

# Topic Guide:

Think about these questions, whatever form your project takes and be sure to address all of these issues:

## Castles:

- Why castles were necessary – this makes a good introduction.
- Castle design and how castles changed over time.
- Life in a castle.
- How castles were attacked and defended.
- Why castle building came to an end – this makes a good conclusion.

## The Manor:

- How the medieval manor came into being – this makes a good introduction.
- The physical layout of the manor, including fields and buildings.
- Life on the manor – for both lord & peasant, including the kinds of people who lived there, the types of work done, and the lifestyles of the manor's inhabitants.
- Why this institution came to an end – specifically deal with the end of feudalism. This makes a good conclusion.

## The Crusades:

- What were they and why did they start? This is a good introduction.
- Describe the successes and failures of the various crusades?
- How did contact between Western European and Islamic cultures affect both of them? Give both positive and negative effects.
- When and why did the crusades stop?
- What lasting effects did the crusades have? This makes a good conclusion.

## Cathedrals:

- Why did Medieval people build these fantastic structures? This is a good introduction.
- What purposes did cathedrals serve?
- How were these buildings constructed?
- How did Cathedral design change over time during the Middle Ages? Be sure to deal with both Romanesque and Gothic design.
- Include a conclusion that ties all of this together.

## The Medieval Church:

- How was the medieval Church organized?
- What activities was it involved in?
- How did it contribute to people's lives?