Modern European History

Unit 3 - The Protestant Reformation

Study Guide

At the end of each unit you have the choice to take a comprehensive exam or complete a project and a 20-question multiple-choice exam. The following study guide and project option will allow you to make an informed decision about whether you will take the exam or complete the project. The project must be handed in the day of the exam or you will be required to take the exam.

***Suggestions for studying for your exam:***

1. Find a quiet place without distractions for you to study.

2. Review the handouts and notes you completed during this unit.

3. Go through the list of information on this study guide, writing out an identification of each item.

4. Quiz yourself or have someone else quiz you on the items at least once the night before the exam.

5. ***PLEASE TAKE NOTE:*** If you write out identifications of the items on your study guide, you will most likely earn a higher score on your exam AND you may turn this in on the day of the exam to earn up to 2 extra points on your exam grade. (It must be hand written and turned in on the day of the exam to receive credit.) Both students who take the comprehensive exam and students who complete the project have the ability to complete the study guide for extra credit.

6. We will study for the exam next class and your exam (or due date for project) will be the following class.

7. Due Dates: Orange 3-4: **Wednesday, December 10th**

Black 3-4: **Thursday, December 11th**

You should be able to identify/describe/explain the following:

Reformation Map

the Inquisition

Catharism/Albigensianism

“perfects”

Pope Innocent III

crusade against the Cathars

Pope Gregory IX

Dominic de Guzman Dominicans/“Hounds of God”

recant

grace period

government involvement in the Inquisition

yellow cross

the Inquisition in Italy, France, Germany, Spain

the Spanish Inquisition

*conversos*

Ferdinand and Isabella

Tomas de Torquemada/inquisitor-general

auto-da-fe

excommunication

Galileo

Renaissance Humanism

Erasmus, *The Praise of Folly* (1509)

textual criticism

new translations of the Bible

printing press

Babylonian Captivity/Avignon Papacy

the Great Schism

Council of Constance (1414)

Conciliar Movement

simony, absenteeism, pluralism

Pope Leo X/St. Peter’s Basilica

indulgences, John Tetzel

clerical immorality and ignorance

John Wyclif (1328-1384)

Lollards

Peasants’ Revolt of 1381

Jan Hus (1369-1415)

Lorenzo Valla (1407-1457)

Donation of Constantine

Wittenberg Church

Martin Luther

95 Theses

1520 Papal Bull

Elector Friedrich the Wise of Saxon

Holy Roman Emperor Charles V

Diet of Worms

Junker Jörg (Knight George)

Luther’s *Jews and their Lies*

English Reformation

Arthur Tudor

Henry VIII

Catherine of Aragon - Mary I

special Papal dispensation

Anne Boleyn - Elizabeth I

Pope Clement VII

Holy Roman Emperor Charles V

“Reformation Parliament”

Submission of the Clergy

Act of Supremacy

Act of Succession

Jane Seymour - Edward VI

Anne of Cleves

Catherine Howard

Catherine Parr

transubstantiation

Eucharistic cup - laity

Edward VI (1547-1553)

1549 Act Of Uniformity

the Book of Common Prayer

reign of Mary I (1553-1558)/“Bloody Mary”

reign of Elizabeth I (1558-1603)

Act of Uniformity

revised Book of Common Prayer

1563 Thirty-Nine Articles of Religion

Peasants’ War or German Peasants’ Revolt (1524-1525)

League of Schmalkalden

Francis I of France

Habsburg-Valois Wars (1521-1555)

Peace of Augsburg (1555)

Anabaptists

John of Leiden

polygamy

St. Lambert's Church

Ulrich Zwingli

Zwingli adopted

Lutheranism

theocracy

Colloquy of Marburg (1529)

John Calvin

the *Institutes of the Christian Religion* (1536)

predestination v. good works

conversion experience, elect, visible saints

Calvinism

the Consistory

Protestant Work Ethic

Presbyterianism

Huguenots

Puritans

Protestantism Ireland, Spain, and Italy

Reform Commission

Pope Paul III

The Inquisition

The Council of Trent

The Index of Forbidden Books

Reforming Orders

Theatines, Franciscans, Ursulines

Society of Jesus/ Jesuits

Ignatius of Loyola

Teresa of Ávila

Carmelites

Modern European History

Unit 3 - The Protestant Reformation

##### Board Game Project Option

##### *Description*

The project option for this unit is to create a board game that highlights the main ideas of our Protestant Reformation unit. The game will be of your own design but based on specific format and content guidelines.

