

# Early Colonial Natural Resources Colonial Natural Resources Board Game

Thanks for checking out this product. I hope it will help your students learn quickly and easily, with a little fun thrown in, as well!

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48 Natural Resource Cards,  
Students Sort by Food, Clothing, and Shelter  
Uses listed on the back of each card

## Grades PS-5



# Settling the New World

## Colonial Natural Resources Game Board

**Objective:** *Students will learn what resources the early European colonists found in the New World, and how they were used. They will identify some of the plants and animals the colonists brought with them, and make judgments about why those items were selected.*

These materials can be used to teach the following history standard:

**History Standard 2:** Understanding family life in various places long ago.

The game board comes in two sizes:

- File a Letter Size, 8.5X11 inches—use this if you are using a standard printer.
- File b Ledger Size, 11X17 inches—use this if you are using a large format printer.

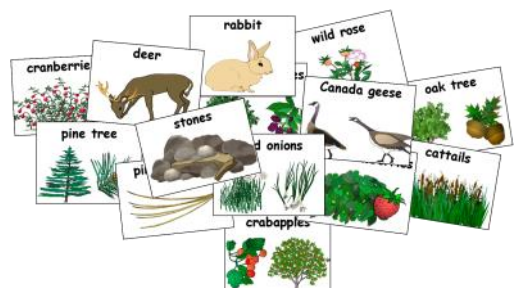
### Preparation:

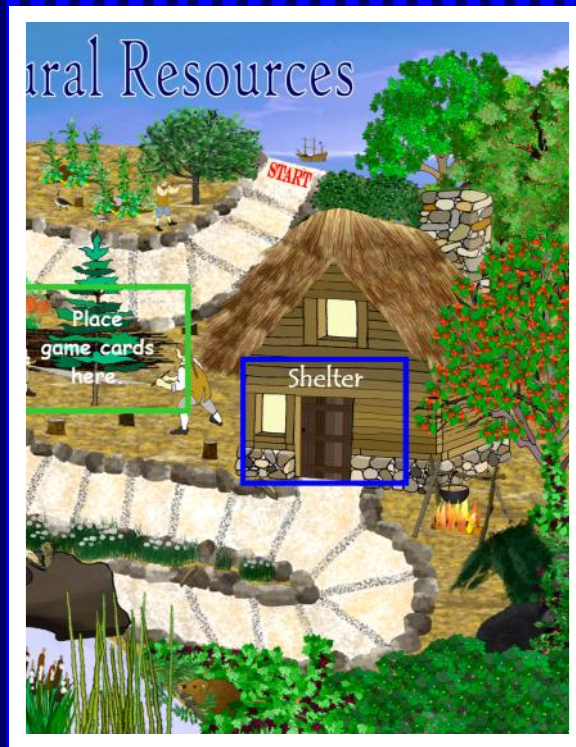
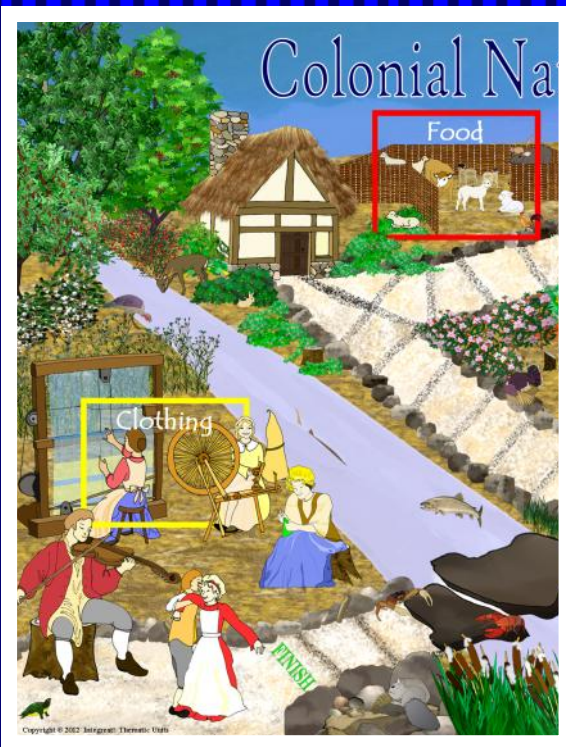
1. Print the game board on cover stock, single sided. Make as many game boards as you wish.
  - If you are using a standard printer, use this file, file a Colonial Natural Resources Game Board, letter size. Print it on two sheets of 8.5X11 paper, trim the inside margins, tape together on the back.
  - If you are using a large format printer, use file b Colonial Natural Resources Game Board, ledger size. Print it on one sheet of 11X17 cover stock. **YOU DON'T NEED TO USE BOTH FILES.**
2. Laminate and trim the game board.
3. Print out the game cards, directions, and markers. (See directions on the first page of file c Colonial Natural Resource Cards, all grades.)
4. Place the game board and the materials at your classroom museum or center, use in small groups, or as part of your lesson plan.

