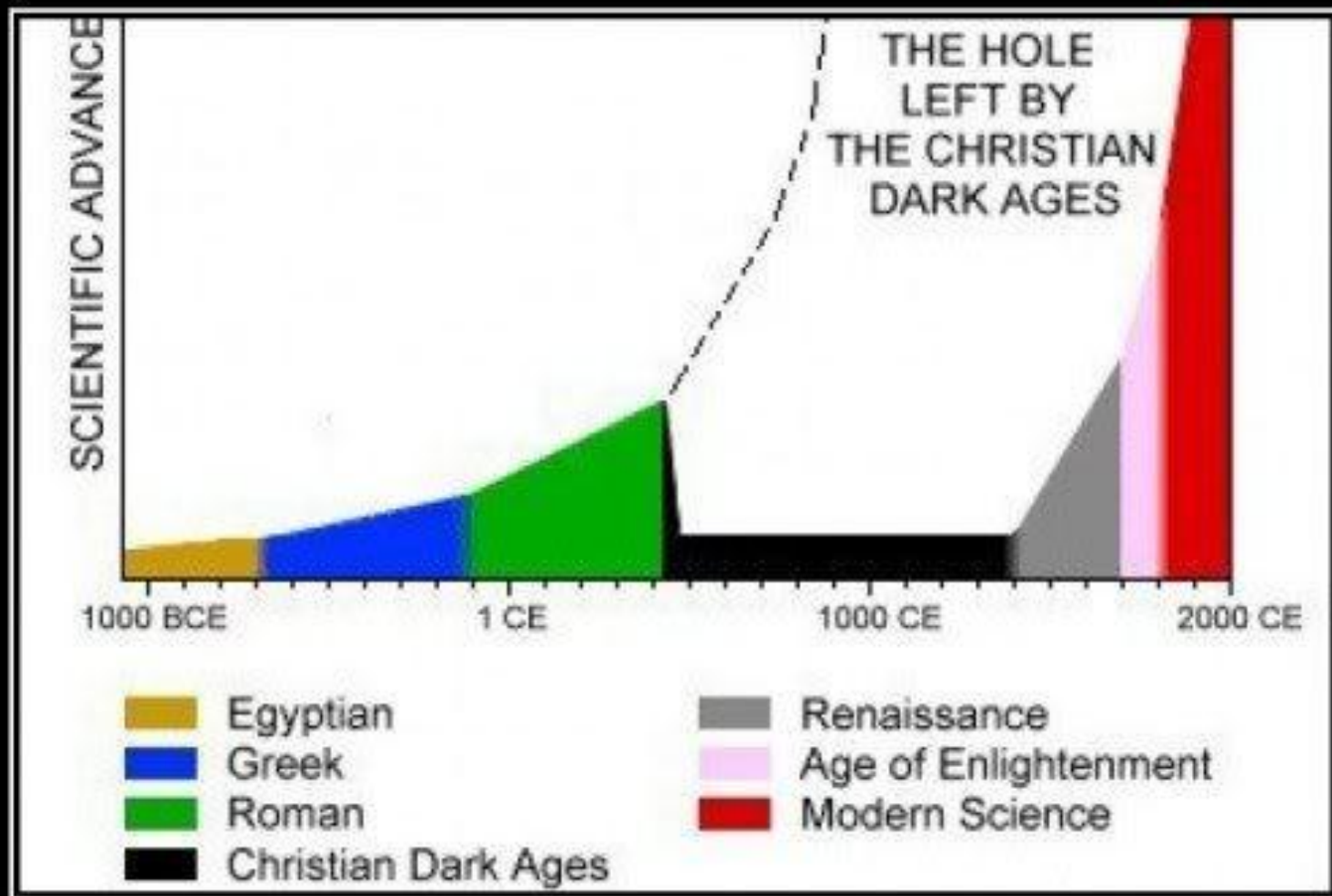
God loves you

1. After collapse of Rome:

A. Germanic peoples built on Rome's:

- i. Use of Latin Language
- ii. Classical ideas
- iii. Christianity





CHRISTIANITY

Just think, we could have been exploring the galaxy by now.

b. From 500-1000AD=chaos in Europe=Dark Ages*

1. Due to:

a. Decrease in trade

b. Depopulation of cities/towns

c. Classical learning stopped



B. Rise of Germanic Kingdoms

1. Their Culture (Goths, Visigoths, Vandals, Saxons, Franks)

a. Farmers & herders=few cities or written laws

b. Kings elected by tribes=small kingdoms



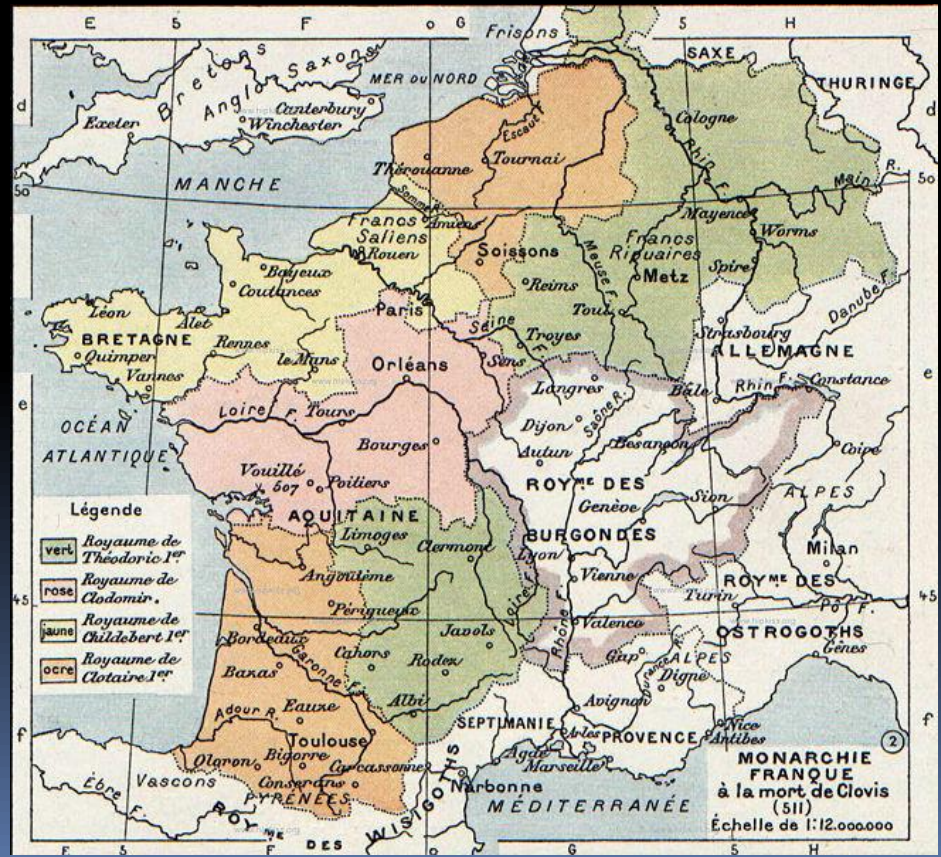
The Barbarian Kingdoms about 500



2. Franks* Extend Their Power

a. King Clovis → conquered all of Gaul (France)

