

Suete.

The National Archives
Education Service

Domesday Book: Day of Judgement

Preparation materials for
onsite workshop (KS3)

Rex ten in dño Chingestone. In Chingeston hō.
de firma regis. E. fuit. Te se defd. p. xxx. hīd. m. p. nichilo.
Tpa. ē. xxx. u. cap. In dño sunt. ii. cap. 7 q̄ar. xx. 7 vi.
uilli 7 xiiii. bord. cū. xxx. v. cap. lbi. ecclā. 7 u. sequi. 7 v.
molini de. xx. sol. 7 u. piscarie de. x. sol. 7 t̄ia piscaria
ualde bona. sed sine censu. lbi. xl. ac p̄a. Silua. vi. port.
T. R. E. 7 post. 7 modo. ualut. xxx. lib.

De uillis hui' uille habuit 7 hē hūfrid camegar' unū
uillan in custodia. causa coadunandi lanā regine.

De ipso ecclā accep. xx. sol. in releuam cū pat' ei fuit mort.

In Copedeborne hō.

Rex ten in dño Etwelle. T. R. E. se defd. p. xvi. hīd.
una 6 min. Modo p. xiii. hīd. 7 dim' ad firmā. Tpa. ē.
In dño. ē. i. cap. 7 xl. viii. uilli 7 iii. bord. cū
xv. cap. lbi. u. molini de. x. sol. 7 xiiii. ac p̄a. Silua.
de. c. port. De herbagio. xi. port.

T. R. E. ualib. xx. lib. 7 post. 7 m. xvi. lib. 7 tam reddet
xx. v. lib. Testant' hōes de hund qd' de hoc cō subterage
sunt. ii. hīd. 7 una 6. que ibi fuer' T. R. E. sed p̄posita
accommodauer' eis suis amicis. 7 una denā silua. 7 una c̄psta.
Ad hoc cō adiacec' ecclā de Loper. cū xl. acris t̄p̄e.
Val. xx. sol. Offin' de o. v. tenet.

Rex ten in dño Eetle. Eddid regina tenet. Te se
defd. p. vi. hīd. modo p. nulla. Tpa. ē. In dño
ē dimid' cap. 7 iii. uilli 7 x. bord. cū u. cap. lbi. iii. molini
de. iii. sol. 7 x. ac p̄a. De palnag' herbag'. vi. port.
T. R. E. 7 post. ualb. lx. sol. modo. l. sol.

In Blachetela hund

Rex ten in dño Goneselle. Herald' tenet. Te se defd.
p. x. hīd. modo p. nichilo. Tpa. ē. xx. cap. In dño sunt. ii.
7 xxx. uilli 7 viii. bord. cū xiiii. cap. lbi. vi. sequi. 7 un
molini de. xl. den. 7 iii. ac p̄a. Silua. de. xxx. port.

T. R. E. ualb. xv. lib. 7 post. x. lib. Modo. xx. lib. 7 tam
reddet. xxx. lib. Hui' uille uillan. ab omi' re uicecom' fē q̄a.
De q̄a hui' cō posuit ep̄s dim' hīdā in cō b̄runter in
iuste. 7 ea tenet. que fuerat T. R. E. 7 ecclā W. in Goneselle.

In Wodetone hō. hē rex in dño. i. hō. que iacet in Goneselle.

Rex ten in dño Wodetone. Eddid regina tenet.
Te se defd. p. x. hīd. 7 tam q̄ant' cū ibi. xvi. hīd. Modo
n̄ dect' gēb. Tpa. ē. xiiii. cap. In dño sunt. ii. cap. 7 xxi.
uilli 7 vi. bord. cū. xii. cap. lbi. ecclā. 7 vi. sequi. 7 ii. mo
lini de. x. sol. 7 iii. ac p̄a. Silua. de. l. port.
T. R. E. 7 post. 7 m. ual. xv. lib. 7 ibi sust' app̄e.

In Wodetone hund hē rex in dño. iii. viii. que iacet in Wodetone.

In Wodetone hund.

Rex ten in dño Wodetone. Eddid regina tenet. Te se
defd. p. x. hīd. 7 dim'. Modo p. nichilo. Tpa. ē. xiiii. cap. In
dño sunt. ii. cap. 7 xxx. viii. uilli 7 xiii. bord. cū. xiiii. cap.
lbi. ecclā. 7 iii. sequi. 7 iii. molini de. xv. sol. 7 iii. denar.
lbi. iii. ac p̄a. Silua. l. port. de palnag'. de herbag'. xxxviii.
port.

am p̄tadiad pensū 7 arsurā. xxx. lib.

