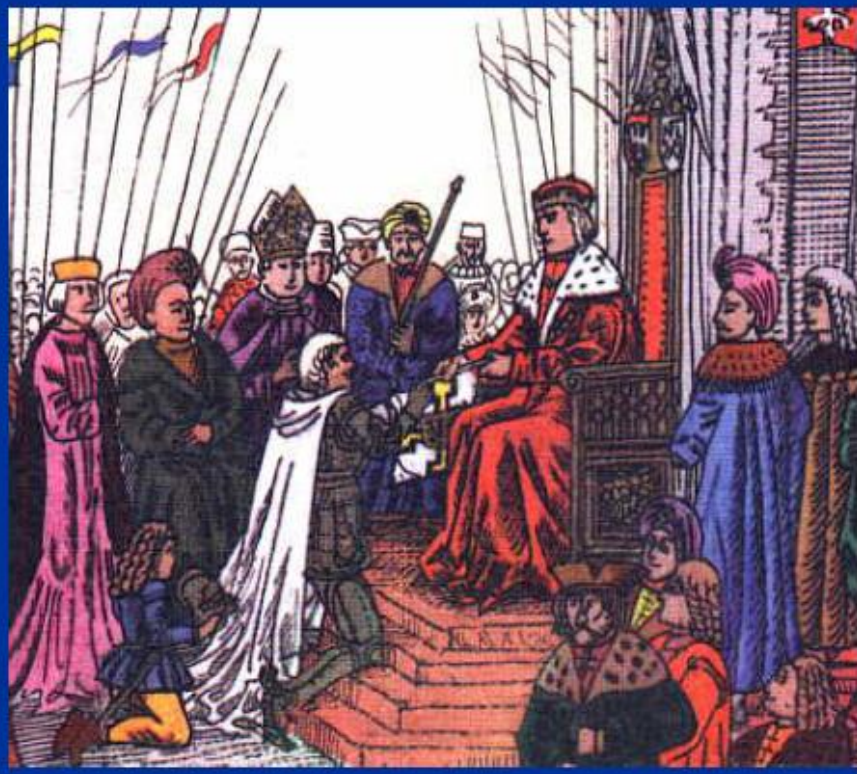
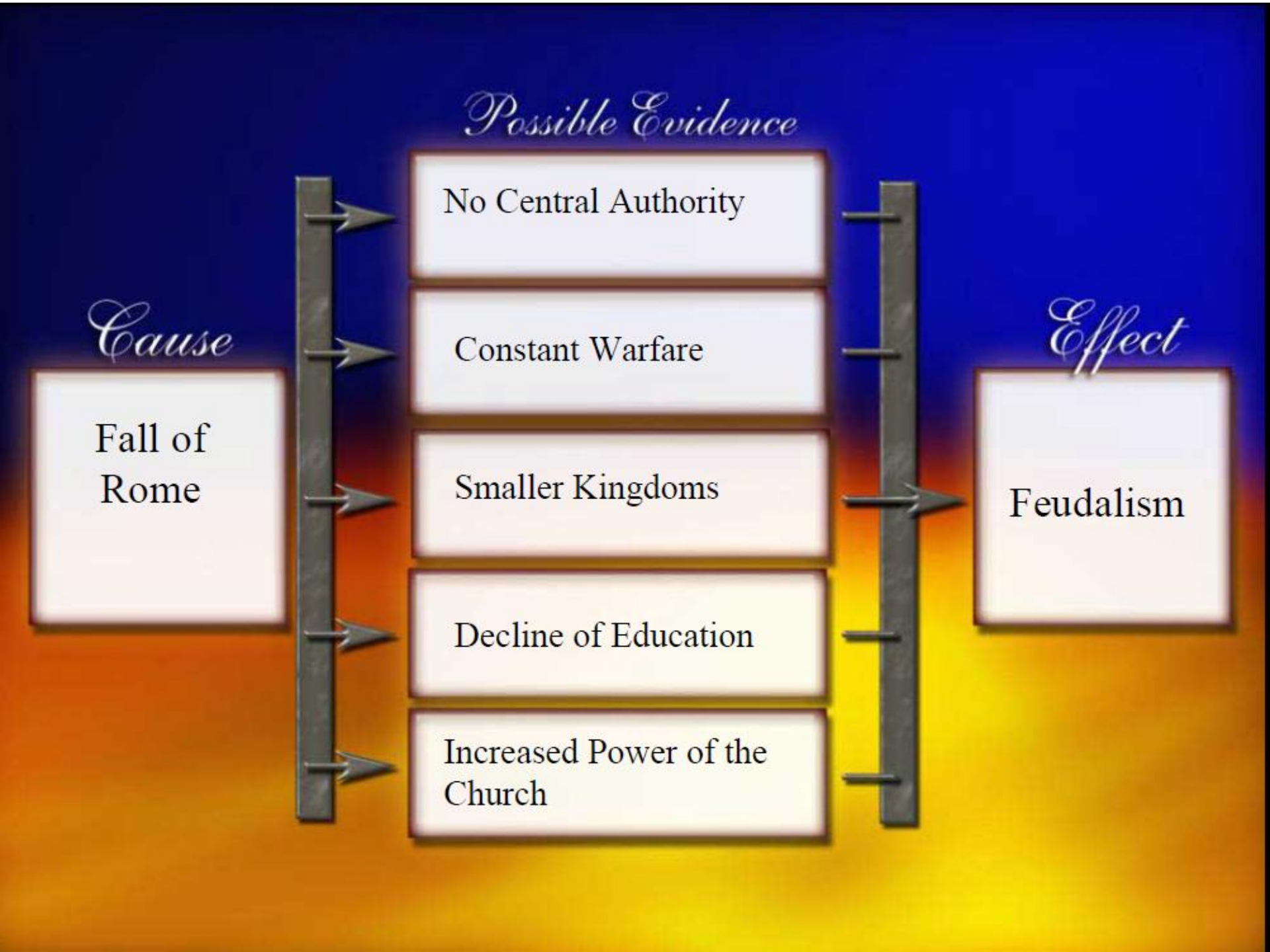
Feudalism