i. Converted to Christianity = ally of pope



3. Muslim Empire Threatens Europe

a. Spread from Middle East

b. Charles Martel* & the Battle of Tours*-732AD

i. Franks & Muslims in France

=Frank victory stopped Muslim advance



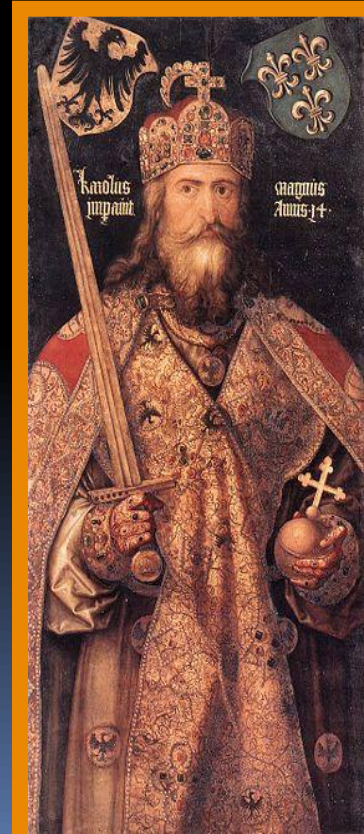
Martel's victory at Tours— 732AD



C. Age of Charlemagne*

1. Charles the Great=Charlemagne (grandson of Charles Martel)

a. United parts of Europe: France, Germany, Italy



2. A New Emperor of the Romans

a. Charlemagne helped Pope Leo III w/ rivals =proclaimed him Emperor of the Romans =a reunited Christian Europe=Christendom

b. =angered emperor of Eastern Roman Empire in Constantinople (the Byzantines)

Charlemagne's
Tomb of Gold



THE CORONATION OF CHARLEMAGNE





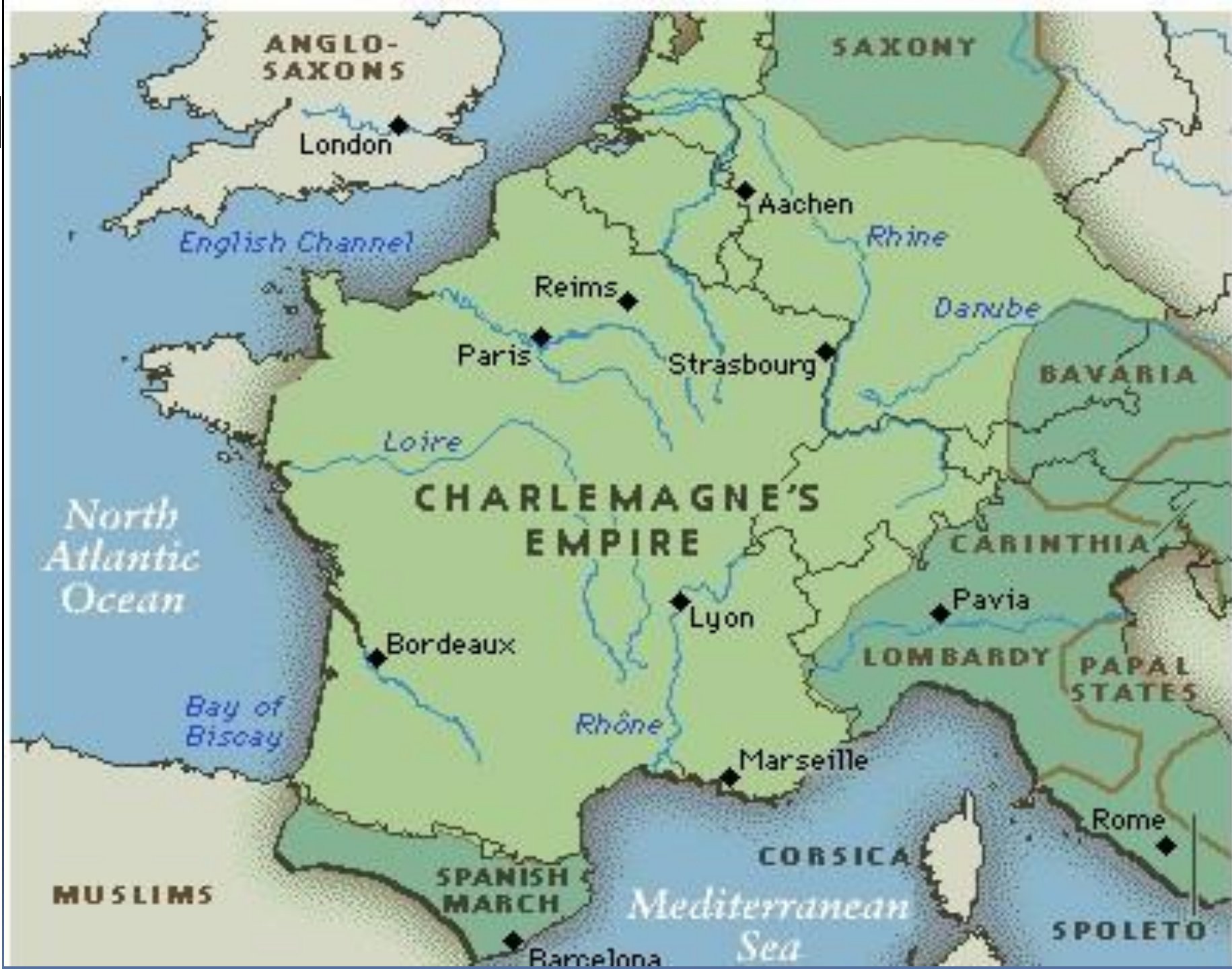
EUROPE
at the death of
CHARLES THE GREAT
814.

His kingdom in Green

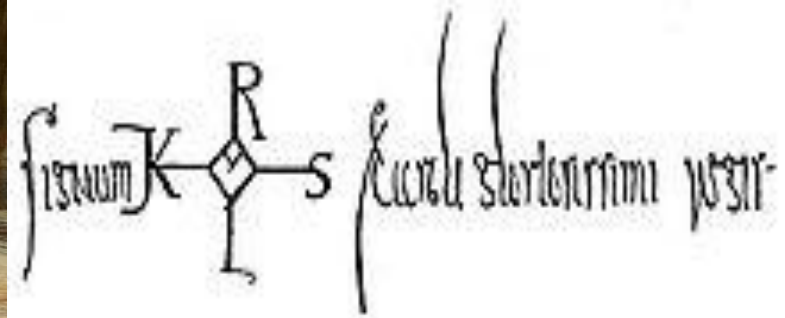


Until his death in 814, Charlemagne ruled an empire which included modern Catalonia, France, western Germany, the Low Countries, and northern Italy.

