Vocabulary: Charter, Capital, Tenant Farmer, Middle Class, Guild, Apprentice, Journeyman

**Focus Question: How did changes in agriculture and trade lead to the growth of towns and commerce?**

An Agricultural Revolution:

* Farming techniques were put in place by farmers by 1000 AD that allowed fields to \_\_\_\_\_ more crop yield
* Technology Improves Farming
	+ 800 AD: \_\_\_\_\_ plows were more effective than wooden plows
		- iron cut deeper into \_\_\_\_\_ soil
		- wooden plows were created for \_\_\_\_\_ Mediterranean soil
	+ harness to use \_\_\_\_\_ (faster) not oxen...could plow more
	+ \_\_\_\_\_ fields = more crops
* Production and Population Grow
	+ lords wanted more \_\_\_\_\_
		- peasants began to clear forests, drain \_\_\_\_\_ , reclaim wastelands
	+ crop rotation and plant \_\_\_\_\_ to benefit soil… 1) grain 2) legumes 3) fallow
	+ more food = more \_\_\_\_\_
* Why did agricultural production improve?

The Revival of Trade and Travel:

* As population grew…
	+ \_\_\_\_\_ wars and foreign invasions decline
	+ people feel safe and \_\_\_\_\_ more
	+ crusaders bring back \_\_\_\_\_ and the wealthy want more
	+ peasants need \_\_\_\_\_
	+ traders go \_\_\_\_\_ and forth for goods
* Trade Routes Expand
	+ \_\_\_\_\_ used ancient trade routes to trade local goods for exotic ones
		- Constantinople (Chinese silks, Byzantine gold jewelry, Asian spices) → shipped to Venice → packed on mules to Flanders → sent to England → Baltics
	+ Europeans paid in \_\_\_\_\_ , furs, tin, lead
* Growth of Towns and Cities
	+ trade fairs would set up along \_\_\_\_\_ or busy roads to sell items (close in fall)
	+ attracted \_\_\_\_\_ (to make stuff) and merchants (to sell stuff)
		- became first medieval cities
		- by 1400s, come had 100,000 \_\_\_\_\_
		- most successful were in \_\_\_\_\_ and Flanders (ends of North/South route)
	+ when towns were created by \_\_\_\_\_ , they asked for a charter from the lord (or king)
		- outlined \_\_\_\_\_ and privileges of town
		- merchants paid \_\_\_\_\_ (large sum, yearly fee, both)
		- popular clause: those who lived here one \_\_\_\_\_ and one day are free
* How and why did medieval towns and cities grow?

A Commercial Revolution:

* as trade increased, so did the use of \_\_\_\_\_
	+ \_\_\_\_\_ : money for investment was needed and caused growth of banks
	+ merchants began issuing \_\_\_\_\_
* The Beginnings of Modern Business
	+ groups of \_\_\_\_\_ came together to form partnerships to pose funds for larger scale businesses
		- money was more \_\_\_\_\_
		- reduced \_\_\_\_\_ for individuals
	+ insurance was created
		- if a \_\_\_\_\_ was lost/destroyed an underwriter paid most of value
		- if safe: buyer only lost small amount of \_\_\_\_\_ cost
* Society Begins to Change
	+ these change \_\_\_\_\_ to change society
		- use of money undermined \_\_\_\_\_
			* \_\_\_\_\_ sold goods to townspeople
			* peasants paid \_\_\_\_\_ to lord (not in labor)
			* all because lords needed \_\_\_\_\_ too
		- By 1300, most were \_\_\_\_\_ farmers
* Describe 3 changes of commercial revolution.

The Rise of the Middle Class:

* The old social order of nobles, clergy and \_\_\_\_\_ begins to change.
* 1000 AD: merchants, \_\_\_\_\_ , artisans form a new social class...the middle class
	+ Nobles saw the middle class as unruly and \_\_\_\_\_ to manage
	+ \_\_\_\_\_ saw the money they were making at interest and investments as being immoral
* The Role of Guilds
	+ Merchants and \_\_\_\_\_ formed groups known as guilds
		- Early merchant \_\_\_\_\_ dominated town life:
			* passed laws, levied \_\_\_\_\_ , how to spend funds (road construction)
	+ \_\_\_\_\_ wanted power as well, and organized guilds for each occupation
		- weaver, \_\_\_\_\_ , baker
	+ \_\_\_\_\_ became competitive
		- no one except its \_\_\_\_\_ could work in a profession
		- \_\_\_\_\_ were made to protect quality of goods
		- regulated hours of \_\_\_\_\_
		- set \_\_\_\_\_
		- social services: operated \_\_\_\_\_ and hospitals, looked after member needs, support for widows and orphans
* Becoming a Guild Member
	+ Age 7-8: a child becomes an \_\_\_\_\_ to a guild master
		- spends \_\_\_\_\_ years training
		- they are paid no wages, but were given \_\_\_\_\_ and housing
		- did not become a guild \_\_\_\_\_ , unless they were related to one
	+ Most became a \_\_\_\_\_ , salaried worker.
* Women in the Guilds
	+ women often worked at the \_\_\_\_\_ jobs as their fathers and husbands
	+ they would \_\_\_\_\_ a shop from them and continue working
	+ women were able to become guild \_\_\_\_\_ as well
		- some \_\_\_\_\_ were strictly for women: ribbon making or papermaking
		- silk and wool guild were predominantly \_\_\_\_\_

Town and City Life:

* Cities were surrounded by \_\_\_\_\_ and as the city grew, people had to move outside these walls.
* Additional floors were often added to \_\_\_\_\_ within the city.
	+ tall houses with \_\_\_\_\_ streets
	+ Fire was a \_\_\_\_\_ threat
* In larger cities: great \_\_\_\_\_ or a guild hall would be larger than other buildings
* All cities had a church with a \_\_\_\_\_ steeple
* Many people with similar \_\_\_\_\_ would live near each other
* No city had \_\_\_\_\_ collection or sewer system
	+ \_\_\_\_\_ was thrown into the streets
	+ some tried to promote better \_\_\_\_\_ ...butchers dump their trash at the edge of cities
	+ towns were \_\_\_\_\_ , smelly, noisy and crowded
	+ Perfect for \_\_\_\_\_ !

**7.4 Economic Recovery Sparks Change - OUTPUT**

1. Focus Question: How do changes in agricultural/trade lead to growth of towns/commerce?
2. What are two effects of the agricultural revolution of the Middle Ages?
3. Why was the revival of trade so important?
4. How does the emergence of a middle class affect European life? Explain.
5. What would advantages and disadvantages of living in a medieval city be?