

2011 Discovery Kit



Renaissance resources for teachers and students



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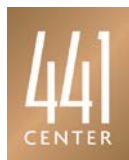


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Teacher Background Information Section

The Lady of the Lakes Renaissance Faire

The Lady of the Lakes Renaissance Faire began in 2002, and offers its visitors an opportunity to step back in time and enjoy the popular Renaissance of England under the leadership of Queen Elizabeth that has been recreated to represent an authentic 16th-century European estate and village.

All are invited to Lady Bess Talbot's Estate "Hickory Grove on the Lake" to enjoy the many festivities she is providing to entertain The Queen while preparations are made in London to celebrate the twenty-third anniversary of Her ascension to the throne of Great Brittan.

The Faire features over 100 performers, representing various entertainments of the time period including jugglers, knights in armor, jousters, pirates, human chess pieces, dancers, historical characters, and a variety of musicians.

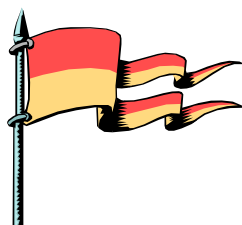
Over thirty actors recreate a "typical" county village displaying more than 12 essential occupations within the village of Shrewsbury (pronounced /shrŌž-berry/). Students of all ages are encouraged to visit each of merchants within the village to learn how life was VERY different and oddly quite similar to life today and enjoy the crafts, entertainments, and thematic games that allow a glimpse of the marketplace celebrations and life of the 16th century.

The Intrigue

Conspiracies run rampant within the hallowed sanctum of our Queen Elizabeth's Court and this year we are asking YOUR help in uncovering the plot against our Queen. There has been a horrible murder of one of Her Majesty's Ladies in Waiting and we hope that you will eliminate the suspects, weapons, and places until you can proclaim "I knowth who donth it!" and receive your reward when you exit the faire.

In order to get clues, you may ask anyone wearing a red ribbon with a red gem in the center. But you must earn your knowledge. Each cast member has their own activity ready for your enjoyment.

The red ribbon with the red gem in the middle is worn by EVERYONE in the cast. If someone is working at the faire but does NOT have the red ribbon with the red gem they are not part of the intrigue and will not give out clues.



Everyday Life During the Renaissance

Social Status

In Elizabethan England, there were really only two, very rigidly observed social levels – the nobles and the peasants. There were very few noble families, making the vast majority of the population peasants. Part of what made this time a Renaissance (“rebirth,” or new beginning) was the budding of the new middle class. This consisted of wealthy merchants, lawyers, clerks and master craftsmen. These people, while not recognized officially as a new class, were becoming wealthy and powerful enough to begin making an impact on the economy and the general view of society. Below this new class were journeymen and apprentices to craftsmen, independent traders and domestics, as well as traditional agricultural occupations. The belief of the times was that God ordained one’s social status, and therefore it was foolish and heretical to complain about it. Every person and thing in the Elizabethan world was ranked on a chart called “The Great Chain of Being,” which established a fixed order of importance in society. Since each person knew his or her place in the world, much snobbery existed, and one always felt called on to lord over anyone “lower” than oneself.

Elizabethan Clothing

Elizabethan clothing formed a part of the social order. Elizabethan clothing was also indicative of a person’s status, reflecting not only wealth but also a person’s social reputation. English Parliament even passed laws related to Elizabethan clothing. Specifically, these “sumptuary laws” stated the colors and type of clothing individuals were allowed to own and wear. These laws were termed as the “Statutes of Apparel”. The key intent was to keep a tight rein on the expenditure of people on clothes, and to maintain the social structure of Elizabethan England. It was believed absurd for a peasant to imitate more affluent individuals by means of glossy Elizabethan clothing, which were to be worn only by the upper classes.

The upper class sported elegant and sumptuous Elizabethan clothing that were made of pricey velvet, satin, and exotic silk. Only members of the Royal family possessed robes trimmed with ermine fur. Lesser nobles donned Elizabethan clothing trimmed with fox and otter.

Even the dyes used for coloring the lavish Elizabethan clothing were costly. In the earliest surviving portrait of Elizabeth, she is seen flaunting a crimson robe. That deep crimson or bright scarlet color was obtained from an insect, which was native to the Mediterranean. Purple dye was created by crushing the shells of tiny snails, making this a very expensive luxury. Only royalty were allowed to wear this color. Other bright colors were pricey and hence were an element of the upper classes. A dye’s color and its brightness were the two major factors governing its price.

An Elizabethan (noble) woman’s clothing consisted of many pieces: shift (basically a long nightgown), stockings, corset, farthingale (hoop skirt), bumroll (a roll of fabric worn around the hips to make the waist look smaller) partlet (what we might call a “dickey”), underskirt, overskirt, gowns, ruff, hat, and shoes. Elizabethan clothing, worn by upper class women, was generally bedecked with classy jewelry.

For both the genders, the ruffs were almost indispensable for a truly elegant look. Ruffs were made of silk, organza, or linen, and were encrusted with beads and jewels. Elizabethan clothing donned by nobles, and even the Queen herself, had such fancy collars.

