

Possibilities for a Curriculum based on the Middle Ages and Renaissance

- I. History/Social Studies:
 - A. Feudalism
 - B. The Church's Influence
 - C. Daily Life
 - D. Education
 - E. Guild System
 - F. Justice/The Laws
- II. English/Language Arts
 - A. Vocabulary
 - B. How Language Changes
 - C. Mediaeval Literature
 - D. Research/Writing on Mediaeval Topics
- III. Art
 - A. Designing Heraldic Devices
 - B. Calligraphy & Illumination
 - C. Spinning, dyeing, weaving
 - D. Stained Glass
 - E. Survey: Tapestries, Manuscripts, Stonework
- IV. Music
 - A. Mediaeval Musical Instruments
 - B. Evolution of Musical Notation
 - C. Sacred & Secular Songs
 - D. Dance Music
- V. Gym
 - A. Dances
 - B. Games
 - C. Archery
 - D. Juggling
 - E. Tumbling
- VI. A) Home Ec
 - A1. Foods & Feasting
 - A2. Fashions
 B) Shop
 - B1. Armor
 - B2. Toys & Tools
- VII. Math
 - A. Mediaeval Word Problems
 - B. Plague Statistics
 - C. Taxes
 - D. Trade & Money Changing
- VIII. Science
 - A. Hygiene
 - B. Mediaeval Medical Theory
 - C. Astronomy/Alchemy
 - D. Botany: Herbs & Spices
 - E. Architecture
 - F. Agriculture/Animal Husbandry
- IX. Possible School or Class Goals:
 - A. Hold a Games Tournament
 - B. Hold a Mediaeval Feast
 - C. Present a Period Entertainment to Parents
 - D. All of the Above