

Design a Tudor Merchant's House

Learning objective: To understand the architectural features of Tudor homes and the daily life of people in the 16th century.

Use the drawing space provided to create a Tudor house. Think about the materials used, the shape of the building, and the people who might live there. Use the word bank to help you label your drawing.

Draw: Draw a two-storey Tudor house in a 'black and white' style. Focus on the timber framing (dark lines) and the 'wattle and daub' panels (cream/off-white). Ensure the top floor juts out over the bottom floor (jetty). Include a small store window on the ground floor and a thatched or tiled roof. Use a fine-liner pen style to show the texture of the wood.



Label words: Jettied upper floor · Timber frame · Wattle and daub · Leaded glass windows · Thatch roof · Merchant

Steps:

1. Step 1: Draw a large rectangular frame for the house. Add a 'jetty' by making the second floor wider than the ground floor. What material was used to fill the spaces between the wooden beams?
2. Step 2: Label the 'timber frame' and the 'jettied upper floor' on your drawing.
3. Step 3: Draw a merchant standing outside the store front. Why did Tudor merchants often live above their place of work?

4. Step 4: Draw leaded glass windows on the upper floor. These were small panes held together by lead strips. Why were windows expensive during the Tudor period?
5. Step 5: Add a sign hanging above the door to show what the merchant sells. If you were a merchant in 1550, what goods might you sell?