

Creating an English Colony Activity

Names of group members: _____

Period: _____

Activity Overview

With this project you will be using your knowledge of Europeans establishing early *New World colonies* to create your own English *colony*. In this scenario you are one of the leading members of a *joint-stock company* that plans to finance a *colony* in the *New World*. You will be placing print advertisements around London about your venture and hope to have about 100 people reserve a spot on the voyage. However, you have some important decisions to make before starting your venture.

You will attempt to plan for every problem that might arise and prioritize the supplies they might need to build a *colony* in a strange, new and potentially dangerous land. This project is difficult because the actual planning of these *colonies* was difficult. Most *colonies* failed within a few years.

As a group, complete the following steps:

Step 1: Describe the focus of your *colony* (religion, agriculture, searching for gold, etc.)? How will the *colony* make money and attract more *colonists* in the future? Explain this step in some detail because specific information is the only way you will attract possible *colonists* to join you in this endeavor.

Step 2: Looking at a map of the English *empire* in the *New World* (the eastern coast of North America is the *empire* that England has claimed) select an area in this region where you think your *colony* would be most successful. Use an atlas to find detailed maps of this area. **DESCRIBE** the location ('at the mouth of the Waltonish River or along the southern shore of Altonax Bay, etc.') and **LIST** some of the ways that the geography, climate and *natural resources* of the region you have selected might impact your *colony*. What are some benefits of establishing a *colony* in the area of the *New World* you selected? What are some possible limitations? **REMEMBER:** WHERE in the *New World* you live affects HOW you live!

Step 3: Name of your colony _____

Step 4: Your group has received a *charter* from the King to settle this specific part of the English *empire* in the *New World*. You are indebted to him majesty for allowing you this opportunity. With this in mind, describe type of government will your *colony* have. Who will be in charge? The King, to whom you are loyal and indebted, is thousands of miles away – across an ocean – and unable to be involved in the day to day operation of your *colony*. So who will make the daily decisions for the good of the group? The fate of your *colony* might hang in the balance based on this decision...

Explain five laws your colony will have.

- 1.
- 2.
- 3.
- 4.
- 5.

Step 5: Create a newspaper advertisement to recruit other people to move to your *colony*. This should be LESS than 50 words long and fit in the space below. Consider the following questions as you decide what to put in your advertisement: What types of *colonists* are you trying to attract and why? How do you plan on making money? What is great about your *colony* (i.e. money, safety, geography, etc.)? What does your *colony* have to offer that other colonies in the *empire* might not?

The New Colony: The “what” and the “who”

Directions: Your *joint stock company* has raised money to start a *colony*. You need supplies to make your *colony* successful. You have a limited amount to spend and must purchase enough supplies to last 15 people a full year, (two months at sea and 10 months in the new world). Your spending limit is **700** dollars.

<u>Item</u>	<u>Point Value</u>	<u># Of item wanted</u>	<u>Total # spent</u>
Firearms (1)	10		
Ax (1)	3		
Horses (1)	25		
Pots (1)	2		
Pans (1)	2		
Cloth (4 bolts)	5		
Shovels (1)	3		
Fishing gear	6		
Plow (1)	10		
Seeds (wheat) 1 large bag	8		
Rope (50 yards)	2		
Stove (1)	15		
Saws/tools	12		
Bed (1)	8		
Dried food (three months)	12		
Nails – 1000 count	5		
Candles (25)	2		
Blanket (1)	3		
Cattle (1)	20		
Chicken (1)	10		
Fresh Water (two months)	5		
Medicine (enough for 5 people)	20		

QUESTION: Explain which month you plan on leaving Europe for the *New World* and **WHY** you choose that specific departure time.

You must also select people to join your expedition. Choose wisely and remember you can only pick 14 people from the list below. You can spend no more than **100** points on selecting your desired group.

<u>People</u>	<u>Point Value</u>	<u># Of people wanted</u>	<u>Total # Spent</u>
Doctor	25		
Soldier	12		
Farmer	5		
Blacksmith	8		
Translator	10		
Experienced leader	15		
Young (teenage) boy	2		
Church official	8		
“Gentleman” (wealthy man)	3		
Indentured servant	4		

QUESTION: Do you notice a specific group of people that is missing from your pool of prospective *colonists*? Why might this group be excluded from consideration?

Pick a Site

Directions: Now that you have a crew and all of your supplies, you must pick a site. There is no time to rest after you trip across the Atlantic Ocean. Hopefully everyone survived and is relatively healthy...

<p style="text-align: center;">Site #1</p> <p>The first site is beautiful and well protected from enemies. Unfortunately it is also full of trees and very rocky, a hard place to farm.</p>	<p style="text-align: center;">Site #2</p> <p>The second site is also well protected from enemies. It is right next to a swampy river—a great source of food, but full of diseases.</p>
<p style="text-align: center;">Site #3</p> <p>This site is well placed with plenty of fresh water and wide open lands for farming. There is also a tribe of hostile Native Americans that live in the area.</p>	<p style="text-align: center;">Site #4</p> <p>The last site is on a small island just off the coast. It is well protected from enemies, but it is also difficult to get supplies from allies as well.</p>

Explain why you selected the site that you did to build your *colony*.

Prioritize Your Tasks

Directions: How you spend your time is important. It could be the difference between life and death! Now that you know where you will settle, it's time to decide how to spend your time building up your *colony*. Below you will see a list of 10 tasks. Place these tasks in order of importance by labeling them 1-10. (1 is the most important – top priority/has to happen, 10 is the least important – not a big deal is it doesn't get done.)

- _____ Gather *natural resources* and supplies to build a fort
- _____ Start gathering *natural resources* to make money (for example, mine for gold)
- _____ Prepare for winter by storing fuel and food by hunting and gathering
- _____ Choose a leader to be in charge of your *colony*
- _____ Gather *natural resources* and supplies to build a church
- _____ Plant and raise *cash crops* (plants that are valuable) for trading
- _____ Explore the land to see what or who is around you
- _____ Write and enforce laws to govern your *colony*
- _____ Clear land, plow up the land and plant seeds to (hopefully) have food in a few months
- _____ Gather *natural resources* and supplies to build houses

Explain the reasons you choose to place #1, #2, and #3 at the top of your priority list.

FINAL TASK: Create ONE of the following visuals to represent your North American *colony*: You will get specific directions for completing each from Mr. Kyle after you have made your choice.

- Create a colorful official seal that depicts important ideas/dates/symbols of your colony.
- Create an advertisement to convince others to join your colony. This will include various sized text (caption, body, details) as well as at least one image that captures the viewers attention.
- Create a map / blueprint of your colonial settlement detailing the location of the various buildings, defenses, farms, businesses, etc. found in your colony. This map should include a scale for relative accuracy.