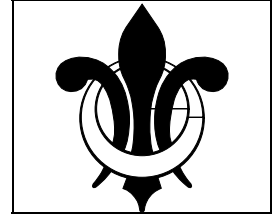


MIDDLE AGES AGE OF FAITH HIGHLIGHTS



I. The Early Middle Ages ("Dark Ages") 500--800 A.D.

A. Settling of the Germanic Tribes

B. Rise of the Church

1. Guardian of Culture
2. Missionaries
3. Monasteries
4. Illuminated Manuscripts
5. Gregorian Chant

C. New Invasions

D. Special Events

1. 496 A.D., Conversion of Frankish King Clovis
2. 732 A.D., Charles Martel, Battle of Tours
3. 800 A.D., Charlemagne, Holy Roman Emperor, Carolingian Renaissance begins.

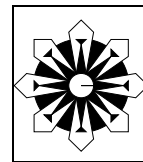
II. Medieval Civilization 800--1100 A.D.

A. Church Triumphant and Supreme

1. Organization--Dogma, Canon Law, Sacraments, Tithe, Inquisition--Heresy
2. Wealth/corruption increasing
3. Church – State Conflict
 - a. excommunication
 - b. interdict

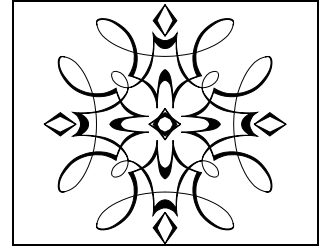
B. Feudalism = Political System of the Middle Ages.

1. Feudal Contract
 - a. lord, vassal, fief
 - b. loyalty, military service
2. Feudal Nobility
 - a. knights = warriors
 - b. training = page, squire, knight
 - c. inheritance = primogeniture
 - d. chivalry "Death Before Dishonor"
 - e. heraldry
 - f. noblewomen in a patriarchal society
 - g. castle living
 - h. amusements = joust, tournament, hunting, falconry, fairs, chess, dice, backgammon
jesters, troubadours, minstrels.



C. Manor System = Economic System of the Middle Ages

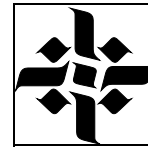
1. Manor = self-sufficient economic unit
 - a. steward, bailiff, reeve
 - b. three field system
 - c. lord's desmesne
 - d. feudal dues
2. Peasants--serfs
 - a. live of hard work
 - b. victims--feudal warfare, disease, famine
 - c. cottage life
 - d. amusements = wrestling, cockfighting, football, dancing, fairs.



III. High (Late) Middle Ages 1100--1400 A.D.

A. Crusades

1. 1095 A.D. – Pope Urban II "God Wills It"
2. 1291 A.D. --Last Crusade
3. Holy Land
4. Results
 - a. objective accomplished?
 - b. rise of towns/trade
 - c. rise of kings
 - d. rise of middle class
 - e. depleted noble ranks
 - f. End of European Isolation



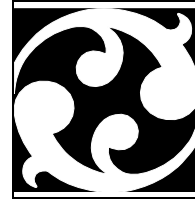
B. Towns

1. Guilds
 - a. Merchant--Hanseatic League
 - b. Craft--Apprentice, Journeyman, Master
 - c. Guild functions?
 - d. Guilds ran the towns
2. Town life
 - a. festivals
 - b. cathedrals--Gothic architecture
 - c. charters
 - d. walled cities
 - e. middle class
3. Money economy
 - a. banking/credit
 - b. usury
 - c. middle class

C. Kings

1. Alliance with towns
2. Professional armies
3. Decline of feudalism
4. Challenge to Church authority

IV. Making of Nation States 1000--1400 A.D.



A. German territories--Holy Roman Empire

1. Germanic territories
 - a. Treaty of Verdun
 - b. Holy Roman Empire notion revived
 - c. Otto I (the Great)
2. Electors
3. rise of Hapsburgs.

B. France

1. France--Hugh Capet--987 A.D.
2. Hundred Years War
3. Joan of Arc
4. Estates General

C. England

1. England--Norman Conquest 1066 A.D.
 - a. William of Normandy
 - b. *Domesday Book*
 - c. All landholders = direct vassals to the king
2. Henry II
 - a. circuit courts, grand/petit jury system, common law
 - b. Church/State Conflict--Thomas a Becket
3. John I -- *Magna Carta*
4. Edward I -- Model Parliament (House of Lords, House of Commons)
5. Henry Tudor (VII) War of the Roses, trend toward modernization

D. Spain/Portugal

1. Reconquista--Muslims
2. Alphonso I – independent Portugal
3. Granada
4. Ferdinand and Isabella --Spain
5. Inquisition

E. Italy--Power struggles Holy Roman Emperors v. Popes; fragmented, eg., Papal States.