Feudalism

- Social & Political system that developed after the collapse of the Roman Empire.
- Important Characteristics
  - Loyalty
  - Service
  - Hierarchies of Power
  - Protection




Possible Evidence
Cause
Fall of Rome
No Central Authority
Constant Warfare
Smaller Kingdoms
Decline of Education
Increased Power of the Church
Effect
Feudalism

Feudalism

Kings & Royalty

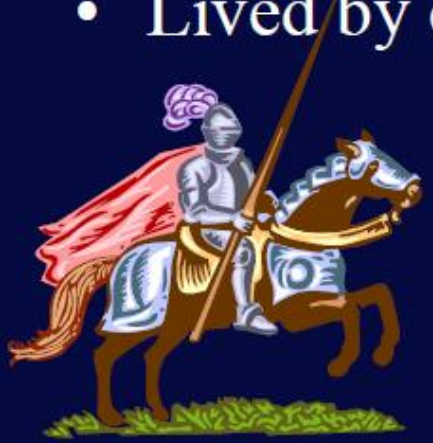
- Highest position
- Controlled large amounts of land
- Provided Fiefs (Land) to nobles in exchange for loyalty and service
- Lived in a Castle

Lords

- Received fief (land) in exchange for service to King
- Controlled large amounts of land
- Lived on a Manor
- Provided income and soldiers to King
- Serfs & Peasants worked the land
  - Provided food, services, & clothing for the Lord

Knights

- Received land from Lord in exchange for fighting
- Starting training as a Paige at age of 7-8
- Became Squire at 13-14
- Knighthood at 18 years old
- Lived by code of *Chivalry*



Peasants & Serfs

- Served a Lord and the Manor
- Lived villages on the Manor
- Lord allowed Peasants/Serfs to live on land in exchange for food & services
- Gave most of the crops to Lord
- Serfs could not leave Lord without consent from the Lord

Assignment