

Your Task:

Each queendom will be provided a large piece of paper to create a mural representating life in a medieval manor and town. You will work to merge the two examples of medieval society into one depiction. The audience is the 6th graders who you are working to teach about life during Medieval times. Your mural will be a generalization of what a typical manor and town looked like in Europe.

The most important aspect of your teaching effort will be the farmers, artisans, nobles, etc. who will populate your mural. You will provide a profile card of information for each of these people across the bottom of your artwork. You will use a string to connect each person to his/her profile card.

The **purpose** of this simulation is to build content knowledge about living in Medieval manors and towns as well as to learn about the connections and allegiances between members of the societies.

Take these steps to produce your mural>

1) **Collaboration for Profile Development:** Create a shared team Google Doc between your teammates and teacher. List all the members of your society (e.g., priest, knight, noble, etc.) down the page. Each team member is to individually write up a profile for his/her assigned character and paste it into the Google Doc. Everyone on the team then compares the quality of the input and gives feedback to one another.

The profiles are to contain the following headings:

- Role Name
- Class/Society level
- Specific Work and/or Responsibilites
- Connections (Name one person/role in society that this person owes allegiance to & why)
- Housing
- Diet
- Education
- Leisure Activities
- Life Expectancy:

Your teacher will give a modern day example of a person/role and what the profile would look like. Your space will be limited on your profile cards so you will need to make your words effectively communicate the data.

paper. Create a blueprint to guide your actions before you actually start drawing. Use your research, the library books and the Web resources from the WebQuest to do this preparation work.

It must include and definitely can include much more:

- as many aspects of a medieval manor and town life as you can
- as many people and their roles in medieval manor life as you can
- be creative, name your manor, give your characters actual names (e.g. Frederick the Cooper)

4) **Mural Creation:** We will work in the art room for one class period to get you started. Your queendom will need to use their free time at lunch and after school to complete the mural.

Assessment:

A portion of your assessment will be by a group of 6th graders. The students will be given four “post it” notes each to place on your mural where they write about something they learned and where they think you did a good job teaching them. Remember that your task is to make your mural a teaching tool. Your objective is to teach the 6th graders what manor and town life was like, the roles the people lived and how they were connected to one another.

Your teacher will count up the number of post it notes each mural receives. This score will be combined with your teacher’s appraisal for your work to get a final assessment.

Your teacher will assess you on the quality and the depth of your research and how well you communicate it through your artistic depiction and the profiles. The quality of the actual art work is secondary but is important to some degree as you work to hold the attention of your viewers. Use your best design skills in your work!