**Unit 2 Middle Ages/Religions MAP**

For each unit you will be working with a world map which you will label to reflect the cultures, cities, and key elements of the unit we are currently studying. Unit 2 surveys the development of modern European kingdoms, cultural diffusion of religion and ideas through trade and conflict. To reflect this in your map you will be required to:

-Find and label a specific list of cities/cultural centers

-You will also be required to demonstrate the expanse of various kingdoms that emerged during this period in history. The kingdoms might have overlaps so it will require that you shade them differently (using different colors) and label the map in such a way that it is clear which empire ruled at what time For the purpose of clarity and neatness, sketch the outline of the empire and use a dashed line to indicate the empire borders (you should also shade lightly). Remember to indicate the color differences in a key located on the map.

**Cities/Cultural Centers**

Rome

Constantinople

Damascus

Mecca

Delhi

Alexandria

Paris

Venice

Genoa

Naples

Acre

Jerusalem

Antioch

Edessa

Clermont

Dunhuang

Beijing

Tunis

Tangiers

Timbuktu

**Geographic Reference points**

Mediterranean Sea

Black Sea

English Channel

Rhine River

Danube River

Alps

Ural Mountains

Hindu Kush

Straight of Gibraltar

**Areas/Kingdoms**

**LABEL DO NOT COLOR:**

Normandy

Kingdom of France

Spain

Kingdom of England

Ireland

Kingdom of Scotland

Corsica

Sardinia

Sicily

**COLOR:**

Byzantine Empire

Holy Roman Empire

**Origins\* & Spread of World Religions to 1400s**

**COLOR**

Christian Lands

Muslim Lands

Buddhism

Judaism

Hinduism

**Routes**

\*Silk Road Trade route

\*Trans Saharan Trade route (1100-1500)

*(Include what was traded)*

\*Crusades 1, 2, 3 Routes (different color/line type for each)

**Requirements/Rubric:**

Map has key/legend \_\_\_\_\_\_\_/5

Cities accurately placed and labeled\_\_\_\_\_\_\_\_/10

Required Religions are accurately and clearly labeled\_\_\_\_\_\_/15

Required Kingdoms are shaded to reflect their geographic control\_\_\_\_\_\_/5

Required trade routes are mapped, labeled, and clear\_\_\_\_\_/15

Reference geographic elements are labeled \_\_\_\_\_\_/5

Overall appearance is neat and clear\_\_\_\_\_/5

Total\_\_\_\_\_\_\_/60