(In Green)



- 3. Creating a Unified Christian Empire
 - a. Charlemagne helped to spread Christianity
 - b. Appointed nobles (rich landowners) to rule local regions



4. Revival of Learning

- a. Charlemagne viewed education as way to unify kingdom
- b. Brought in scholars, created schools



D. Europe After Charlemagne

1. Charlemagne Died in 814AD

a. =son Louis I took
throne=empire split in 3



Charlemagne's
Crown

**EUROPE
AT THE DEATH
OF CHARLEMAGNE
814 A.D.**



NORSEMEN

PICTS

SCOTS

IRISH KINGDOMS

NORTHUMBRIA

DENMARK

BALTIC TRIBES

WALES MERCA

EASTERN SLAVS

WEST SAXON
WALES

WESTERN SLAVS

KHAZAR EMPIRE

FRANKISH EMPIRE

BULGARS

ASTURIANS

LAZICA

EMIRATE OF
CORDOVA

PAPAL
STATES

PRINCIPALITY
OF BENEVENTO
(FRANKISH
DEPENDENCY)

BYZANTINE EMPIRE

IDRISIDS

RUSTAMIDS

ABBASIDS

2. Charlemagne's Legacy:

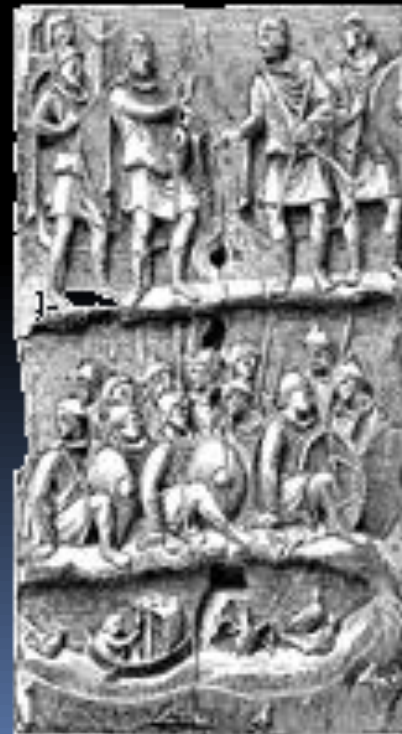
a. Extended Christian civilization

b. Further blended Germanic, Roman & Christian culture=Medieval

c. Set up strong efficient govt



Source: <https://www.britannica.com/learning-center/encyclopedia/medieval-manuscripts>



Source: <https://www.britannica.com/learning-center/encyclopedia/medieval-art>



Discovery
EDUCATION

3. New Waves of Invasion

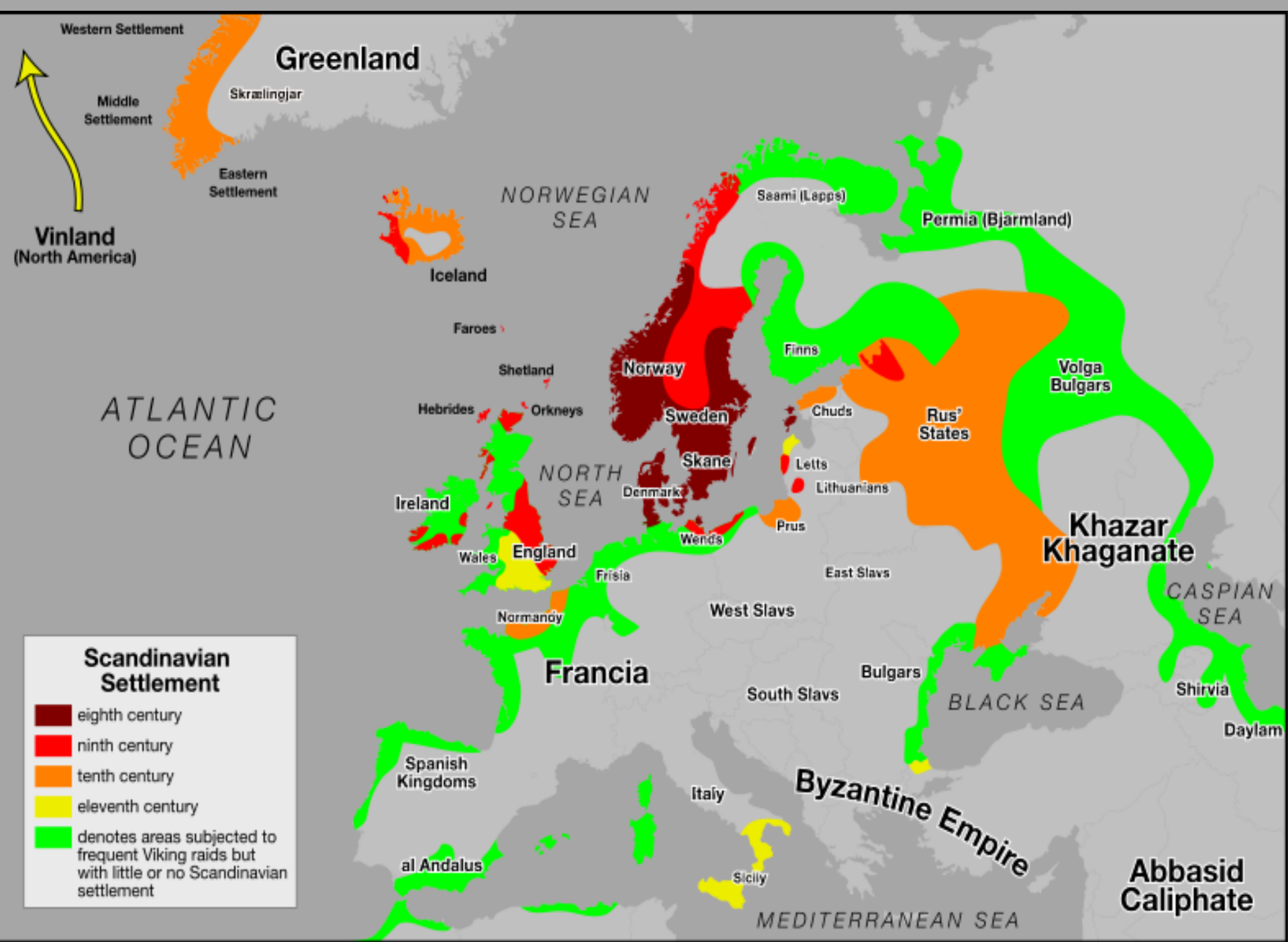
a. Muslims

b. Magyars* in Eastern Europe

4. Raiders from the North

a. Vikings* from Scandinavia





i. Expert sailors

ii. Burned & looted = barbarians

**1. Targeted monasteries (for gold)
& port towns**

2. Berserkers=fiercest warriors





iii. North America in 1000Ad

1. Vinland (=Newfoundland, Canada)

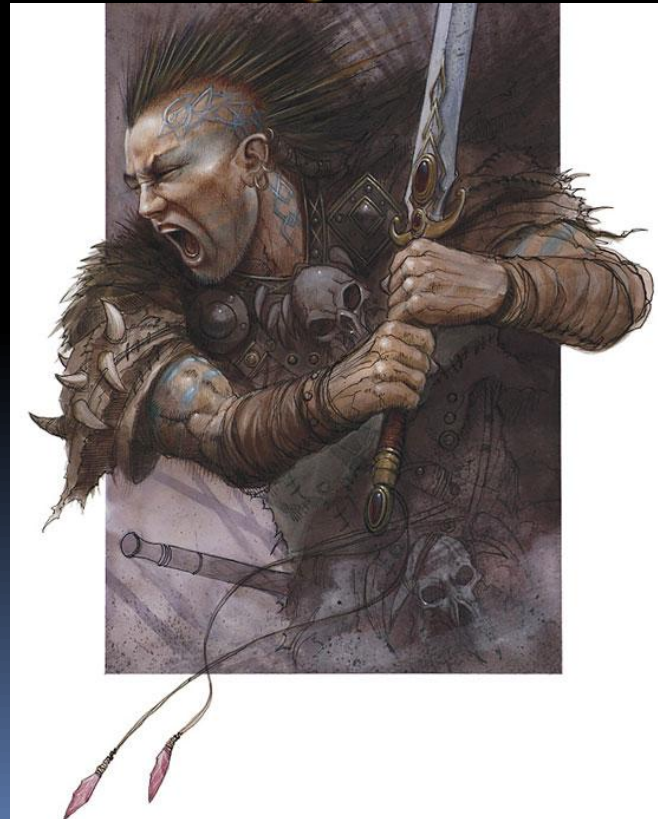
2. Leaf Erikson



iv. Polytheistic



v. "Blood Eagle" (or winging)





