

Vocabulary Words

The following vocabulary words can be used with this unit. They can be illustrated, defined, categorized, placed in sequence by importance or time, decoded phonetically, used as spelling words, placed on a word wall, or used as a sight vocabulary. Place the vocabulary on cards and use the appropriate vocabulary as a daily review of concepts and information previously learned.

- ♦ Armor – the protective clothing, weapons, and shield worn by a knight
- ♦ Caravan – a group traveling together
- ♦ Castle – home to the king and the place of safety for the manor
- ♦ Chivalry – the rules of behavior followed by the knights during the Middle

Ages

- ♦ Coat of arms – the symbol used to identify members of a noble family, usually placed on shields and homes
- ♦ Crusader – a Christian soldier who fought to free the Holy Land from Muslims in the Middle Ages
- ♦ Cuneiform – wedge-shaped marks that represent sounds, and could be combined to form words used mainly by the Sumerians
- ♦ Feudalism – the system of protection and loyalties in the Middle Ages
- ♦ Guild – a group organized by merchants and craft workers to protect members and set standards of quality
- ♦ Hieroglyphics – writing using pictures to represent events or sounds, had a more highly developed phonetic element than earlier written communications
- ♦ Illuminations – designs, pictures, and decorations added to manuscripts to make them draw the reader into the story
- ♦ Invader – outsiders fighting to take over an area
- ♦ King – the ruler of the land, the top position in the feudal government
- ♦ Knight – a trained, armored horseman who fought wars in the Middle Ages, always noble by birth

- ♦ Longship – a low, lightweight, sleek ship built by the Vikings which greatly impacted transportation during the Middle Ages
- ♦
- ♦ Lord – the second in order in the feudal government, owned less land than the king and therefore was loyal to the king

- ♦ Magnetic compass – a tool with a magnetized needle used to determine direction for navigation

- ♦ Manor – a large estate or farm belonging to a noble family, the home area for all who owned, worked on, or belonged to the land

- ♦ Middle Ages – the time between 400 and 1400 AD

- ♦ Moat – a large, deep ditch surrounding the castle as a defense against attack, sometimes filled with water

- ♦ Nobles – a member of the wealthiest class in feudal society

- ♦ Page – a young noble boy who carried messages and waited on the lord

- ♦ Peasant – a poor but free person who lives on and farms the land in exchange for protection

- ♦ Pictograph – a drawing or symbol used to represent events

- ♦ Roman Roads – a network of roads built in Rome during the Roman Empire, used primarily for military purposes

- ♦ Seal – a symbolic representation of a family's nobility and lineage

- ♦ Serf – a poor person who lives on and farms the land, they are not free, but belong to the land

- ♦ Signet ring – a ring containing a small engraved family seal

- ♦ Squire – a noble boy who is a servant to the knight as he is learning to be a knight

- ♦ Tapestry – heavy cloth woven with designs usually telling a story, hung on the walls during the Middle Ages

- ♦ Timeline – a diagram of a certain period of time with important events marked

- ♦ Tithe – one tenth of your income or crops

- ♦ Trade – the exchange of goods

- ♦ Vassal – in the Middle Ages, one who served a lord in exchange for land
- ♦ Vikings – pirates from northern Europe who invaded and stole from the villages along the coasts of Europe during the 8th to 10th centuries