Rannulf' ten de hoc cō yedam. cū p̄an. iii. hīd. Vmāq'
tenet de rege. E. Nung. gēb' reddid'. Tpa. ē. ii. cap. In dño. ē. una.
7 vi. uilli 7 xii. cor' cū u. cap. lbi. xv. ac p̄a. 7 silua. de. iii. port.
Ibidē ten' idē Rannulf' atq̄a ecclā que p̄tā. xii. sol. p̄an.
De. iii. hīd. T. R. E. 7 m. ual. iii. lib. Cū p̄cep. iii. lib.

Iidē Rannulf' ten de rege Tweste. Ad Godelmunge p̄anur.
Leuini tenet de rege. E. Te 7 m. una hīdā sigēb'. Tpa. ē. i. cap.
7 ibi. ē. cū uno uillo 7 vi. cor' 7 uno seruo.

T. R. E. ualb. lx. sol. 7 post. m. xl. sol.

In Lanelebrice ten' lbi. q̄da femina de rege una 6. Val. iii. sol.

TERRA ARCHIEPI CANTUAR. In Suletone hund.

Archiep's Lanfranc' ten in dño Ceolundene. T. R. E. se
defd. p. quat' xx. hīd. 7 modo p. xvi. hīd. una 6. Tpa. ē.
xx. cap. In dño sunt. iii. cap. 7 xl. viii. uilli 7 x. v. bord. cū
xxx. iii. cap. lbi. ecclā. 7 un' molin de. v. sol. 7 viii. ac p̄a. Silua.
de. cc. port.

De q̄a hui' cō ten' Restold' viii. hīd. de archiep's. Radulf'. i. hīdā.
7 inde hīd. vi. lib. 7 viii. sol. de gāblo.

Totū T. R. E. 7 post. ual. xii. lib. Modo. xx. vii. lib. archiep's.
hominib'. ei. x. lib. 7 x. solid.

Ipse archiep's ten' Cethā de uicu monachoz. T. R. E. se defd.
p. xx. hīd. 7 iii. p̄an. hīd. Tpa. ē. xiiii. cap. In dño sunt. ii. cap.
7 xx. v. uilli 7 xii. cor' cū. xv. cap. lbi. ecclā. 7 v. sequi. 7 una
ac p̄a. Silua. de. xx. v. port.

T. R. E. 7 post. ualut. viii. lib. Modo. xiiii. lib. **Hubertus archiep's.**
Ipse archiep's ten in dño Wodetone. T. R. E. se defd. p. quat' xx.
hīd. Canonici s' pauli ten de hīs. viii. hīdā. que cū hīs gēl
dauq' 7 gēldas. Modo gēd' simul p. xx. v. hīd. Tpa. ē. xxx. v.
cap. In dño sunt. v. cap. 7 quat' xx. uilli 7 xiiii. bord. cū. xxviii.
cap. lbi. ecclā. 7 xvi. sequi. 7 ii. molini de. c. solid. 7 xx. ac p̄a.
De silua. l. v. port. de palnag'.

In Lundonia fuer' xxi. mansure reddent. l. u. den. In Sud
Werca. iii. mansure de. xx. vii. den. De uilla p̄utelei. xx. sol.
de theloneo. 7 una piscaria sine censu. hanc piscaria habuit

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Teacher's notes

Teacher's notes

This pack will allow you to prepare your students for the workshop. It is vital that all students complete the preparatory work beforehand, so that they are fully prepared for the session.

This session will involve students in an imagined encounter between the villagers of Mortlake and King William's Commissioners, based on the entry in the Domesday Book for Mortlake, Surrey. The villagers have already been interrogated by the Commissioners, however King William wants to be absolutely certain that he is not cheated out of any tax on land, buildings or cattle. A second set of the King's Commissioners, led by Canon Robert de Belleme of Exeter, have therefore arrived in the village to check that the information given to the first Commission is accurate. Rannulf, the reeve of the Manor of Mortlake, has been instructed to form a second jury of villagers to give evidence. The Canons of St Paul's, the villagers of Putney and traders from London have also been called to assist in the inquiry.

Preparation activity

Please distribute the 'Student Information: Manor of Mortlake' sheet to your class to read in advance of the session. Each student will also be required to take on the role of a character during the role play. Please split your students into six groups, assigning them to a role within the following:

- Commissioners
- Mortlake First Jury
- Mortlake Second Jury
- Putney Villagers
- Londoners
- Canons of St Paul's

Details of the characters can be found in the 'Character Information' section of this preparation pack.