An Elizabethan (noble) man's clothing was not as complicated as a woman's garments, but was no less elegant and included a long undershirt, stockings, breeches, doublet, ruff, cape, hat and shoes.

Peasant clothing of the Renaissance was much different from the clothing of the wealthy and noble. These lower-class citizens were often dressed in dull-colored clothing made from natural fibers like cotton, wool or flax. Woolen clothing was prevalent, since wool was quite cheap due to the flourishing wool trade during that period. Their attire was much simpler and consisted of fewer pieces. Women wore a shift, overdress, apron, hat and shoes. Men wore a long undershirt, breeches, tunic or vest, hat and shoes.

Economy and Commerce

The economy in Renaissance England was agriculturally based. Since there were only around forty-five nobles (and their families), most English people were farmers in some capacity. The chief livestock was sheep. In fact, there were approximately three sheep per person, but folks didn't seem to be frightened of being outnumbered three to one!

Shopping was possible in four venues:

- The market - This was usually sponsored by the local lord or squire and dealt mostly with foodstuffs. They were usually held on a weekly basis.
- The faire - Faires were rarer than markets and offered a wider variety of goods. Faires were commonly held in conjunction with a Festival (religious holiday).
- In-town shops - On a daily basis, people could obtain goods from these shops and occasionally a traveling peddler would drop by.
- Bartering - This was by far the most common form of commerce of the period. Rather than exchanging money for the goods or services required, people simply traded the goods they had or the services they could offer for those they needed.

Education

Common people of this time were usually illiterate so there was a need for someone who could read and assist in matters of business. The church was about the only non-noble group who routinely educated their people, so most villages were provided with a clerk (or "clark") to fulfill this function.

Renaissance Men & Women

Both men and women provided functions in the society of the day. While the culture was essentially male-dominated, a woman carried the clout of a "dowry", or the goods, lands and money she brought to the marriage. These she controlled herself to benefit the household. The dowry was also an insurance policy against ill treatment, for if she were mistreated, she could leave and take the property with her and leave her husband much poorer! Besides managing the household, one of the woman's duties was to provide as many free farm laborers, in the form of children, as possible. Between a high infant mortality rate and unreliable birth control,

she usually managed to oblige. Boys were always easier because girls had to be provided with dowries, and that could get expensive!

Food & Drink

People of this day knew nothing about sanitation. They had never heard of germs; nobody had ever seen one! The water was dangerously polluted, so most people drank a very low alcohol brew called “small beer”. Much milk was consumed, especially skim and buttermilk – cream was needed for other things. Ale was consumed on special occasions and only the royalty and the very wealthy drank wine. In this time, people thought that the proper foods for humans were meat, bread, dairy, eggs and a few varieties of fruit. Meats were preserved with salt, sugar or spices, but meat, which we would consider spoiled, would be gratefully eaten. Usually, meat came from elderly animals and was tough, so no one expected the best cuts. In spite of these drawbacks, Elizabethans are still famous for their skillful use of herbs, spices and their slow stewing methods. Only the very rich could afford meat regularly in their diets and they considered vegetables, which grow from the Earth, to be beneath them. Many were even suspected of producing “ill humors” that caused illness.

Peasants couldn't afford to be picky. Their diets consisted MAINLY of vegetables, plus lots of eggs and cheese, which they referred to as “white meat”. In spite of economic differences, peasants were the better nourished of the two classes.

Evil Spirits/Good Luck Charms

Both peasants and nobles alike firmly believed in evil spirits and the power of good luck charms to ward them off. People often sewed tiny bells or coin-like metal disks (known as bezants) to their clothing in the belief that the noise would scare away evil spirits. People also wore crosses or carried Bibles to ward off evil.

Witches/Possession

People readily believed in witches and in possession by evil spirits. There were various signs that one could use to ward off the evil that emanated from such evil persons. One sign was to make the sign of the cross when passing by an evil person. Another was to cross your fingers (making a small cross) and point them at the person as they passed. This is most likely where the custom of crossing one's fingers for good luck comes from.

Sports and Pastimes

Archery

Archery was compulsory. Every Englishman between the ages of 16 and 60 was compelled by law to own a longbow, and target practice areas were set up (also by law) in every village. Another law required that every father give his son a bow upon his seventh birthday. Like jousting, the sport of archery was intended to prepare men for battle.

Hunting

Nobility enjoyed hunting as a sport. Game included hare (rabbits), hind (deer), wolf, wild bear and fox, which were killed using bows and arrow, or the prey might be pursued by greyhounds

(a favorite practice of the ladies who often accompanied their lords on a hunt). Another popular form of hunting among the upper classes was falconry, which is a field sport of hunting with a trained raptor such as a hawk or falcon. These birds of prey were considered so valuable that they were protected by a Royal edict. Anyone found guilty of killing one of these birds could be put to death.

Embroidery/Tapestries

Women of all classes practiced needlework as a pastime as well as a necessity. Peasant women used their needle skills in practical applications such as repairing torn clothing, while noble women spent their time adding elegant embellishments to their already lavish garments.

