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**Build a Colony-**

**Simulation Challenge**

Names:

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Imagine that you live in England in the year 1607. It is an exciting time for you. Your country has emerged as a world leader; your navy dominates the ocean; you have a new king; and you hear wonderful stories of a land of possibilities. There’s a new world to explore- a world where hunting is easy and gold is plentiful. You’ve read pamphlets, letters, and advertisements about the new world- how land, forests, and precious metal are abundant.

You think about the new world and all its possibilities. Your life in England doesn’t offer you much hope for improvement. You’re not going to rise much above your station in life, the cities are getting crowded, your religion is not accepted, or your family is suffering because you can’t get out of debt. Maybe you are the younger son of a wealthy family- you’re not going to inherit lands or titles because you have older brothers. The new land offers you a chance to succeed.

For whatever reason, you are planning to start a colony in America. You will be involved in all stages of your colony- from planning the voyage to choosing the crops to determining the governmental structure. Plan carefully!

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| **Section 1:**Choose the ship that will take your colonists to the new world. Circle the boxes. | **Ship #1** | **Ship #2** |
| Fast speed(8 weeks)3,500 lbs of cargo1 cannon50 people | Sturdy, medium speed(10 weeks)7,000 lbs of cargo2 cannons100 people |

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| **LANDING LOCATIONS** |
| **Section 2:**Choose the landing location.  | **Plymouth** | **Jamestown** | **Massachusetts Bay** |
| Departure Date:\_\_\_\_\_\_\_ | Departure Date:\_\_\_\_\_\_\_ | Departure Date:\_\_\_\_\_\_\_ |

What time of year do you want to leave England? It could take 3 months to travel to the New World. Keep in mind the seasons and the weather and the impact they could have on your voyage as well as planting season when you arrive in the New World.

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| **Captains** |
| **Section 3:**Choose your captain and then record the information you are given about him. | **Captain Jones** | **Captain Smith** | **Captain Bly** |
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| **PASSENGERS** (Ship #1 – 50 people, Ship #2 – 100 people) |
| **Section 4:**Choose the passengers that will be on your ship. You must have the full amount that your ship is allowed. Write the numbers on the line rather than just a check.Once you’ve agreed on your list, you can transfer the names onto passenger manifest. | \_\_\_\_\_ doctor and family (6 total) \_\_\_\_\_ teacher \_\_\_\_\_ miner\_\_\_\_\_ carpenter and family (6 total) \_\_\_\_\_ butcher \_\_\_\_\_ mason\_\_\_\_\_ soldier \_\_\_\_\_ minister \_\_\_\_\_ weaver \_\_\_\_\_ potter \_\_\_\_\_ surveyor \_\_\_\_\_ baker \_\_\_\_\_ farmer and family (10 total) \_\_\_\_\_ city planner \_\_\_\_\_ blacksmith \_\_\_\_\_ wealthy gentlemen \_\_\_\_\_ fisherman \_\_\_\_\_ seamstress \_\_\_\_\_ indentured servant \_\_\_\_\_ single man \_\_\_\_\_ single woman  |

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| **CARGO** |
| **Section 5:**Choose the cargo you wish to take on your journey. | **Guidelines:** |
| * You must have 100 lbs. of food and 100 lbs. of water for passengers on ship #1.
* You must have 200 lbs. of food and 200 lbs. of water for passengers on ship #2.
* You must also allow 25 lbs. of personal belongings per passenger – 1250 lbs. for ship #1, and 2500 lbs. for ship #2. *Each passenger will bring personal items and* ***tools of their trade****.*
 |
| Calculate how many lbs. your ship and passengers require. | How many lbs. of cargo does your ship hold? \_\_\_\_\_\_\_\_\_\_\_\_\_lbs.How many lbs. of food must you take? - \_\_\_\_\_\_\_\_\_\_\_\_\_lbs.How lbs. pounds of water must you take? - \_\_\_\_\_\_\_\_\_\_\_\_\_lbs.How many lbs. of personal belongings? - \_\_\_\_\_\_\_\_\_\_\_\_\_lbs.How many lbs. added because of captain? - \_\_\_\_\_\_\_\_\_\_\_\_\_\_lbs.*Total amount of pounds remaining*: = \_\_\_\_\_\_\_\_\_\_\_\_\_\_lbs. |
| With the total amount of pounds remaining, choose your cargo from the list below. Stock your ship carefully. The new world is a vast wilderness and the nearest stores are an ocean away. Plan for all emergencies. (The actual weights of the items below have been simplified to make the math easier and faster.) You will update your supplies on the designated cargo list as you use or lose them. |
| # | Total lbs. |  | # | Total lbs. |  |
|  |  | Vegetable seeds – 25 lbs. (barrel) (min. for 2 gardens) |  |  | Ammunition - 25 lbs. (barrel) |
|  |  | Cow - 50 lbs. |  |  | Food - 50 lbs. |
|  |  | Pig - 10 lbs. |  |  | Cat - 5 lbs. |
|  |  | Goat - 10 lbs. |  |  | Medical supplies- 25 lbs. (barrel) |
|  |  | Grain - 25 lbs. (barrel) |  |  | Tools - 25 lbs. (barrel) |
|  |  | Bribery Gifts - 25 lbs. (barrel) |  |  | Building supplies and tools - 10 lbs. (min. for 1 shelter for 10 people or one wall) |
|  |  | Weapons - 25 lbs. (case- 12 guns) |  |  | Salt- 25 lbs. (barrel) |
|  |  | Water - 25 lbs. (barrel) |  |  | Limes - 25 lbs. (barrel) |
|  |  | Horse - 50 lbs. |  |  | Household goods- 25 lbs. (barrel) |
|  |  | Games/entertainment supplies – 10 lbs. |  |  | Loom- 25 lbs. |
|  |  | Cloth- 10 lbs. (bolt) |  |  |  |
|  |  | Total |  |  | Total |

**The Journey Begins**

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| **Round 1**Before the Voyage |
| **Round 2**The Voyage |
| **Round 3**The Landing |

**Name of Our Community: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

#\_\_\_\_\_ Shelters #\_\_\_\_\_ Gardens #\_\_\_\_\_Walls

How many people are left unsheltered? \_\_\_\_\_\_\_

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| **Round 4**Building the Community |

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| **Round 5**Planting |
| **Round 6**The Natives |
| **Round 7**The First Winter |
| **Round 8**Government and Politics  |

|  |  |
| --- | --- |
| **After the First Year:**How many survived? | *Total the amount of supplies you have remaining. Grain, vegetable seeds, and food count in the food category. Divide the amount of food you have remaining by 20. The number you get tells you the total number of colonists you can afford to feed. Total the number of colonists you have remaining. Use the following formula to help you determine the number of survivors.* |

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_\_\_\_\_\_\_ + \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ = \_\_\_\_\_\_\_\_\_\_ ÷ 20 = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Amount of animals Amount of food Amount of water Total lbs. # of colonists you

remaining lbs. remaining lbs. remaining lbs. can feed

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - \_\_\_\_\_\_\_\_\_\_\_\_\_ = \_\_\_\_\_\_\_\_\_\_ (if this is a negative number, this is the

Number of Number of number of colonists who will

colonists you can colonists remaining perish from starvation)

feed on your passenger (if this is a positive number, this is your total

 manifest # of survivors)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ÷ \_\_\_\_\_\_\_\_\_\_\_\_\_ x 100 = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_%

Total # of # of colonists Survival Rate

Survivors you started with Percentage

(This is the number

of colonists on

your manifest that

you can feed)