

# Kingdom Builders: From Cookie Run to Real History!

**Grade Level:** 7

**Subject:** Social Studies / History

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## Lesson Activities

### 1. Introduction: Your Cookie Kingdom (10 mins)

Let's talk about Cookie Run: Kingdom!

- What's your kingdom like? What are some of the most important buildings?
- Who's in charge? What different roles do your Cookies have (fighting, producing goods, exploring)?
- What challenges do you face when building and defending your kingdom? (e.g., getting resources, fighting enemies, expanding territory).

*Transition:* Believe it or not, people hundreds of years ago faced similar, but much more serious, challenges when building their \*real\* kingdoms! Today, we'll explore what real medieval kingdoms were like, using some ideas from Cookie Run: Kingdom to help us understand.

### 2. Exploration: Life in a Medieval Kingdom (20-25 mins)

We're going back in time to Medieval Europe (roughly 500 AD to 1500 AD).

- **What is a Kingdom?** Discuss the basic idea: a territory ruled by a King or Queen.
- **Introducing Feudalism:** Explain that society was organized in a system called Feudalism. It was like a pyramid structure based on loyalty and land.
  - **King/Queen:** At the top, owned all the land theoretically. (Think King Custard III, maybe?)
  - **Lords/Nobles:** Granted large pieces of land (fiefs) by the King in exchange for loyalty, money, and knights for the army. (Like powerful Cookies who manage parts of your kingdom?)
  - **Knights:** Warriors who received land from Lords in exchange for military service. (Your Charge and Defense Cookies!)
  - **Peasants/Serfs:** The vast majority of people. They worked the land for the Lords/Knights in exchange for protection. They had very few rights and were often tied to the land. (Who grows the Sugar Cubes and Jellybeans in your kingdom? Real peasants grew food!)
- **Resources & Daily Life:** Discuss how resources (food, wood, stone, metal) were crucial. Talk briefly about castles for defense, farming as the main job, and the importance of loyalty and protection.

*(Teacher provides or guides student to find 1-2 short, engaging online videos or articles explaining feudalism and medieval life suitable for 7th grade).*

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### 3. Activity: Game vs. History Comparison Chart (15-20 mins)

Let's compare Cookie Run: Kingdom with historical medieval kingdoms. Create a chart with the following structure (either draw it or use a digital document/handout):

Feature	Cookie Run: Kingdom Example	Historical Medieval Kingdom Example
<b>Ruler</b>	Who rules the Cookie Kingdom(s)?	King/Queen
<b>Social Structure</b>	Different types/roles of Cookies? Any hierarchy?	Feudal System (King, Lords, Knights, Peasants)
<b>Economy/Resources</b>	How do you get resources (coins, jellies, materials)?	Based on land (farming), taxes, trade. Resources: food, wood, stone, metal.
<b>Defense</b>	How do you defend your kingdom in the game?	Castles, knights, armies, city walls.
<b>Alliances</b>	Guilds - how do they help?	Marriages between royal families, treaties, military alliances.

Fill out the chart, thinking about the similarities and differences.

### 4. Creative Connection: A Cookie in Camelot (Optional Extension, 10-15 mins)

Choose one of your favorite Cookies. Imagine they were transported to a real medieval European kingdom. What role would they play based on their skills (knight, farmer, builder, scholar, etc.)? What challenges would they face? Write a short paragraph or draw a picture with a caption describing their medieval life.

### 5. Wrap-up & Assessment (10 mins)

- Discuss the Comparison Chart: What were the biggest similarities? The biggest differences?
- Key Questions:
  - How did the Cookie Run: Kingdom comparison help you understand feudalism?
  - What was the most interesting or surprising thing you learned about real medieval kingdoms?
  - Why was land so important in the feudal system?
  - What were the main jobs or roles people had?
- Briefly review the key terms: Kingdom, Feudalism, Lord, Knight, Peasant/Serf.

**Conclusion:** Games like Cookie Run: Kingdom borrow ideas from real history! Building kingdoms, managing resources, and different social roles were real challenges people faced long ago. Keep an eye out for other connections between fantasy worlds and real history!