Music in the Renaissance

Music, like many things, changed during the Renaissance. During the medieval period music was based in the church. As the Renaissance developed so did people's desire to express themselves. So...people began to sing. Stories that were once told were now put to song. Songs were also developed to describe the cycle of people's lives. People danced and sang for all sorts of celebrations and gatherings. Music became a way of life that we still hold dear today. After all we still sing at birthdays, holidays, and to help us remember important things.

During the Renaissance rich patrons of the arts paid to have music created for them. This led to much advancement in the type of instruments used and the very way music was created. A way of writing music down was developed. This form eventually evolved into what we use today.

Theatre

There were no movies or television shows for the people of the 16th century; therefore, theatre was very popular. Traveling troupes of male actors (women were not allowed on stage) would visit villages and perform on makeshift stages. The actors depended on the generosity of the villagers for their incomes. A very popular form of theatre was the Commedia d'el Arte, which was a broad, slapstick style of performing (similar to the Three Stooges). During the Reign of Queen Elizabeth, actors began for the first time to establish permanent theatres and hold regular performances.

Other Games

Many games that are popular today were also popular during the Renaissance. Adult games included dice, chess, backgammon (called "tables"), bowling, bocci ball, and cards. Children's games included skipping, leap frog, marbles, and blind man's bluff.

Tournament Jousting

The origins of jousting are believed to be in classical Rome, but the "sport" rose to its greatest popularity in Europe by the 1400's. It all evolved from mock battles in which knights on horseback, assisted by foot soldiers, formed into teams and charged at each other in some wide meadow. The result was a "melee" (the word hasn't changed in a millennium) of shattered lances, clanging swords, flailing arms and legs - astride and afoot - that went on all day and into the night.

At first, the battles served more to hone fighting skills than to provide popular diversion, but in peaceful times, a knight needed a way to retain his skills. The jousts were great moneymakers for the victors; instead of claiming mere points, the winning team held the losers for ransom,

often accepting their horses and armor as payment. The many deaths which resulted from such "sport" led Popes and English kings to ban jousting tournaments, though English subjects often persisted and were repeatedly excommunicated. The tournaments had become a featured attraction at any kind of market faire or other significant gathering. At the height of their popularity, jousts rivaled a state fair, Super Bowl, rock concert and Oktoberfest all rolled into one.

By the middle 1200's, the joust emerged as the favored way to prove which of two (or more) knights was better. Most contests were a "Joust a Plaisir" (for pleasure) in which a winner was declared on the basis of points scored, though some were still conducted "a l'Outrance" (to the death). In the sporting version, the knights' swords were dulled and their lances tipped with "coronals" (little crowns) to prevent their penetrating a joint in the armor. Some authorities believe that the lances were deliberately weakened, a precaution still in effect today.

The training of a knight included spearing a small ring, some on stanchions and some tossed in the air, and quintain jousting. In quintain jousting, the knight tilted with a mock opponent which sat on a revolving pedestal. If he was inaccurate or too slow, the sand bag on the other end of the contraption might whack the jouster.

The joust became very civilized and formalized, though severe injuries were common. According to the chronicler of an English tournament in 1256, many of the noble contestants "Never afterward recovered their health."

Customs and Mannerisms of the 16th century

Customs and mannerisms in Queen Elizabeth's time were dictated by fashion, flirtation, survival and superstition. Listed below are some examples of customs and mannerisms of the time.

Men Greeting Men

As they mucked about on the street, people would often run into acquaintances. If they were upper-class men, they might grasp each other's right wrist with their right hand. This not only was a form of greeting, but it also served two other purposes: to occupy the other's hand, thus rendering him unable to draw or attack and to check to see if he had any weapons up his sleeve. The custom of patting each other on the back further protected the men from any undisclosed weapons.

If they were peasants passing on the street, they might simply nod at each other and call out "God ye good den" or "God go with you." The important thing to remember was that no matter what the class, people would expect to be treated according to their stature or station in life. Therefore, one had to be very careful not to offend one's betters. However, calling a peasant a lord might ensure that he would try his utmost to help you along. The rule of the day was to speak well, speak long but don't say anything important.

Women Greeting Women

Women greeted other women with the latest craze from the Continent – the "French Kiss". Women would face each other and lightly grasp each other by the shoulders. Then they would kiss the air on either side of the other woman's cheeks three times. One would never actually touch the other's cheeks for reasons of courtesy, as well as fear of contracting an illness. As always, compliments and flattery were a part of any good greeting.

Men Greeting Women, and Vice Versa

When a gentleman would greet a lady, it was very important to make a good impression. Therefore, he would bow to her in Renaissance style. He would present his right leg forward and put his left leg behind. Then he would bend his back (left) leg, and bend at the hips, keeping his right leg straight. He would sweep his arms open as he bowed, making sure to keep his head raised, and maintaining eye contact with the lady. The proper response to this bow would be for the lady to curtsy. First she would place her left leg slightly behind her. Then she would lightly grab her skirts and bend at the knees, keeping her body straight. She would raise her skirts only high enough to keep them off the ground. It was not considered proper for a lady to show her ankles or legs. She, too, would keep eye contact with the gentleman. An especially dashing or romantically inclined man might then proceed to attempt to kiss the lady's hand. He would offer his hand, palm facing down. If the lady welcomed the kiss, she would place her fingers lightly on top of his hand. Then, the gentleman would ever so lightly kiss the lady's middle finger, between the first and second knuckle, making sure to maintain eye contact.