### Uses:

In addition to playing with the **Colonial Natural Resources Game Cards**, you may use the game board in a variety of ways:

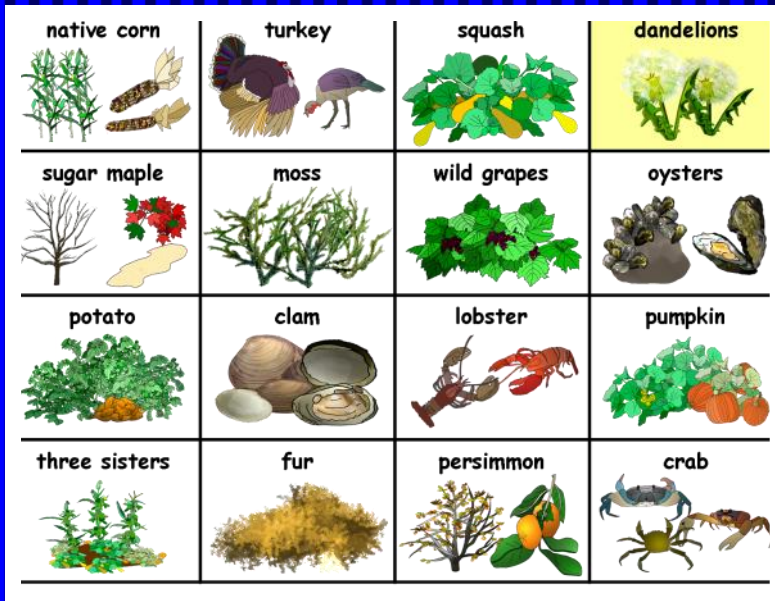
- Use the game board with any set of flashcards, or lists of questions and answers you want the students to rehearse. Each child can have their own set of flash cards to make play truly differentiated. The students practice the task before taking their turn.
- Younger students may read a page of a story they are working on before taking a turn.
- Older students may read and retell a paragraph from a social studies book before taking a turn.
- Practice spelling words, vocabulary words, math facts, formulas, or science and social studies facts.
- Use the board as a story starter to create narratives, a dramatic play or puppet show, or a factual report.
- Put the game board out at Thanksgiving for a seasonal touch at any center.





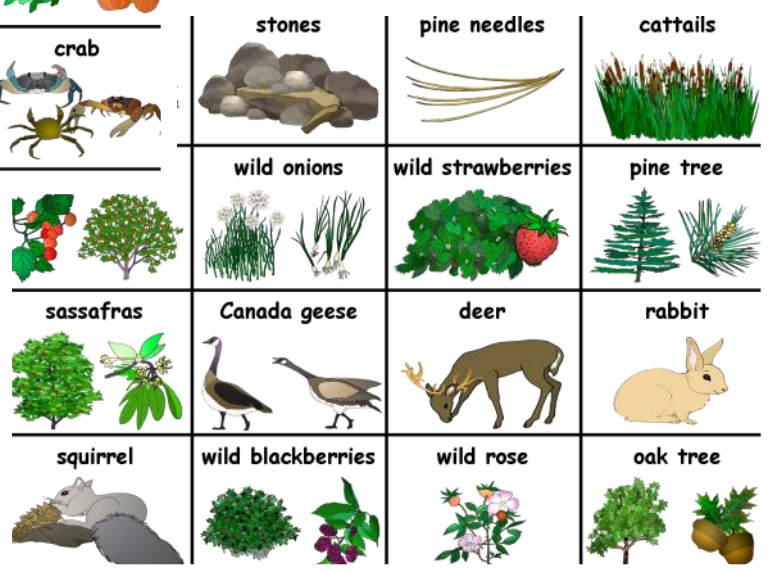
**2 Versions:**  
**Letter Size for standard printers**  
**Ledge Size for large format printers**



