

Middle Ages: Chapter Five Pathways  
**Towns, Trade and Guilds**  
(p.149-155)

Please answer all questions in complete sentences on the spaces provided.



1. How did the Europeans find other people and markets to trade with? What were some goods that the traders brought back?
2. Where did traders usually sell their goods and products?
3. How could regular people escape from serfdom? Explain.
4. Look at the map of trade routes on page 150 (Figure 5-11). There were three major groups that controlled the trade routes. Name them:
  - 1) \_\_\_\_\_
  - 2) \_\_\_\_\_
  - 3) \_\_\_\_\_
5. Explain how towns began to develop after the seasonal fairs?
6. What structure surrounded the town that was used as protection?

7. Please define the following terms:

a) GUILD-

b) COMMERCE-

c) TANNER-

d) APPRENTICE-

e) JOURNEYMAN-

f) MASTER-

g) SEAMSTRESS-

h) CHARTER-



8. What was a guild? What were the responsibilities of guilds?

9. What did a person do during an apprentice stage? Explain.

10. Do you think guilds were good organizations for the people in Europe? Explain.

11. What have guilds been compared to in modern day society? Explain and give an example.

12. In the T-Chart provided, compare the life of a serf on a manor and the life of a guild member working in a town. What are the positive and negative aspects of each?

SERF ON A MANOR	GUILD MEMBER IN A TOWN
<p><u>Positive Points:</u></p>	<p><u>Positive Points:</u></p>
<p><u>Negative Points:</u></p>	<p><u>Negative Points:</u></p>

13. What factors led to the growth of trade?

14. How did the growth of trade lead to the need for towns? Explain?