

Manor Map Directions

Review: You will need a pen, pencil, and some imagination. Close your eyes and imagine you are back in time and this is a map of the lands that were granted to you

Directions:

1. Draw a road that runs from East to West. Name it after a male member of your family.
2. Draw a road that runs from North to South. Name it after a female member of your family.
3. Draw a castle and name after yourself.
4. Draw a manor house (mansion) for your lord or king to stay in when they visit and name it after your lord or king.
5. Draw a forest and name it after a color.
6. Draw a field in the west of your map that is for a specific crop (beans, cabbage, wheat, barley) and label the crop.
7. Draw a pasture for pigs in the east of your map.
8. Draw a village with several large and small houses and name the village.
9. Near the village draw a barn.
10. Near the village draw a bakery.
11. Draw an inn (hotel) give it a medieval sounding name like "The Silver Dragon" or "The Whomping Willow."
12. Draw a field in the south for another type of grain and label the grain type. (beans, cabbage, wheat, barley)
13. Draw a wind mill to be used in grinding the grain.
14. Draw a river and name it for your best friend.
15. Draw a lake and name it the last name of your favorite actor or actress.
16. Draw a church and next to the church draw a cemetery
17. Draw a pasture for cattle or sheep, and label it.
18. Draw the peasants working in the fields.
19. Draw yourself on a horse overseeing the work of the manor.
20. Draw a tournament stadium for jousting matches and sword fights.
21. Draw a fancy looking compass rose.
22. Take your map home and antique it. Brown the paper with coffee or tea. Burn the edges. (With parental supervision)
23. Keep your map safe, you will use it later for your unit project.