Medieval Feudalism
Design Your Own Society: In-Class Activity
Suitable for Grades 7-9

Objectives:

[Can be read aloud] Today's objective is to take what we have learned about **feudalism** and **social hierarchy** in **Medieval Europe**, and apply creatively to other societies. We will create our own examples of feudalism, but keep those same important structures— **hierarchy, obligation, and power**— in place. This activity will help us understand more about how feudalism worked — and sometimes didn't— for all different levels of society.

Plan:

Step 1: Divide class into groups of 2-3 and give them a handout* with the pyramid for the activity.

Step 2: Students will create their own society, which must abide by the following rules:
1. It must be **feudal** in nature.
2. It must have **at least** three hierarchical levels to it, each of which has a name.
3. Students must include what **each** level owes to both the level **above** and the level **below it.**
4. Students should consider what happens if any of the levels fail to meet their obligations to one another.

Step 3: Give students about 15-20 minutes to work on their societies— and encourage them to have fun and be creative.
- Some examples include basing a society based on donut production, a society based on homework creation, one based on involvement in rom-com films, etc.

Step 4: Have students come back together and share some of their examples.

Step 5: Have a quick group discussion about what the activity shows about feudal societies.