Feudal Classroom
(Day 1 Activity)

To demonstrate the feudal system of government, we will be turning the classroom into a feudal system. The class should be arranged as described below for the entire three-week unit in order to allow all students to participate in all aspects of the feudal life. This also forces a constant review of material learned during this first week of the unit. The attached cards can be copied, duplicated, and used as place-cards and job reminders.

1. **King** - The teacher is the king of the classroom. The king makes all rules, and all members of the kingdom must follow all of the king's rules.

2. **Manors** - Arrange desks as suggested in the attached diagram. Five desks are in a group called a manor. One desk belongs to a knight. The remaining desks belong to the lord. One of these desks is occupied by the lord with the remaining occupied by peasants.

3. **Lord** - The lord must care for his manor and is responsible for each member. The lord is responsible for keeping his manor within the rules of the kingdom. For instance, if the manor is too loud, the lord is the one responsible for getting the noise to an appropriate level. The lord sees to it that all members of the manor keep their area clean. The lord may serve as a peer tutor, paper collector, or any other such responsibilities that are assigned to the lord by the king. Remember that lords follow the Code of Chivalry and therefore are kind and protective of those in his care.

4. **Knight** - The knight is the assist to the lord. He may do any of the tasks given to the lord, but the lord must ask. Remember the knight has pledged to serve the lord in exchange for his own desk.

5. **Peasants** - The remaining 3 members of the manor are peasants. They must do as the lord and knight ask. Remember that they do not own their desk so if the lord or knight needs a pencil, the peasant must give theirs to the lord or knight.

6. **Becoming a serf** - Peasants that become indebted to the lord or knight will become a serf. Serfs have no privileges. They must ask the lord's permission to get water, get a book, etc. A peasant may become indebted by borrowing paper or pencil, breaking the king's rules like talking at inappropriate times, or not following the lord's directions. In this activity, a serf is only a serf for the day although in real life, once a serf, always a serf.

The desk assignments should change daily to allow all students to experience all roles. A suggested system for doing this is shown on the diagram below.
**Class Chart for the Feudal Classroom**

On Monday the class is arranged into manors as shown in the diagrams below. Place cards can be made to identify each student's assigned place in the government each day. Suggested assignments for Monday and Tuesday are shown. Continue rotating the place cards each day.

Key: L – lord, K – knight, P - peasant

**Monday's assignments:**

**Tuesday's assignments:**
### Feudal Classroom Place Cards
(For Activity #1)

<table>
<thead>
<tr>
<th>King</th>
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<tbody>
<tr>
<td><strong>Job:</strong> Make rules for the kingdom. Everyone must follow the king's rules.</td>
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</tr>
<tr>
<td><strong>Responsibilities:</strong> The king is responsible for all members of the kingdom. Everyone must follow the Code of Chivalry and therefore must be kind and protective to those in his/her care.</td>
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</tr>
</tbody>
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Lord

The lord must care for his manor and is responsible for each member of the manor.

Job:
1. Follow all the king's rules.
2. Keep manor noise to an appropriate level.
3. Keep the manor clean.
4. Serve as a peer tutor.
5. Collect papers.
6. Do anything asked by the king.

Responsibilities:
The lord is a noble and must follow the Code of Chivalry and therefore must be kind and protective of those in his/her care.
The knight must protect those in the manor.

Job:
1. Follow all the king's rules.
2. Follow all the lord's rules.
3. Assist members of the manor who may need protection such as helping when:
   - someone has borrowed a pencil and won't return it.
   - someone's chair is bumping your manor.
4. Do anything asked by the king or lord.

Responsibilities:
The knight is a noble and must follow the Code of Chivalry and therefore must be kind and protective of those in his/her care.
Peasant

The peasant does most of the work in the manor in exchange for use of a desk as well as care and protection given by the lord and knight.

**Job:**
1. Follow all the king's rules.
2. Follow all the lord's rules.
3. Do what is asked by the lord and knight such as:
   - Pick up trash.
   - Get supplies.
   - Share a pencil.

**Protection:**
1. The lord and knight **must** follow the Code of Chivalry so they must always be kind to the peasants.
2. Peasants will not be asked to do anything that is against the rules of the king.
Serf

The serf works in the manor in exchange for use of a desk as well as care and protection given by the lord and knight. A serf has no privileges and must ask permission from the lord to get out of his seat.

Job:
1. Follow all the king's rules.
2. Follow all the lord's rules.
3. Do what is asked by the lord and knight such as:
   • Pick up trash.
   • Get supplies.
   • Share a pencil.

Protection:
1. The lord and knight must follow the Code of Chivalry so they must always be kind to the serf.
2. Serfs will not be asked to do anything that is against the rules of the king.