Escorting

It was considered a great scandal to show affection in public. However, gentlemen frequently escorted ladies whenever they were out walking in public. As with everything, there was a proper way for this to be done. Men and women would never walk around holding hands, palm to palm, as they do today. This was considered quite scandalous. First of all, they believed the illnesses that could be spread by rubbing palms with someone could prove fatal. Secondly, if one was willing to risk such a health hazard, they must surely be quite intimate with that person, and such a bold and public display of affection was not considered respectful of each other's reputation. Therefore, the proper way to be escorted would be for the man to offer his right hand, palm facing downward, and then the lady would lightly place her left hand on top of his. Then, side by side, the lady on the right, they would proceed wherever they were going. It was very important for the lady to be on the right side. A gentleman always carried his sword on his left side, because he was right-handed (see "Men Greeting Men" previous). If the lady was on the left side and the gentleman was forced to draw his sword to protect the lady, he would slice her in two. Also, it would show disrespect to the lady for her to be on the left because that might mean that the gentleman did not think enough of her to defend her honor. A simple saying to help remember this rule is, "A lady on the left is no lady at all."

Bowing (for men)

The back knee was bent and the front knee kept straight, both on a slight angle. There was the option to either step back, or forward into the bow. The free arm was swept to the side. This would have been an educated bow that could be made more extravagant by stooping lower according to who was being greeted.

Curtsey (for ladies)

To achieve an Elizabethan curtsy, adopt a ballet first position (heels touching and knees turned slightly outward) and bend starting at the knees, keeping the back entirely straight. (This is quite difficult, so it may be easier to place one heel BEHIND the other.) Eyes would be lowered then should be raised as the knees are straightened. Arms should be held loosely and naturally to the side or spread as if spreading a skirt.

Language

The people of the Renaissance LOVED language. A quick wit was highly prized. Everyone, from the lowliest peasant to the loftiest nobleman, played with words. No self-respecting person would say in two words what could be said in six or seven. Below are some common words and phrases to help you understand the language and speak to the various people at the Faire.

Standard American:

How are you?	becomes
or	
How goes it?	becomes
Good day	becomes
Good evening	becomes
Good bye	becomes
I swear	becomes
Yes!	becomes
No!	becomes
Please	becomes
“Big sigh”	becomes
Shame on you	becomes
Why??	becomes
What??	becomes
Maybe	becomes
Come here	becomes
I’ll come later	becomes
Pardon my French	becomes
Thank you	becomes
Okay	becomes
You misunderstand	becomes
Fun	becomes
What time is it?	becomes
It’s 3 o’clock	becomes
It starts soon	becomes
Far out!	becomes
Excuse me	becomes
	pardon
So then I said	becomes
Enough	becomes
Truly	becomes
Hooray	becomes
Bathrooms	becomes

Elizabethan English:

How farest thou? or How dost thou?
How now?
And thee, merry one?
Good marrow
Good e’en or Good e’entide
Fare thee well
By my troth or I trow
Aye! Or Yea!
Nay!
Prithee!
Alas and alack!
Fie on thee
Wherefore??
How say you? or How sayest thou?
Mayhaps, perchance or Belike
Come thee hither or Hie thee hither
I shall come anon
Bless the mark
Thank thee (informal)
‘Tis well or Goodly
Thou dost misprision quite
Merriment
How standeth the hour?
‘Tis three o’ the clock
It beginneth forthwith
Most fantastical!
I cry your mercy. or I cry your

Quoth I
Enow
Verily
Huzzah!
Privies

The Great Chain of Being

*"The Courtier disdaineth the citizen;
The citizen the countryman;
the shoemaker the cobbler.
But unfortunate is the man who does not have anyone he can look down upon."
~ Tomas Nash, 1593*

In theory, there are but two classes of people: Nobles and Commoners. In practice, there are a huge number or gradations of both classes. These gradations are thought of as parts of a Great Chain of Being, which extends from God down to the lowest forms of life, and even to the trees and stones of the earth. This Great Chain, first described by St. Thomas Aquinas, is what holds the world together. The Great Chain is as follows:

God
Angels
Kings/Queens
Archbishops
Dukes/Duchesses
Bishops
Marquises/Marchionesses
Earls/Countesses
Viscounts/Viscountesses
Barons/Baronesses
Abbots/Deacons
Knights/Local Officials
Ladies-in-Waiting
Priests/Monks
Squires
Pages
Messengers
Merchants/Shopkeepers*
Tradesmen
Yeomen Farmers
Soldiers/Town Watch
Household Servants
Tennant Farmers
Shephards/Herders
Beggars
Actors
Thieves/Pirates
Gypsies
Animals
Birds
Worms
Plants
Rocks

Notes:

- For Catholics, the Pope is at the same level or above the King.
- Speaking of clergy, the Church hierarchy is actually separate from the secular hierarchy. I have inserted churchmen into the Chain at the best approximation of their ranks.

