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?