Territories and voyages of the Vikings

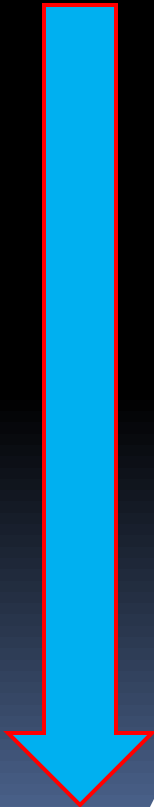
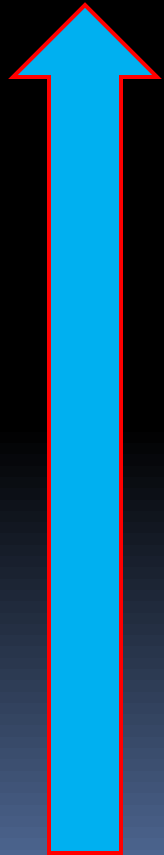
Bogdan Giușcă / Wikipedia
2005

II. FEUDALISM & THE MANOR ECONOMY

A. Feudalism*: A Political System

Power

#s



KING

Lord: or Leige Lord

Vassals: included knights

Serfs: 95% of Europe

King



Appointed for protection and to handle territory.

Lords



Appointed to protect both the lord and king

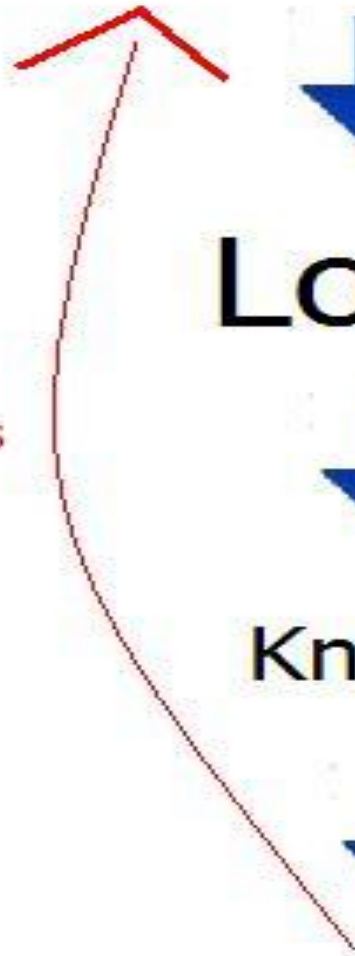
Knights



Appointed to work the land

Serfs

Taxes



2. Mutual Obligations

a. Feudal Contract*:

- i. Vassals granted a fief* by lord → included serfs on the land = 40 days of military service per year + rent money



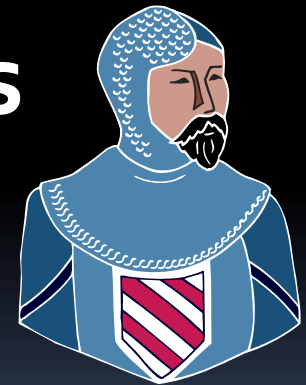
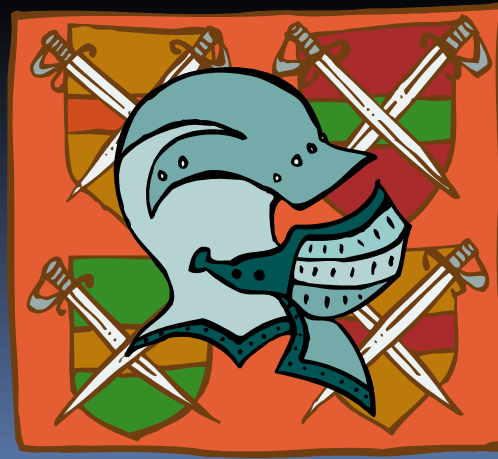
B. World of Knights & Nobles

1. Knights & Warfare

a. Knights*=mounted warriors, were Lords

b. Trained from age 7 (?)