Background Information

At the time of the Domesday survey, the manor, the basic unit of landholding, was a bit like a large farm. The Lord of the Manor may have had his main residence there or on one of his other manors if he held more. The villagers lived close by, and worked the Lord's land for him in return for his protection and the use of the land to farm or keep livestock for their own profit. The villagers appointed one among them to act as reeve or bailiff of each manor and manage it on behalf of the Lord.

When William ordered his great survey, it was usually the reeve who gathered the information. He had to find out how much the land was worth before the conquest, at the time of the conquest and in 1086. Information about the different types of land, buildings and some animals such as pigs, which were taxed, was also recorded. The findings were passed on to the sheriff of each county to be given to the Commissioners at the shire court.

Teacher's notes continued

We can only imagine what it must have been like for the reeve of the manor, trying to gather together the information. This was an age when most people could not read or write, so there may not have been many written records for him to refer to. He would have been relying on the evidence of word of mouth and memory of the villagers for information about who held land and what taxes it was liable for.

The Commissioners who ventured to the shire court to check the returns for each manor were formed of Earls, Barons and Churchmen. William sent Commissioners who had no personal interest in the area, so there was less chance of them altering the information for their own advantage.

William was so thorough, he sent out a second group of Commissioners, to check that the information gathered first time around was accurate. Any queries raised by the second Commissioners were answered by a second jury of six villagers from the manor. Anyone found to have lied or hidden information to save taxes faced severe punishments. Hands plunged into boiling water was enough to scare most people into submitting accurate information! It is the encounter between the second round of Commissioners and villagers on which this drama is based.

Useful links

Discover Domesday:

nationalarchives.gov.uk/domesday

Online lesson: What can we learn about England in the 11th century?:

nationalarchives.gov.uk/education/lessons/lesson44.htm

Student Information: Manor of Mortlake

The entries in Domesday Book do not give us all the details about each manor. Only information of interest to William was recorded, so animals (such as horses), small domestic dwellings, even villagers such as women and children were left out. We need to do calculations of our own to get a more complete picture of what a manor at the time of Domesday was really like. It is fascinating to have such a detailed record that can help us to investigate what life was like nearly 1000 years ago.

The Manor of Mortlake, 1086

Mortlake is an important manor, held by no lesser a person than Lanfranc, Archbishop of Canterbury. There are some interesting buildings in Mortlake, which may explain why it is so important and profitable to the King. There is a church, which forms the centre of village life, as well as two water mills, which are liable for 100 shillings of tax between them. The tax is high because the mills bring in a lot of money to the Manor. Surrounding villagers with no mill of their own venture into Mortlake to grind corn in exchange for a fee.

Mortlake has 80 hides; the hide being a taxable unit of land. Eight of Mortlake's hides are held by the Canons of St Paul's. Tax is paid on 25 of these hides in total. There is enough land for 35 ploughs, which is the amount of land that can be ploughed by one plough team in one day. The Lord of the Manor takes the produce of the work of five of these plough teams for his own profit; the rest belongs to the villagers. Of the land of 35 ploughs available, only 28 are in use; the rest are lying fallow.

The population of Mortlake consists of 80 villagers, 14 smallholders and 16 slaves. However, this is not the whole total as women and children are not included in the survey. Multiplying the stated number of villagers by 4.5 provides a more accurate idea of the total population.

There are 55 pigs liable for tax, although again this is not the total amount of pigs in the manor. Only 1 in every 7 pigs is counted for tax, or in some cases 1 in every 10. The number of pigs counted indicates how much woodland Mortlake has. The greater the number of pigs, the larger the area of wood needed for them as they eat the acorns and beechnuts found there.

The river plays a large part in life in Mortlake. There is a fishery, a place where fish are trapped and bred. The fishery has avoided paying any tax because the first jury told the Commission that Earl (formally King!) Harold established it himself, for his own use by force. The jury had to testify to this in person from their own memory, as there is no written record of the rights to this fishery.

A second set of the King's Commissioners are arriving at Mortlake to check that their information about the village is accurate, so that William will know if he can get any more money from the manor in tax. According to William's first set of Commissioners, the value of Mortlake before the conquest in 1066 was £32. Just after the conquest it dropped to £10, showing how much disruption the conquest caused to everyday life. However, by 1086, things have recovered and Mortlake is already returning more than it did before, at £38.

Character Information

Group 1: The Commissioners

Characters:

1. Sir Gilles de Vouvrais
2. Sir John Lambourne
3. Canon Osbert of Taunton
4. William of Gloucester
5. Brother Stephen of Chudleigh

Note to teacher: there must be five pupils in the Commissioners' group.