- In terms of deference, personal threat matters. In other words, you might bow to a pirate even if you technically out-rank him, because he is armed and you are not!
- Office also makes a difference. The King's most trusted advisor gains deference greater than that to which his rank entitles him.
- The term "Yeoman" is used here to distinguish a farmer who owns his own fields from one who is merely a tennant on someone else's fields. The term does have several other meanings in other contexts. Be thou not confused!
- Children have, in general, a rank one or two beneath their parents while they remain minors.

Titles

Social standing and proper etiquette were very important during the Renaissance era. You could tell a lot about people's social standing by how they addressed one another. The following are appropriate titles for addressing people of various social levels.

Your Majesty – the queen or king

Your Highness – princes and princesses

Your Grace – the clergy (bishops on up)

Your Worship – people of public office (e.g. judges, civil officials)

My Lord/ My Lady – nobility (the rich)

Sir/Madam – the gentry (basically anyone to whom you wish to show respect), also knights and their lady wives

Master/Mistress – the middle-class (those whose work requires more brain, less brawn)

Goodman/Goodwife – middle-class (those whose work requires more brawn, less brain)

Cousin/Coz – someone you're good friends with or related to

Lass/Lad – girl or boy

Gaffer/Gammer – old man (Falstaff, or example) or an old lady, short for grandfather/grandmother

The Village

* The 108 **livery companies** are nominally trade associations based in the City of London, almost all of which are known as the "Worshipful Company of" the relevant trade or profession.

The medieval livery companies originally developed as guilds and were responsible for the regulation of their trades, controlling, for instance, wages and labour conditions. Until the Reformation they were closely associated with religious activities, notably in support of chantry chapels and churches and the observance of ceremonies, notably the mystery plays. Some livery companies continue to have a regulatory role today (for example, the Scriveners), and some have become inoperative except as charitable foundations (for example, the Longbow Makers). Most livery companies, particularly those formed in recent years, are primarily social and charitable organizations.

Worshipful Companies in order of precedence

1. Mercers
2. Grocers
3. Drapers
4. Fishmongers
5. Goldsmiths
6. Taylors
7. Skinners
8. Haberdashers
9. Salters
10. Ironmongers
11. Vintners
12. Clothworkers
13. Dyers
14. Brewers
15. Leathersellers
16. Pewterers
17. Barbers
18. Cutlers
19. Bakers
20. Wax Chandlers
21. Tallow Chandlers
22. Armourers and Brasiers
23. Girdlers
24. Butchers
25. Saddlers
26. Carpenters
27. Cordwainers
28. Painter and Stainers
29. Curriers
30. Masons
31. Plumbers
32. Innholders
33. Founders (metal)
34. Poulters
35. Cooks
36. Coopers
37. Tylers and brick layers
38. Bowyers
39. Fletchers
40. Blacksmiths
41. Joiners and Ceilers
42. Weavers
43. Woolmen
44. Scriveners
45. Fruitiers
46. Plasterers
47. Stationary and Newspaper Makers
48. Broderers
49. Upholders
50. Musicians
51. Turners
52. Basketmakers
53. Glaziers and Painters of Glass
54. Horners
55. Farriers
56. Paviers
57. Loriners
58. Apothecaries
59. Shipwrights
60. Spectacle Makers
61. Clockmakers
62. Glovers
63. Felt makers
64. Framework knitters
65. Needle makers
66. Gardeners
67. Tin Plate Workers
68. Wheel wrights
69. Distillers
70. Patternmakers
71. Glass sellers
72. Coachmakers
73. Gun makers

Vocabulary of Renaissance Services and Occupations

<i>You get...</i>	<i>From the...</i>
groceries	Mercer
Cloth	Drapers
Hats	Haberdasher
Suit of Clothes	Tailor
Shirts/Smocks	Seamstress
Salt	Salters
Arrows	Fletcher
Bows	Bowyer
Horseshoes	Farrier
Other iron work	Blacksmith
Armor	Armorer
A Portrait	Limner
Legal Service	Lawyer
Drugs etc.	Apothecary
Dentistry	Barber Surgeon
Barrels	Cooper
Candles	Chandler
Belt	Girdlers
Glass Windows	Glazier
Tile for the roof	Tylers
Saddles, bridles, etc.	Saddler
Knives	Cutler
Furniture	Joiner

In Town...

A Stapler	Buys and sells raw wool; also silk and linen.
A Draper	Deals in cloth (wholesale), plus some ready-made garments and dry goods.
A Mercer	Is the cloth retailer: the local fabric store is a mercer's shop. One may be a silk mercer or a wool mercer, for example.
A Landlord	Runs the tavern
An Ostler	Runs the inn (with rooms and stabling as well as food and drink)
A Fuller	Is the "dry cleaners".
A Warrener	Catches rabbits on your land. (Rabbits live in warrens.)
A Fowler	Supplies game birds for your table
A Sawyer	Is the man you contract with for sawn wooden planks (and so on) for building
A Turner	Is the person the joiner buys lathe-turned items from, such as table legs, finials, etc.