##### *Format*

The general set-up and method of play of your game are up to you, but the game should be interesting, fact-based, attractive, and fun to play. Here are the specific parts of the game that you must include:

1. Write rules for your game that can be easily followed and explain that the object of the game is to win by answering the most questions correctly.

**SUGGESTIONS**:

> game could be played by individual players or teams of players

> simple board game rules from other games may help answer some basic rule of play questions

2. Create questions that cover specific information from the unit (see study guide).

**SUGGESTIONS**:

 > write the questions neatly or computer print them, question on one side and answer on the other

> divide your questions into categories and/or levels of difficulty; i.e.: political/social, easy/difficult

> create special cards with more difficult questions that award players bonus points or moves

3. Decorate the board to make it attractive. **START** and **FINISH** areas should be clearly marked. **SUGGESTIONS**:

 > use a pizza box, cardboard, oak tag, construction paper, legal sized file folders, etc.

 > use such things as a spinner, dice, chance cards, etc.

 > remember to include player pieces to mark each player’s spot on the board while they play

4. Play the game and ask **TWO** other players for feedback by having each player complete the “Game Evaluation Questions.” Hand these in with the game.

#### **Content**

Your game must include at least **30** questions with correct answers based on the most important information we’ve covered in this unit (reference the list of information on the study guide).

#### **What You Will Hand In**

1. Your game, including all pieces (the board, cards, playing pieces, dice, etc.)

2. A proofread, signed rough draft of the game rules and all questions and answers.

3. A final copy of the rules of the game and the questions and answers used in the game.

4. Two completed “Game Evaluation Questions” sheets filled out by individuals who played your game and gave you feedback.

#### **Your Grade**

The board game will count as 80% of the assessment grade and the 20 question, multiple-choice quiz taken on the day of the exam will count as 20% of the assessment grade.

**Due Dates:** Orange 3-4: Wednesday, December 10th Black 3-4: Thursday, December 11th

##### Board Game Rubric

**Basic Requirements**

includes proofread, signed draft of all written pieces and two completed “Game Evaluation” sheets \_\_\_\_\_\_\_

includes all necessary game props \_\_\_\_\_\_\_

**Content (60 points)**

game includes 30 questions and correct answers on the content from this unit \_\_ 60\_\_ \_\_\_\_\_\_\_

rules include object of winning by answering the most questions correctly \_\_ 5\_\_ \_\_\_\_\_\_\_

**Format (35 points)**

game questions are written with correct spelling and grammar \_\_ 10\_\_ \_\_\_\_\_\_\_

all game props are creative and attractive and exhibit the student’s effort \_\_ 10\_\_ \_\_\_\_\_\_\_

game questions are based on the most important content from this unit \_\_ 10\_\_ \_\_\_\_\_\_\_

rules are easily followed and allow for smooth flow of play \_\_\_5\_\_\_ \_\_\_\_\_\_\_

Total Points Earned on Project: \_\_\_\_\_\_\_

Board Game Evaluation

Thank you for playing \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_’s board game.

(Student’s Name)

To allow this student to receive some feedback on the game, please answer the following questions after the game has been finished.

1. How clear (easy to follow, understandable, etc.) were the rules?

2. How easy or difficult were the questions?

3. How attractive, colorful, etc. was the board game?

4. What suggestions for changes (additions/changes/deletions) do you have for the designer of this game?

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