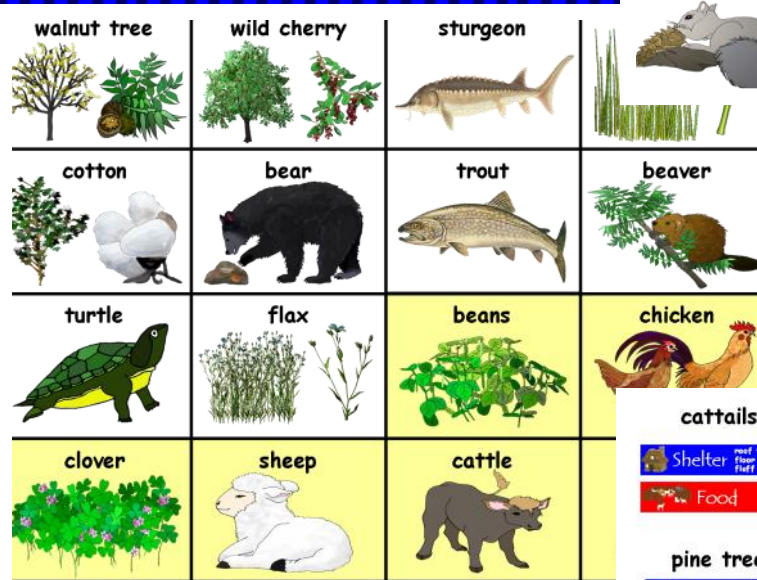


48 Game Cards depict natural resources of the American colonial period.

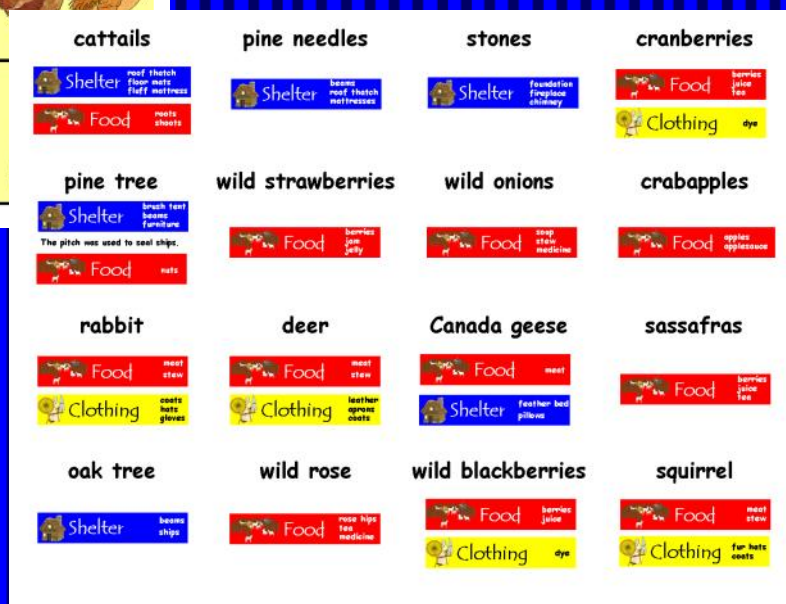
During play, students sort the cards by use.



Uses are listed on the back of each card.



Students count the number of uses to determine how many spaces to move.



## Colonial Natural Resources Game Cards



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## Settling the New World

# Colonial Natural Resources Game Cards

All Grades



**Objective:** *Students will learn what resources the early European colonists found in the New World, and how they were used. They will identify some of the plants and animals the colonists brought with them, and make judgments about why those items were selected.*

There are 48 different cards used to play the board game **Colonial Natural Resources**. Each card contains an image on the front and correct answers on the back. Items the settlers brought to the New World with them are on a tan background. Native items are on a white background. This set of cards can be used with all grade levels.

### Preparation:

1. Print page 1 on cover stock, single sided.
2. Print pages 2-7 back to back on cover stock. Make as many sets as you wish. Be sure to feed the paper through the printer so the back and front contain information on the same item.
3. Laminate, and cut apart.
4. Use the title image (above left) to label a zipper baggie or envelope to store the cards, markers (above right), and directions (right) at your center or museum.

**Other Uses:** Choose activities appropriate to your grade level.

- Match the cards to the pictures on the board.
- Sort the cards into 3 categories—food, shelter, clothing.
- Say a sentence about a picture before taking a turn.
- Identify the picture as plant, animal, or neither before taking a turn.
- Students state their answer, place it in the proper place on the board, and then turn the card over to check their answer, before taking their turn.
- Print 2 sets of images only (even numbered pages), and use them as a Concentration game.
- Play 20 questions with the game cards.
- Role play how to turn an item from a resource into a product—from goose to dinner, etc.
- Use the cards with 3 hoops to make a Venn diagram, and have students sort the cards by food, shelter, clothing.
- Use the game board or cards to develop writing activities. Write about vignettes on the board, or use the identified resources as part of the setting of stories, poems, reports, newspaper or how-to articles.



## Colonial Natural Resources Game Directions

1. Put the cards in the green box on the game board so the pictures show.
2. When it's your turn, take a card. Name the item and tell how it was used—food, shelter, or clothing.
3. Turn the card over to check your answer. If you are right, put it in the correct box on the game board and take your turn—count the number of uses and move that many spaces.
4. If you are wrong, put the picture back on the bottom of the stack.
5. Keep playing until everyone is at the

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