

"Create a Colony" Activity

Overview:

For this activity you will create a colony and set up basic colonial settlement and government. The year is around 1600 all supplies and people must be true to this period. (don't bring a car or space ship!) You will need to decide what type of people and professions to bring to the "new world", what type of supplies to bring, how to organize your colony politically, and how to physically set up your colony.

The four basic parts of the "Colony" project are:

1. A picture or diagram of your colony/town's physical setup, perhaps a street map showing the settlement, or a diagram showing the use of land surrounding your colony.
2. 5 Important laws and explanation of how your colony will function politically.
3. A list of specific professions & types of supplies to bring to your colony.

Getting started:

You need to decide which types of people you want to bring; you must bring fifty (50) people. You can bring more than one type of skilled person (i.e. three farmers, two teachers). Next think about the supplies that you would need to bring to start your colony in a distant unknown place. Using a map, decide where you will build your settlement and how you will use the surrounding land. Do you want to settle near a river, hills, ocean, forest, etc? Make a diagram (like street map) of your settlement and a diagram of your surrounding land area. Write at least 5 basic rules/laws. Lastly, you must justify why you located your settlement and used surrounding areas as you did.

Colony/settlement diagram requirements:

Your group must make a diagram of your colony. Show where people live and where each building is located. This may look like a road map. Please label your buildings and structures. The other diagram will be of the surrounding land around your settlement. This diagram will show how you are using the natural resources and land areas around your settlement. Please label the items and structures on both diagrams clearly.

When creating a map; you may add as many extra hills, mountains, plains, rivers and forests as you wish. Think of how you will use the land to survive (Remember animals like to live in forests and animals are good to eat, gold comes from the ground etc.)

More things to think about- will you build a wall around your settlement area? How will you use the surrounding land? How will you keep your area clean?

Written laws and government functions explanation:

Your group needs to write 5 basic laws for your colony. How will decisions be made in your colony and what types of rules are important? What type of government will you have? Do your laws limit people's freedom or give freedom?????

Things to think about- what happens if there are no rules? How will your colony function? Who will have a voice in running the settlement? Who will have a right to participate? What happens to people who do not work? What happens to people who break laws? How does work get done in the colony?

Colony selection justifications:

Your colony will start with only 50 people and you may bring only 10 "extra" supplies with you from England. Your people and supplies must have been alive around/in 1600. Each person can only bring what they can carry with them, anything big or extra must be counted as one of your 10 supplies (i.e. doctor can carry his/her medical bag; a farmer can't carry their supplies --plow and cow). You must decide on what type of skilled people to bring with you. Make a list of professions you would bring. You can bring more than one person with the same job skill. Your site location is important, think about water and natural surroundings. Also think about protection from the climate

and any other dangers. You must turn in an explanation for each of the following decisions you make: A. which type of people you take, B. which supplies you take and C. Which map location you choose.

Things to think about-

People- remember you can only take fifty (50) people. You can choose more than one type of person to bring, but you may want to bring a few of each skill type. (Skill type—like farmers, hunters, explorers, ect.).

Supplies- remember you are going to a distant land and supplies will not be available unless you make, find, or grow them. You can only take ten items from home—choose wisely.

Site location-

Site A—Has a mild climate with many trees and rivers teeming with fish and wildlife. There are Indians in the area and Spanish/French ships are sometimes seen in the waters.

Site B.—Has a cold winter and shorter growing season. There are many fish and trees. There are many Indians in the area. Your settlement is visible from the ocean.

Site C.—Has a warm climate and long growing season. There are many rivers and forests surrounding you, wildlife seems everywhere. Few Indians are seen and small islands provide protection from any threat from the seas.

Colony checklist:

- A diagram: one clearly showing colony settlement (street map) and surrounding land area
- 5 laws and explanation of basic government structure
- List of 50 people and their job types and explanation
- List of 10 supplies you will bring and an explanation of why those were brought
- a brief justification of your colony's site location (A, B, or C).