c. Armored, on horseback, swords



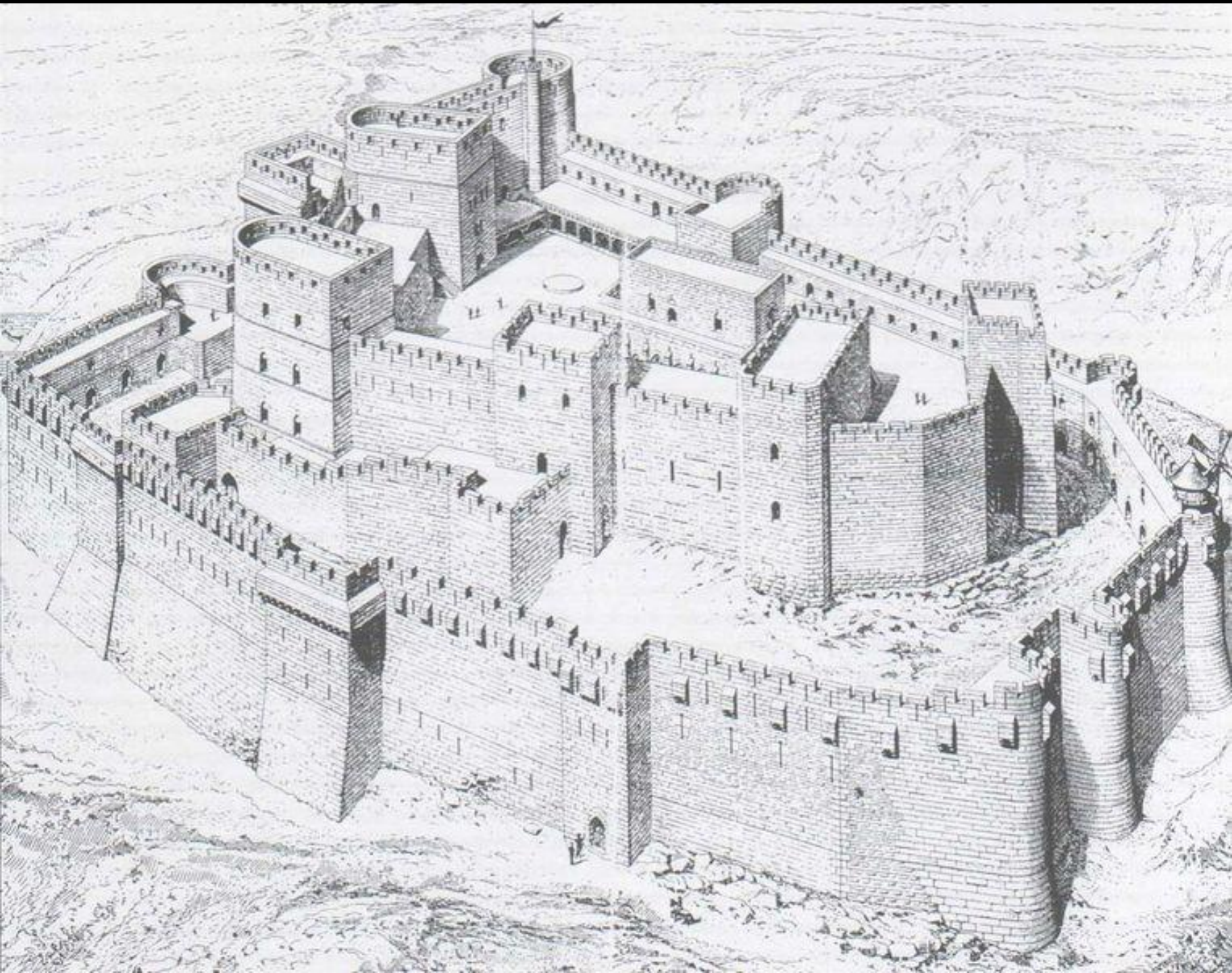




2. Castles & Defense

a. Built on high ground, fortified, moats





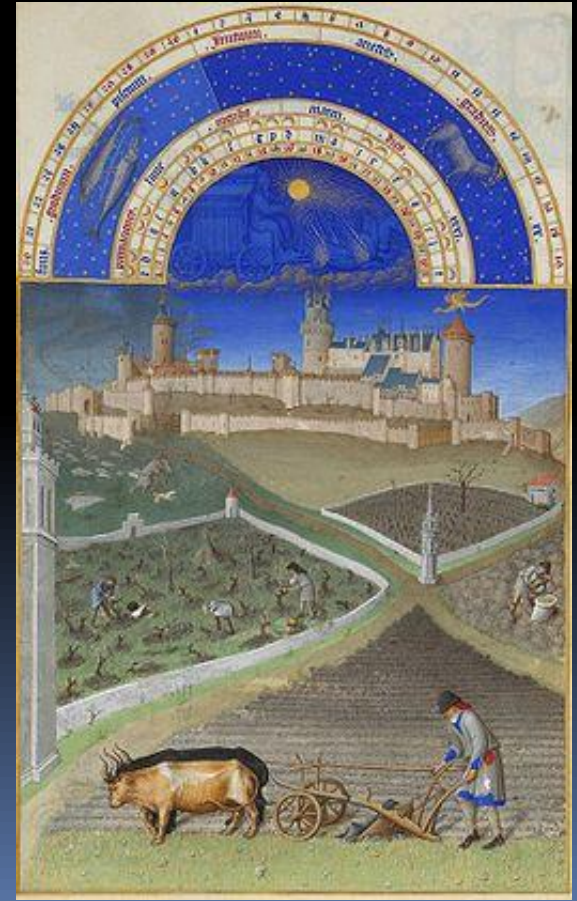


C. The Manor*: An Economic system

1. Lords & Peasants: Mutual Obligation

a. Peasants=Serfs* (bound to land of a lord or vassal)

1. Little Freedom



Lord/Vassal

+Give some use of
Land to serfs

-protect serfs

+ tax\$ from manor
+military duty
from serfs



Serfs

-had to work

Lord/Vassals land

-made repairs to
property

-ask permission to
marry/travel

-paid fees (taxes) to
lord/vassal

+couldn't be forced
off manor

=guarantee of food, housing,
protection, & use of land



2. A Self-Sufficient World

a. Everything needed produced on manor

3. Peasant Life

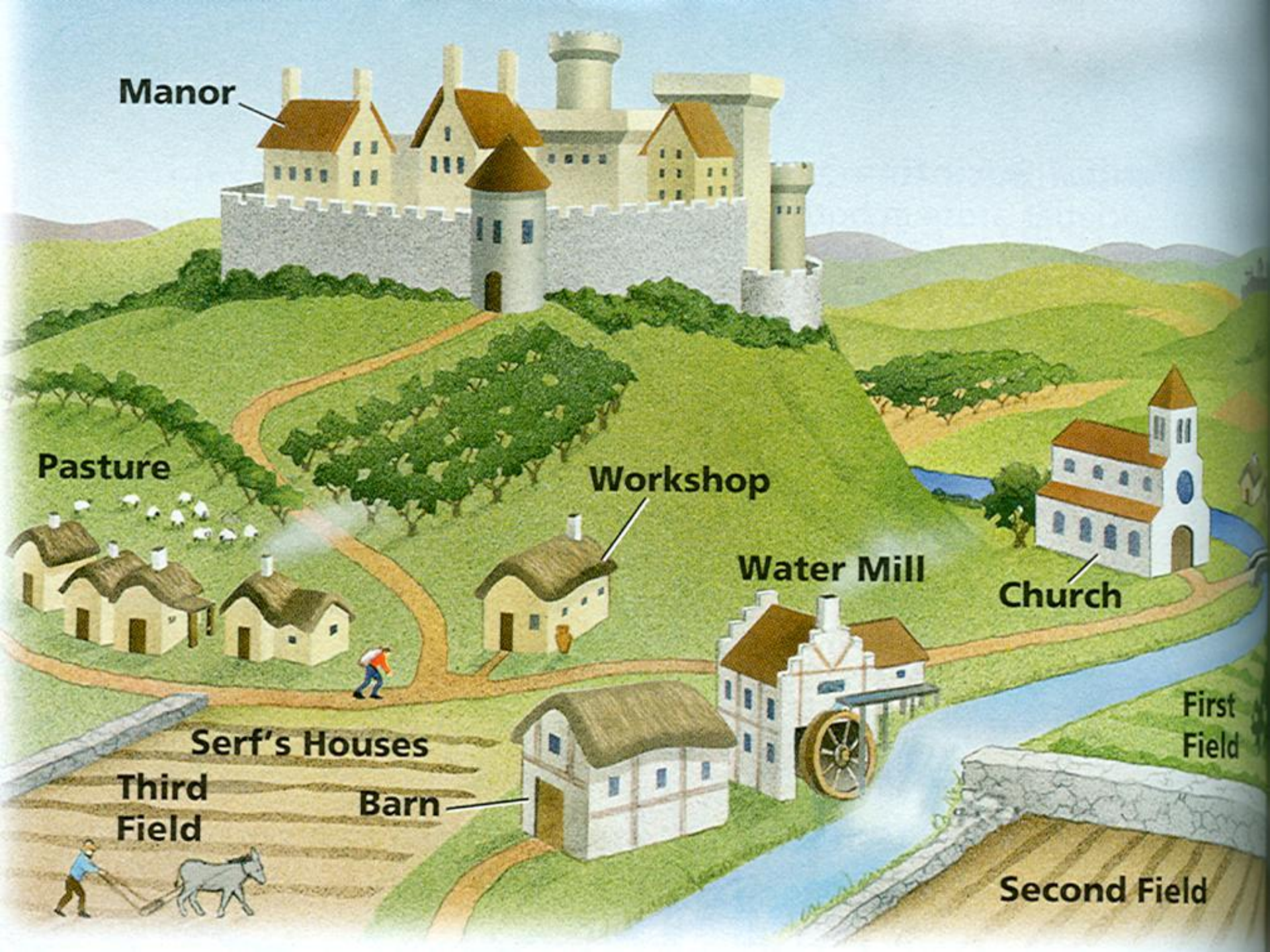
a. =Harsh

b. Child-labor

c. Disease=few lived beyond 35 years

d. Christianity & its holidays





Manor

Pasture

Workshop

Water Mill

Church

Serf's Houses

First Field

Third Field

Barn

Second Field

III. THE MEDIEVAL CHURCH (pg. 225)

A. The Church Dominates Medieval Life



1. Role of the Parish Priest

a. Celebrated mass & administered sacraments*

b. Explained Bible=had to be able to read Latin=illiterate serfs

c. Some ran parish schools (to teach Christianity, NOT read/write to serfs)