1. Information the Commissioners need to know

All the Commissioners need to know the questions that were asked to gather information for the Domesday survey. These include:

- The name of each manor
- Who held it at the time of King Edward and who holds it now
- How many hides there are
- How many ploughs in the lord's demesne land and how in the men's
- How many villagers, cottagers, slaves, freemen and sokemen live there
- How much woodland, meadow, pasture
- How many mills and fisheries
- How much has been added to or taken away from the estate
- What it was worth then and now, and whether more tax can be had

2. Questions for each Commissioner to ask during the session

N.B. Students will be prompted for these during the workshop.

Sir Gilles de Vouvrais will ask the reeve for an explanation of why there seemed to be pigs in the woods at Barnes:

'Does the reeve have an explanation for the smelly dung on the road through which our horses passed on the way here?'

Character Information continued

Sir John will ask the villagers of Putney:

'How much tax do you charge on the sale of an ox?'

William of Gloucester will ask John the Bewer:

'John, how much do you charge for a barrel of your finest brew?'

Canon Osbert will ask Wallis the Tailor:

'Wallis, how much do you charge for one of your tunics, something like the one Rannulf here is wearing?'

Brother Stephen of Chudleigh will ask the villagers of Putney:

'How much tax do you charge on the sale of a slave?' On hearing the answer, Brother Stephen will amend the Domesday entry.

Brother Stephen Chudleigh will also be asked to amend the final Domesday entry, and will need to know the Roman numerals for 55 (LV) and 20 (XX).

All the Commissioners should know something about the food they would have eaten, for example, suckling pig with leeks and onions, or roasted swan and peacock for a really fine feast.

Character Information continued

Group 2: Mortlake First Jury

Characters:

1. Wat
2. Aldred
3. Edred
4. Egbert
5. Godwin
6. Turolf

Note to teacher: there should be at least six pupils in this group.

1. General information for Group 2 to know

These villagers formed the jury questioned by the Commissioners on their first visit to Mortlake. In order to save tax, they lowered the number of pigs and the value of the mills, which the Commissioners have come back to check. They should know about daily life and the work of the villagers on the manor. The Commissioners' second visit occurs in the autumn, one of the busiest times on the manor. Students should know that:

- The harvest has been gathered and now has to be stored safely for the winter
- Ploughing and sowing of next year's crops has to be done
- Animals that were going to be used for food have to be slaughtered and their carcasses cured (smoked or salted) so they will last the winter
- Pigs need to be brought back from the woods to their winter sties on the manor

2. Information for individual characters to learn to answer the Commissioners' questions about the jobs they do

Wat sows the winter rye on the Archbishop's demesne land. When he has done this he also has to go out in the fields with a sling and stones to throw at the birds to scare them off eating the seed. He also repairs any fences and buildings that need mending to make them secure for the winter.

Aldred works at ploughing. He gets up at daybreak, yokes the oxen to the plough and then ploughs at least one acre a day. When he has finished, he gives the oxen their food and drink and cleans out their stable before resting himself.

Character Information continued

Edred looks after the villagers' sheep. He takes them to the pasture early in the morning and watches over them all day with his dog in case a wolf tries to eat them. He also milks the sheep to make cheese and butter.

Egbert slaughters the animals and cures their carcasses, hanging them up to be smoked or rubbing them with salt so they will last the winter. He then prepares the hides (animal skin) to be sold.

Godwin is the miller. He has an important job as he grinds corn for the Lord of the Manor, so it can be made into bread. The Lord also lets the villagers get their corn ground there, in return for a payment to him. Godwin gets to keep some of the corn as his payment for the work done.

Turolld is an ox-herd. He drives the oxen as they pull the plough, then watches over them all night to stop thieves trying to steal them.

They also need to be ready to explain why some of the profits of the manor are less than expected:

- Godwin suggests that the mills have had a quiet time this year
- Wat suggests that the harvest was poor
- Turolld suggests that the weather has been bad

Character Information *continued*

Group 3: Mortlake Second Jury

Characters:

1. Tetbald
2. Tursten
3. Dunstan
4. Aylmer
5. Baldwin
6. Bladric

Note to teacher: there should be at least six pupils in this group.

1. General information for Group 3 to know

These villagers form the jury that are going to be questioned by the Commissioners on their second visit to Mortlake, to check the accuracy of the information given by the first jury. They should know about the duties of the reeve on the manor so that they can answer the Commissioners' questions.