On your own staff, your...

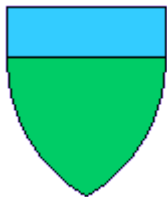
Man of Business	Is your accountant, looks after your investments
Steward	Oversees the running of your estates.
Factor	Does business for you in London, or in another country.
Nurse	Takes care of infants and young children.
Wet Nurse	Breast feeds the baby (maybe as long as the first 2 years.)
Tutor	Educates your children

Design Your Own Coat of Arms

In the 12th century, knights began wearing helmets that completely concealed their faces except for two narrow slits for the eyes. It made a knight unrecognizable to both his friends and his enemies. Symbols such as lions or other beasts were painted on the knights' shields and banners to aid in recognition during a battle. As time went on these decorations were repeated on the surcoat (a sleeveless garment that was worn over armor)—therefore the name, coat of arms. By the 15th century, as the designs became more complex, it developed into a complicated science called heraldry—a system of personal symbols by which a knight could be recognized. During the Renaissance, it was common to have a personal or family coat-of-arms. Study the following notes on heraldry, and then create your own distinguishing coat of arms using the shield template provided. It's royal fun!

Step 1: Partition the background of your shield with lines.

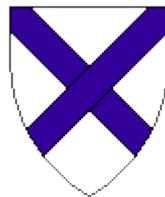
The background of the shield was often divided, and there are names for the common divisions.



Chief



Cross



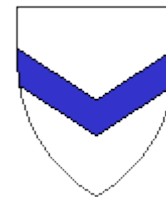
Saltire



Tierce



Chevron



Chevron Inverted



Per Chevron



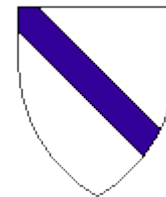
Per Chevron Inverted



Pile



Pile Inverted



Bend



Per Bend



Bend Wise

Fess



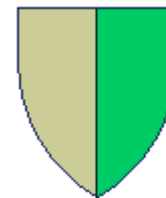
Per Fess



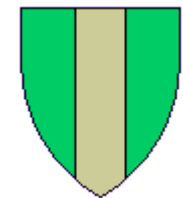
Fess Wise



Pale



Per Pale



Pale Wise



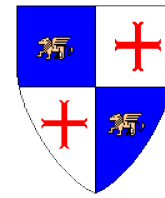
Pall



Per Pall



Per Pall Inverted



Quartered

Step 2: Choose a combination of colors (or metals) to color in your shield

Colors:

Gules - bright red

Azure - royal blue or sky blue (not pastel)

Vert - emerald green

Purple - royal purple

Sable - black

Metals:

Or - gold (yellow)

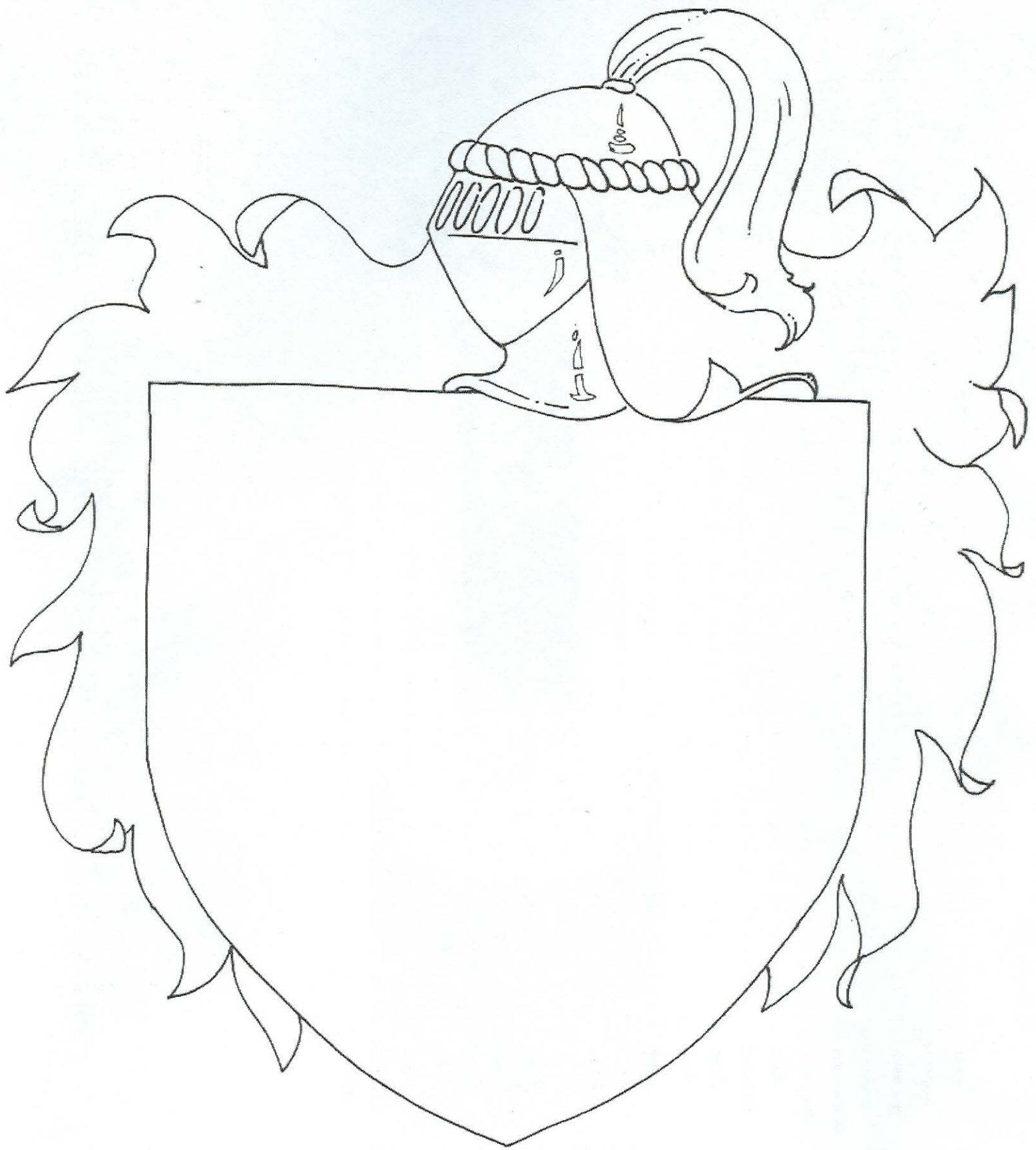
Argent - silver (white)