2. Importance of the Village Church

a. =center of life

b. Had to pay a tithe*=10% of income

c. Pilgrimages



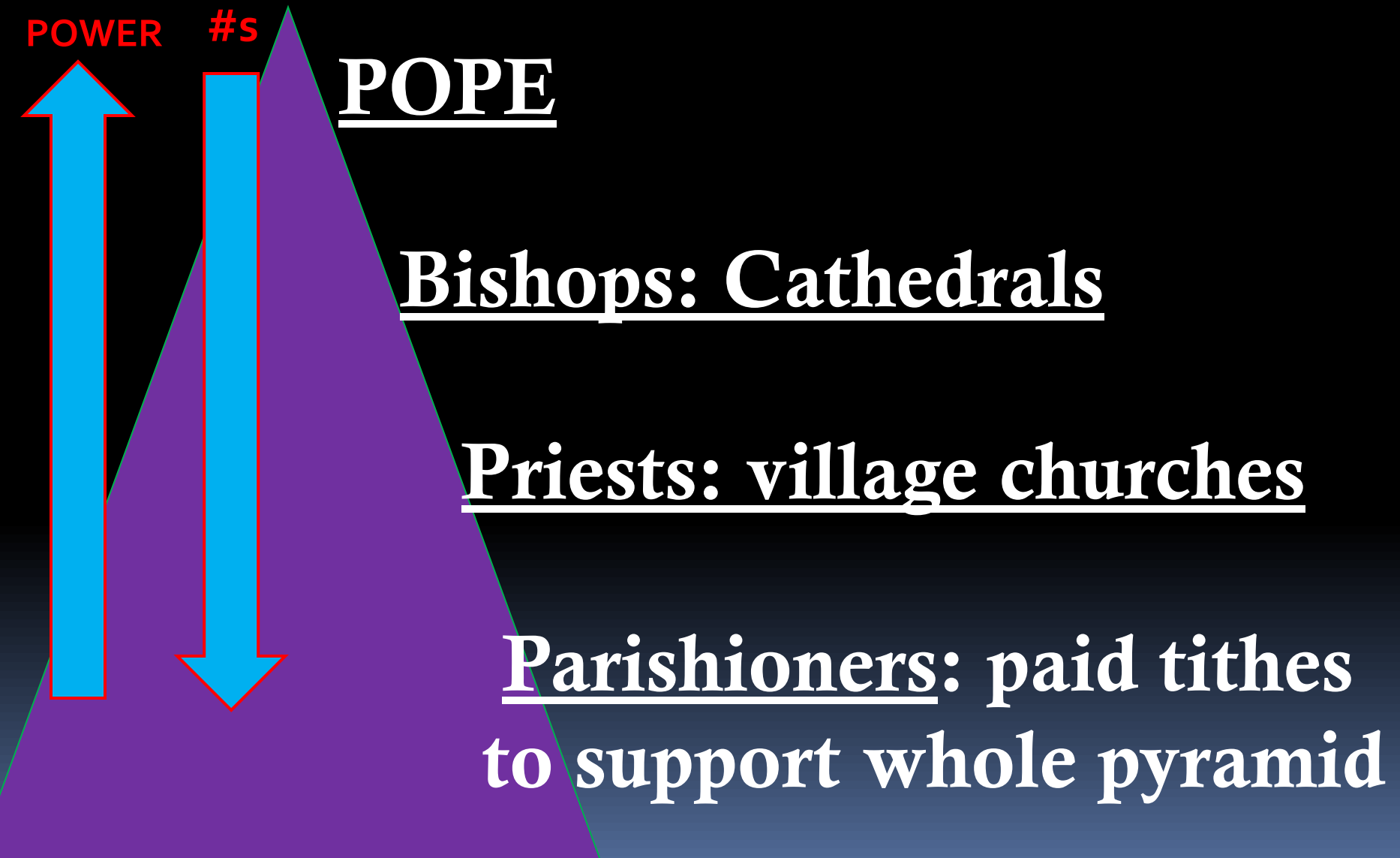
Pay 10%=receive sacraments
(baptism, marriage,
communion, last rites)=go to
heaven



DON'T PAY=



3. Rise of Cathedrals:



As the photo above of Canterbury Cathedral shows, cathedrals were huge buildings - they were major long term building projects and their cost was huge, showcasing the wealth of the Church.





**Lincoln
Cathedral.
Lincoln in
England
is an example of
a cathedral city.**

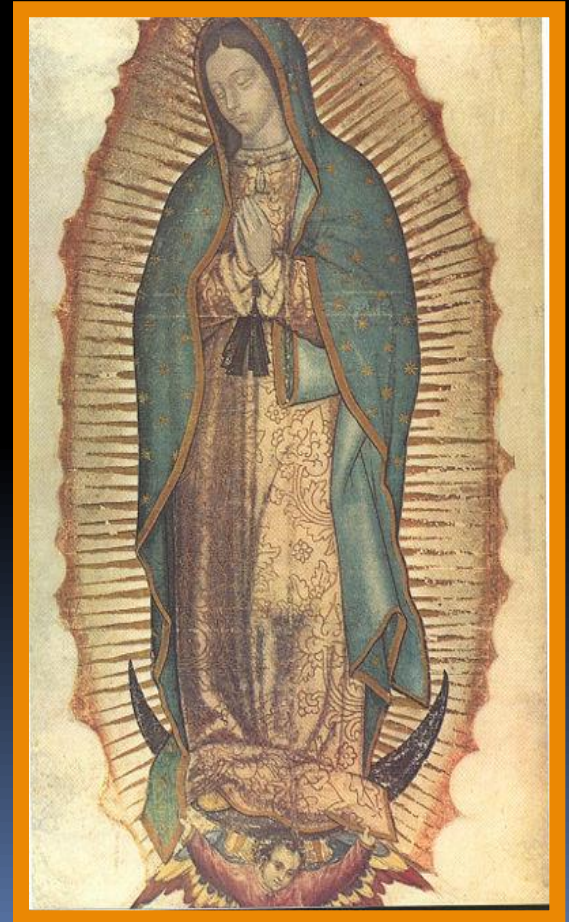
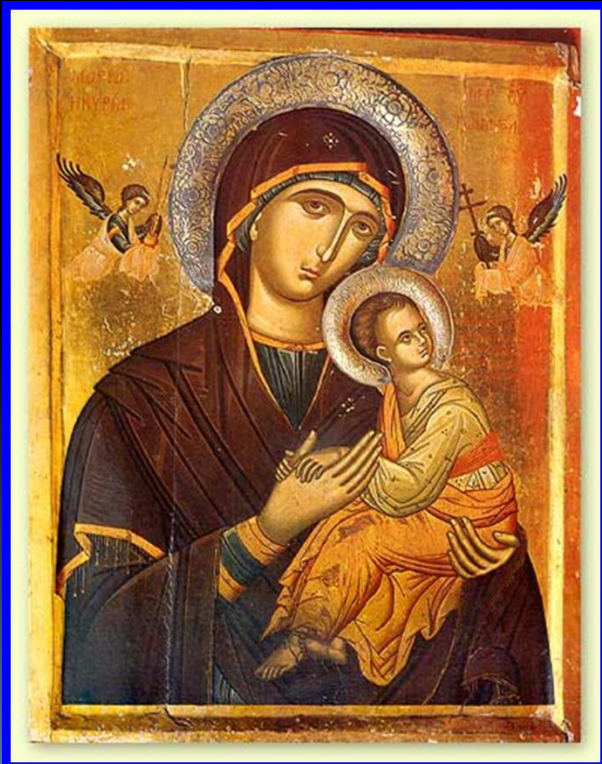
a. Gothic style of architecture