Rannulf the reeve has been selected by the villagers to oversee their work on the manor on behalf of the Lord. In return for his work, the reeve is exempted from certain duties and payments and gets better land for himself and his family.

2. Information for individual characters to learn to answer the Commissioners' questions about the responsibilities of the reeve

Tetbald:

The reeve checks that the farm buildings and our cottages are in good repair; otherwise we might be fined at the manor court.

Tursten:

The reeve sometimes has to go to the London markets to sell and buy things for the manor on behalf of the Lord, and try to get the best price for it.

Character Information continued

Dunstan:

The reeve checks that the ploughing, sowing and threshing is being done properly, and he makes sure that the villagers don't waste or steal anything that rightly belongs to the Lord.

Aylmer:

If guests of the Lord are coming to stay on the manor, the reeve has to prepare it to receive them.

Baldwin:

The reeve makes sure that they all get up early and work hard, and that they are doing the work on the Lord's demesne land that they owe him.

Bladric:

The reeve makes sure that the food allowances are given out equally among all of the villagers.

In addition, all the characters will be asked to name types of food villagers would have enjoyed. Examples are given below, but see how many more you can find out about before the workshop:

- Boiled bacon, cheese and curds, oatmeal cake and thick pottage, and bread made from peas and beans
- A lump of bread and draught of ale for breakfast

Character Information continued

Group 4: Putney Villagers

Characters:

1. Ham
2. Swetricus
3. Athelhard
4. Athelstan
5. Uctred
6. Sagar

Note to teacher: there needs to be at least three pupils in this group, up to a maximum of six.

1. General information for Group 4 to know

The villagers of Putney are responsible for collecting tolls (taxes) on produce sold at the market held there, and the money collected from these tolls is looked after by the reeve of the manor.

2. Information for individual characters to learn to answer the Commissioners' questions

Ham:

The reeve of Mortlake is responsible for collecting the tolls.

Swetricus:

The toll payable on the sale of an ox is three farthings (three quarters of a penny).

Athelhard:

The tax payable on the sale of a slave is four pennies and one half penny.

Character Information continued

Group 5: Londoners

Characters:

1. Wallis the Tailor
2. John the Brewer
3. Fulco the Baker
4. Harold the Carpenter
5. Godwin the Cooper
6. Rolf the Carter

Note to teacher: there needs to be at least two pupils in this group playing the roles of Wallis the Tailor and John the Brewer.

1. General information for Group 5 to know

The Londoners are here as some dwelling houses in the City of London pay tax to the manor of Mortlake. Also, the reeve buys some of the produce for the manor from London. The Londoners have been brought to Mortlake to answer the questions of the Commissioners on the prices paid for some of this produce.

2. Information for individual characters to learn to answer the Commissioners' questions

Wallis the Tailor charges 3 pennies for one of his tunics.

John the Brewer charges 1 penny for a barrel of his finest ale.

Character Information continued

Group 6: Canons of St Paul's

Characters:

1. Ivo
2. Drogo
3. Miles
4. Serlo
5. Adam
6. Eudo

Note to teacher: there needs to be at least two pupils in this group, playing the parts of Ivo and Drogo.

1. General information for Group 6 to know

The Canons are here to represent St Paul's, which has some land in Barnes. On the Commissioners' first visit, they were involved in the plot to hide some of the pigs from the Commissioners.

2. Information about the Rule of St Benedict

The Canons of St Paul's live according to the Rule of St Benedict, a strict yet practical and simple way of life for monks to follow. During the workshop, the Commissioner will ask the Canons about the life they lead. It would be helpful if the Canons could learn some of the rules given below so they can respond to his questions:

- Nine hours a day are spent in Divinum Officium (Divine Office), spiritual reading and study
- Six hours are spent at work, manual labour making tools and equipment, working in the fields or in the kitchen
- All monks must cheerfully do whatever work is given them, no matter how hard it may seem
- Eight hours are allowed for sleep
- There is no rule of silence, but moderation in the use of speech is encouraged to allow for useful and necessary conversation. After evening prayers are read, silence must be observed until the following morning
- Unseemly laughter is not allowed
- Each monk has a separate bed and sleeps in his habit, so he is ready to pray when he wakes up
- Private possessions are not allowed, and necessary possessions are to be shared out equally

Character Information continued

- Religious texts are to be read aloud at meals, so all the other monks must eat in silence
- Two meals a day are allowed, with two dishes of cooked food at each meal. There is also a pound of bread and half a pint of wine for each monk with his meal. Eating meat is prohibited, unless a monk is sick
- Dress is to be plain and cheap, but suitable to the weather