Step 3: Choose a charge for your shield--(the "symbols" on a shield are called charges)

The charges of a shield represent your family heritage. Choose a traditional symbol which represents a characteristic you admire. Listed below are some traditional symbols and the quality they represent.

- Anchor - represents hope
- Arrow - symbolizes readiness (for battle)
- Battle Axe - symbol of the execution of military duty
- Bear - strength, cunning, and protection toward one's own kin
- Boar - bravery; one who fights to the death
- Boar's head - hospitality
- Bow - same as arrow, usually go together
- Bull - valor, bravery, generosity; horns represent strength and fortitude
- Camel - patience and perseverance
- Castle - safety
- Dolphin - swiftness, diligence, and love (dolphin depicted having scales)
- Dragon - valor and protection
- Eagle - person of deeds and of noble nature, strength, bravery and alertness - wings symbolize protection
- Scallop Shell - traveler to far places; victorious naval commander
- Goat - one who wins through politics
- Goose - resourcefulness
- Griffin - valor and bravery
- Hand - sincerity, faith, and judgment
- Harp - composed person of tempered judgment; contemplation
- Heart, Flaming - intense, burning affection
- Heart, Human - clarity and sincerity
- Hind (female deer) - peace and harmony
- Holly - truth
- Horse - readiness for all events
- Horseshoe - good luck and safeguard against evil spirits
- Laurel - peace and/or triumph
- Lightning Bolt - swiftness and power
- Lion - dauntless courage
- Oak Tree - great age and strength; w/ acorns: continuous growth and fertility

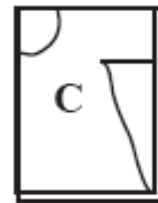
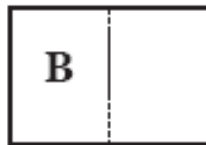
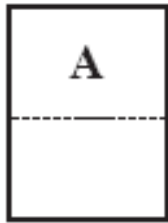
- Ostrich - willing obedience and serenity
- Otter - individual who lives life to fullest
- Peacock - beauty, power and knowledge
- Pelican - (shown piercing her breast to feed her young) self-sacrifice, person of charitable nature
- Rainbow - good times after bad
- Ram - leader, represents authority
- Raven - divine providence
- Rock - symbol of safety and protection; a refuge
- Rose, red - grace and beauty
- Rose, white - faith and love
- Serpent/snake - wisdom
- Spear - honorable warrior, valiant knight
- Spur - preparedness, readiness for battle
- Stag - one who will not fight unless severely provoked; peace and harmony; antlers represent strength and fortitude
- Sun - (in splendor) glory and splendor; fountain of life
- Swan - poetic harmony and learning
- Sword - justice and honor
- Tree trunk - (sprouting) new life sprouting from old
- Unicorn - extreme courage
- Wheel - fortune
- Wings - swiftness and protection
- Wolf - reward from perseverance and hard industry



Crafts, Games, and Activities

TO MAKE A SIMPLE T-SHAPED TUNIC - The T will make a gown worn by Kings, Monks, Peasants, Noblemen, Bishops and Jesters

1. Have someone measure from your neck to your ankles. This measurement will give you one half of what you need for a long gown. (You need a front and back.) *For a costume with long sleeves your material should be 54" wide.
2. Lay out your piece of material and fold in half. (Picture A)
3. Fold in half from left to right. The fold should be on the left hand side of your material. (Picture B)
4. Have someone measure across your chest from under one arm to under the other. Add two inches and divide by two. This is your width.
5. Measure down 9" from the top and mark off the number of inches you need for width from the folded side. Make a line from this point to the hemline. The angle of this line will depend on whether you want a straight or angled T. Cut neck. (Picture C)
6. Make a line from the above point to the edge of the material (that is not the fold line) to form the sleeve.
7. Cut along lines and sew up under sides of sleeve and side of the gown.