4. Church Attitudes Toward Women

a. Exclusion of women as priests, bishops, pope

b. Ideal Woman: Mary, mother of Jesus

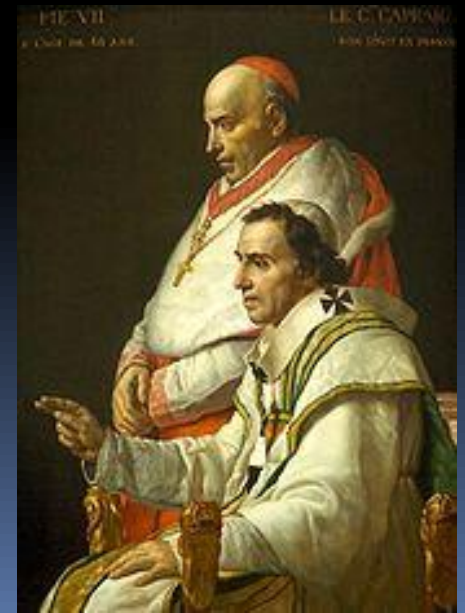


B. Church Power Grows

1. Church's Role in Society

a. Pope had *Papal Supremacy**

i. = had authority over Kings
& emperors even though
secular* (non-religious)



- b. Bishops/Archbishops=high clergy**
 - i. Had own manors**
 - ii. Many rich due to tithes of poor parishioners**



2. Religious Authority & Political Power

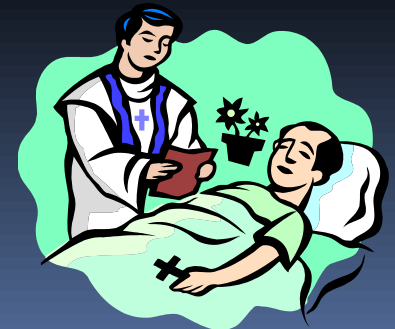
a. To attain salvation (go to heaven):

i. Do good works

ii. Believe in Christ

iii. Receive Sacraments

→ administered by the Church





b. Canon Law* = own church laws
w/penalties

i. Threat of excommunication*
or the interdict*

3. A Force for Peace

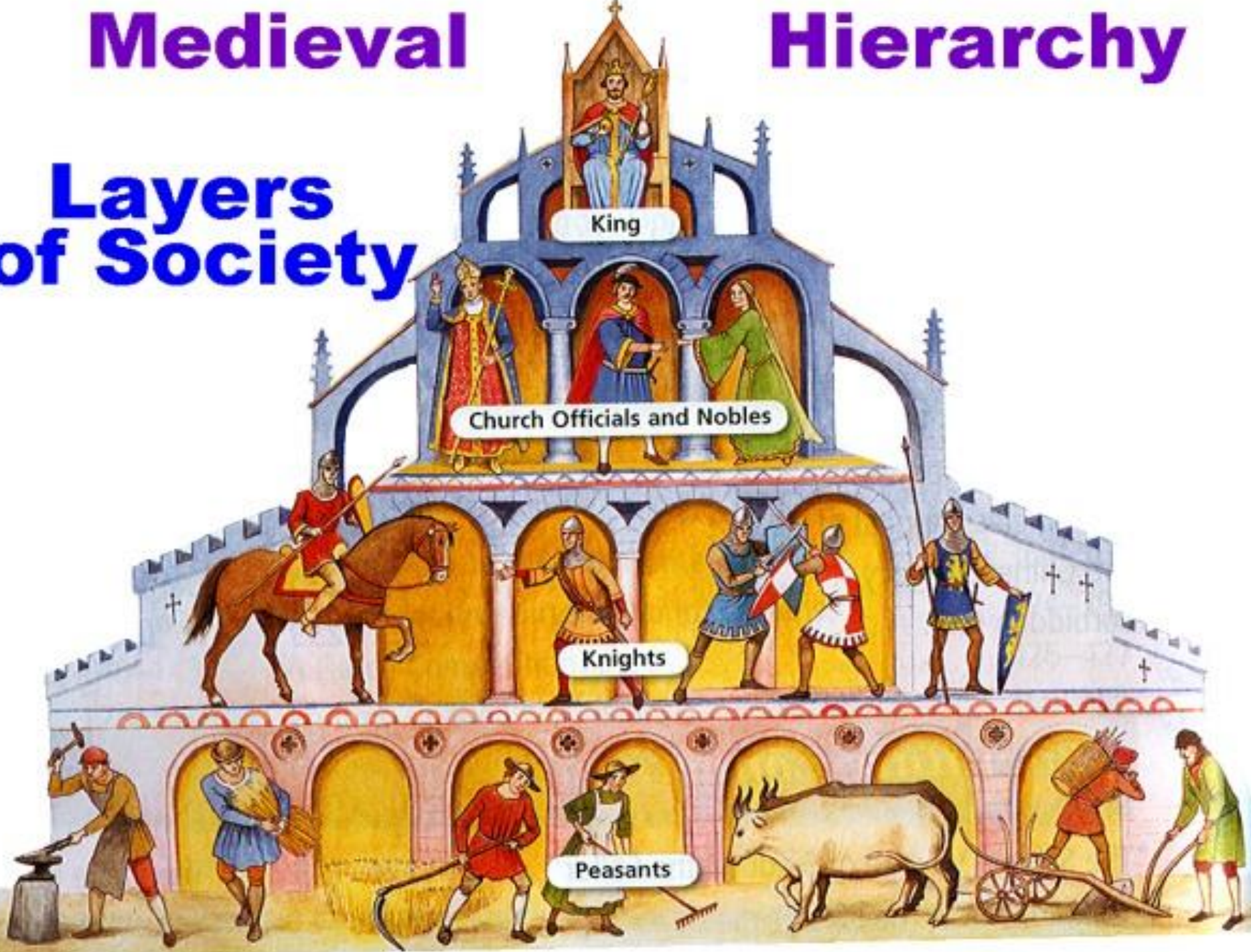
a. Truce of God = no fighting Friday
through Sunday or on religious
holidays



Medieval

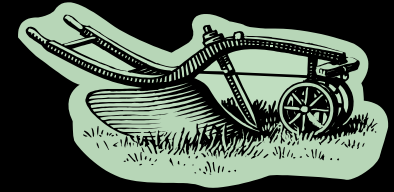
Hierarchy

Layers of Society



IV. ECONOMIC RECOVERY SPARKS

CHANGE (pg. 231)

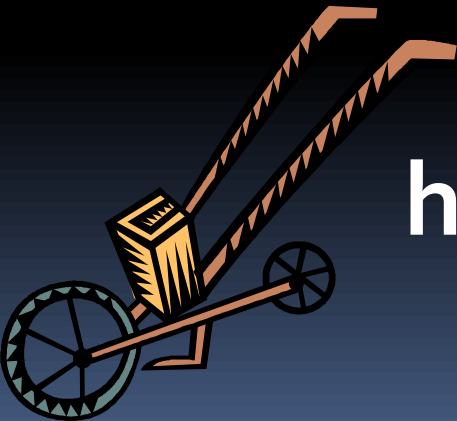


A. Agricultural Revolution

1. Technology Improves Farming

a. Use of iron plows=get deeper into soil

b. New harness let horses pull plow=faster =more crops harvested=more food (& tax \$)



2. Production & Population Grow

a. More land cleared for farming

b. Crop rotation=3 Field System

(grain, legumes, fallow)

=more crops=more food

=higher population



1000-1300AD Europe's
population tripled! This is the
start of the *Medieval Age*.

