



# The Manor and its Functions

# Manorialism

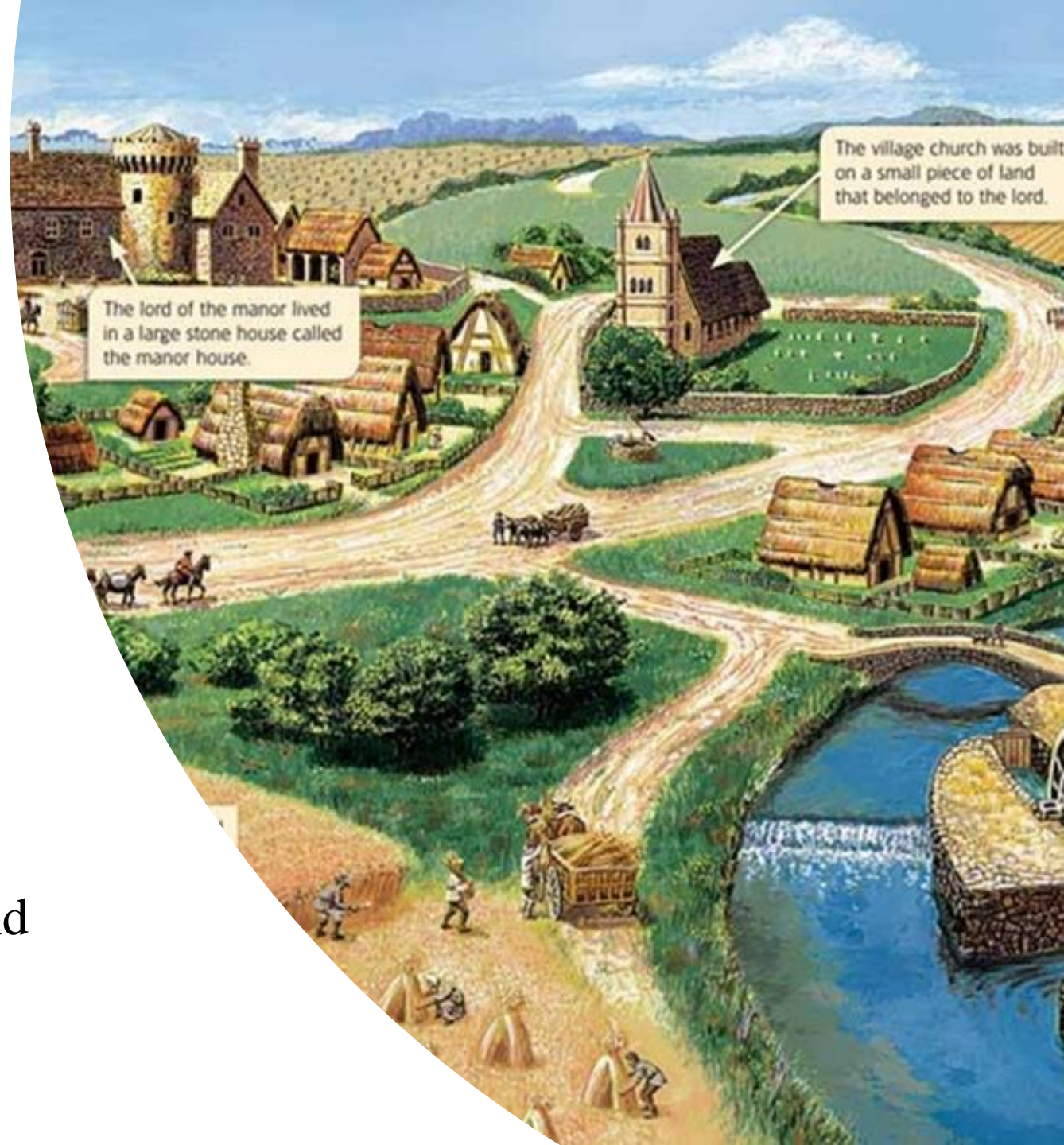
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The economic system of feudalism

Self sufficient: meeting needs with not outside help

## Manor / Estate

Land that included a manor house , farmland, peasants homes, orchards, and gardens



# Castle

manor house

Living space for the lord  
and family, servants, and  
soldiers

A place of protection



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Manor: pg 38 manor and functions

- Merchants:  
a person who buys and sell goods

- Artisans:  
craft workers

Mastering a trade

- 1) apprentice: studied and learned a trade
- 2). Journeyman: going place to place practicing the trade
- 3) Master: passing test/ setting up shop



# Guilds: Groups who work and support each other

- Merchant Guild
  - merchants controlling a towns trade
- Craft Guild
  - artisans controlling the quality, price, and hours of operations



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Artisan: pg 38 manor and functions

Guilds: pg 38 manor and functions

Merchants: pg 38 manor and functions