TO MAKE THE CIRCLE - The circle will make long or short capes.

1. Measure for length. Start at the shoulder and measure down to where you want the cape to come. This is the length of your costume. Multiply by two to determine the length of material you will need. Your material needs to be as wide as it is long.
2. Lay out your square piece of material.
3. Fold in half from top to bottom, then from left to right. The fold should be on the left hand side of your material.
4. Starting at the folded corner (top left) lay your tape measure diagonally across your material and mark your length.
5. Measure and mark off the length in several places. This should make an arc on the raw side of your material. (Picture D)
6. Cut through all four layers of material.
7. Starting from the folded corner again, mark off a smaller circle for an opening for your head. Cut out the smaller circle.
8. Depending on what you are making, you may need to open the circle by cutting along one fold (only one fold - be careful not to cut all four layers of materials.)



HOW TO MAKE A RENAISSANCE POUCH

Whatever your station in society, everyone needs a place to keep their things. Royalty needs to store their jewels. Peasants need to store their seeds. Pirates need to store their loot. Below are the instructions for building a Renaissance period pouch to hold your things!

What you will need:

Scissors
9" X 12" or 8" X 10" piece of crafting felt
Inexpensive spool of colored ribbon
Hole Punch
Beads with large hole
Ruler

Step 1: Take the piece of felt and fold it in half the long way. Next, cut it in half along the fold.

Step 2: Fold one of the halves in half, to make a small rectangle.

Step 3: Measure an inch down from the top/opening of the pouch. From there, use your hole punch to make five holes on each side. Each hole should be a half inch apart and through both layers of felt.

Step 4: Next, punch four holes across the top of the bag.

Step 5: Cut two pieces of ribbon into 2ft. pieces.

Step 6: Weave the ribbon through the first hole on the row of side holes.

Step 7: Weave both ends of the ribbon through the holes in a figure 8 pattern. Do this all the way down to the bottom on both sides.

Step 8: Tie the bottoms off into tight, sturdy knots letting the remaining ribbon hang.

Step 9: Next, cut a piece of ribbon to desired length for drawstring on top of bag. The longer the piece, the easier it is to tie to a belt or wear as a necklace. Thread the ribbon through the corner on one side.

Step 10: Thread each end of the ribbon through the holes so the bag can be cinched shut when the ribbon is pulled.

Step 11: Place beads on the ends of the ribbons and knot the ribbon several times to add a decorative touch.

MANCALA

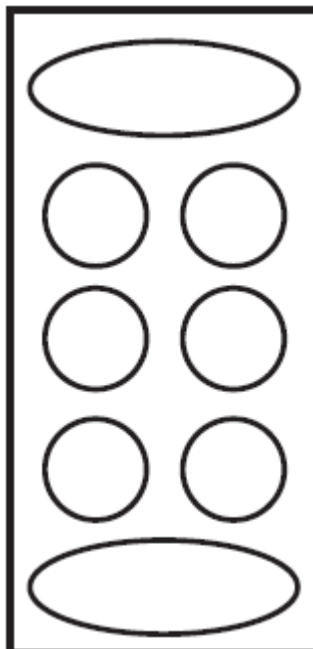
Mancala is not just a game, but a family of games of ancient ancestry. It is played throughout Africa, in parts of Asia, the Caribbean and elsewhere, varying from country to country, region to region, village to village. Mancalas are games of pure skill for two players. Below you will find two versions. For more information visit us at the Faire or <http://www.home.earthlink.net/~huntersrose/>
You can transform an egg carton and some buttons, beans or stones into your own game of Mancala. During your visit to the Faire, stop by our shop and challenge some other visiting students to a friendly game.

Game Goal - Two players compete against each other, trying to accumulate as many stones as possible before one of the players clears his or her side of all its stones.

Play - Fill each small bin with four tokens. The players face each other with the board between them. Each player is allocated the row of small bins closest to him and a larger scoring bin, or the mancala, to his right.

The first player picks up all the stones in any of the six small bins. Begin to "sow" them by placing one stone in each bin beginning with the bin to the right of the empty bin and continue dropping stones one by one counter-clockwise around the board, including his own mancala, but not his opponent's mancala until all of the stones in his hand are distributed. If the player places his last stone in his own mancala, then he gets another turn. If the last stone is placed in an empty bin on his side of the board, he captures all of the stones in his opponent's bin directly across from that bin. All captured stones plus the capturing stone gets placed in his mancala.

Once a player touches the stones, he must play them. Players are not allowed to touch the stones to count them. The game ends when one of the players runs out of stones in his small bins. When this happens, the other player gets to place any stones remaining in his bins into his mancala. (It is not always wise to be the first player out.) The winning player is the one ending up with the most stones. Adding a fifth or sixth stone to each small bin when setting up the game can expand this same version.



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