B. Revival of Trade & Travel

1. Trade Routes Expand

a. Less threat of warfare & invasion

b. People wanted goods from elsewhere: silk, spices from Asia



c. Trade centers:

i. Constantinople

ii. Venice

iii. London

iv. Antwerp



=Ports

2. Growth of Towns & Cities

a. Trade fairs & markets=many became cities

b. Wool trade profitable for Italy & Belgium

c. Merchant's Charter*

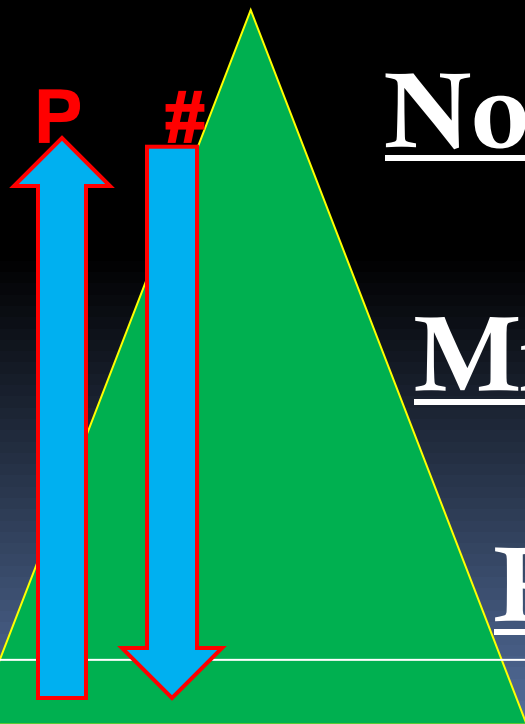


i. rights of town written down=people pay taxes to king or lord

ii. One Day Clause for runaway serfs

C. Rise of the Middle Class*

1. =the group between nobles & peasants



Nobles (upper class): kings, lords, vassals=rich landowners

Middle Class=(merchants, artisans=Guild Members)

Peasants/Serfs (lower class)

2. Role of Guilds* (for merchants & artisans)

a. Early labor unions

b. Example: Free Masons

(stone workers)

3. Becoming a Guild Member:





24 ARMAROLI



13 BARBIERI



15 BIFOLCI



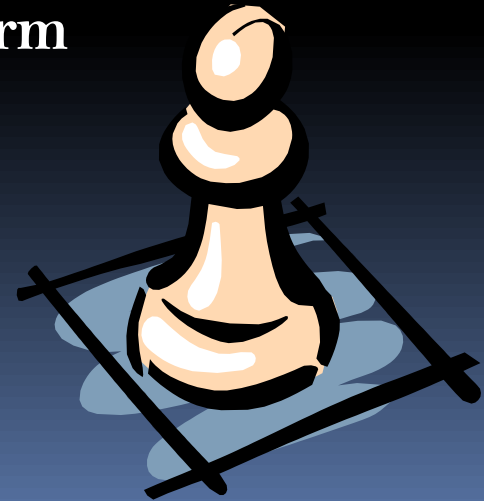
26 PANATTIER

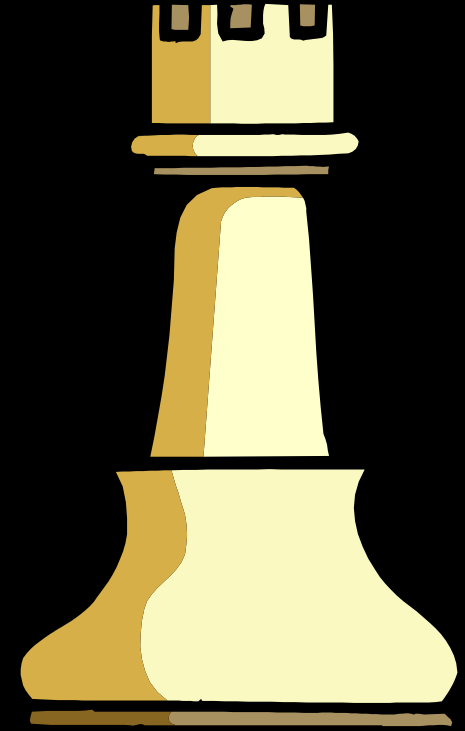
CHESSE: the oldest game in the world & Medieval Society



I. Pawns = serfs

- a. More of them than any other piece on the board
- b. Like the pawn serfs were often left unprotected
- c. They worked hard and died young
- d. They could be traded, used as a diversion, or even sacrificed to allow the landowners to escape harm





II. Castle piece/Rook = home or refuge

a. Is a home or refuge in medieval times

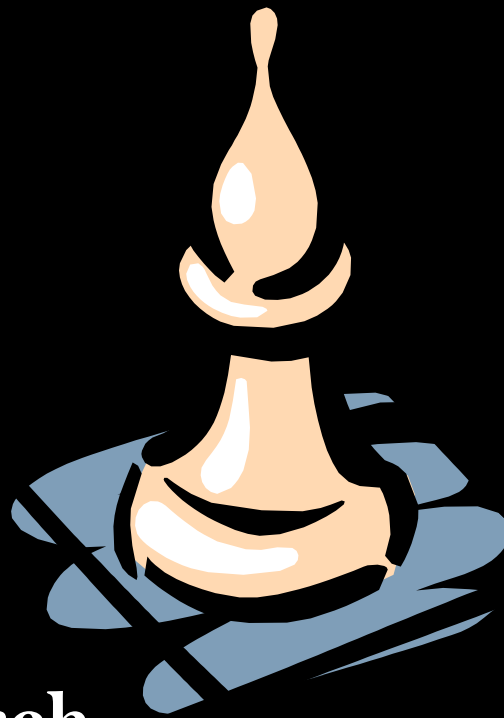
b. In chess, each side has 2 castles, or rooks, as they are often called.



III. Knight = professional soldier of medieval times

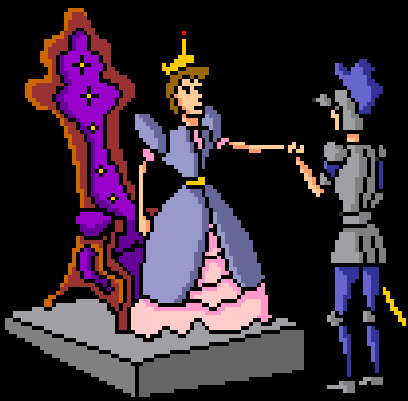
- a. Job was to protect persons of rank
- b. Protects person of rank
- c. Knights are more important than pawns, but less important than bishops, kings, or queens
- d. Purpose of game is to protect the more important pieces





IV. Bishop = the church

- a. Rich and mighty force in Medieval times
- b. Played a large part in every person's life
- c. Bishop was the name for a priest in the Catholic church who had risen through the ranks to a more powerful position



V. Queen

- a. Most powerful piece on the board
 - i. Women of medieval Europe were powerful
 - i. King often guided by her advice
 - ii. She played games of intrigue at court
- b. Kings could set aside the queen with the approval of the church
- c. Queen would either work for or against the king and often held more power



VI. King

- a. The tallest piece
- b. Well defended
- c. In medieval time – surrender of the king the king means the loss of the kingdom
- d. It was everyone's advantage to keep him safe
- e. The most important piece (even if not most powerful)