

Growth of Towns in Medieval Europe

- in the Medieval ages, towns began to grow again
- some were becoming as large as ancient Roman towns from a millennium before
 - London was as large as 200,000 people by the 1400s
 - was not as pretty as today...
 - no sewer system
 - VERY smelly
 - no garbage cleanup
 - VERY dirty
 - no clean water
 - lots of sick people who did not bathe
 - lots of disease
- disease was a nasty side effect of the growth of towns
- the **Black Plague** was the most famous of all diseases:
 - bubonic plague was spread from the fleas of rats biting people
 - people would get a rosy rash and would begin to sneeze
 - the skin would break out into black spots
 - internal bleeding would then kill you
 - usually only took 3 days to one week to kill you
 - if infected, you had a 98% chance of dying
 - the child's rhyme "Ring Around the Rosie" was based on the Black Death
 - "Ring around the rosie" referred to the rash you would get right away
 - "Pocket full of posie" referred to people carrying flowers around to stop the disease

- “Husha, husha, we all fall down” referred to the millions of people dying

- guilds began in this time period

- seen as early form of unions
 - blacksmiths, tailors, weavers, bakers, etc.
- workers would work together and protect each other
 - limited who could practice
 - set prices
 - looked out for workers’ rights
- if someone wanted to become a tradesperson, they would have to apply to the guild for apprenticeship

- the town was where feudalism began to die

- people could escape the farms and their lords to acquire wealth in cities

- see the rise of the “middle class” here

- workers, merchants, etc.