

You are living in the 17th century England. The year is 1607, and Great Britain wants to establish a colony in the new world. While the risks and hardships are considerable, the lure of limitless lands and untold wealth are very tempting. Opportunity beacons across the Atlantic Ocean for anyone **daring** enough to grab hold.

THE TASK

You will set up a colony in the New World, which the Spanish are calling America. Furthermore, you will make decisions, which will affect the outcome of your colony, and fill out your packet. Lastly, you will run your colony through a simulation.

Step 1: Planning your Colony

Step 1.) As a joint- stock company, your investors will want to know the main reason for starting this colony. Common motives include searching for gold, raising cash crops, religious freedom, adventure, and criminal deportation. Keep in mind that your investors will be primarily interested in making a profit.

Purpose of our Colony:

Search for Gold Raise Cash Crops Religious Freedom

Step 2.) How will your colonists afford passage? You may offer free passage for your colonists to the New World. Doing so will cost your company a lot of money, but you'll get many volunteers to go to your colony.

Instead you may require each person to pay his or her own way. Those who can pay for their own ticket will receive "Headright" which is fifty acres of land in the New World. Those who cannot afford passage may become indentured servants, giving 4-7 years of service to whomever paid their way across. This system of headrights and indentured servants will save your group money.

Offer Free Passage -or- Headright/Indentured Servants

Step 3.) Pick your location to place your colony. Make sure you read closely the land descriptions while selecting your location.

- A. This site lies far inland among forest and hills
- B. This site sits hidden up a river in marshy wetlands
- C. This site sits on a cape point along the ocean
- D. This site sits protected inside a bay



Step 2: Logistics

1. Starting Money

You must now determine the starting money you've gathered from investors. Refer to Step 1 of the simulation, your starting amount is based on your reasoning for starting the colony. Review your reason and find your starting pay total.

If you picked....

- ___ Religious Freedom you have **30,000** British Pounds
- ___ Cash Crops you have **35,000** British Pounds
- ___ Search for Gold you have **40,000** British Pounds

Bank Account: _____

2. Number of Colonists

The amount of people that signed onto your colony is determined by the type of passage

you picked. If you chose free passage you have **300** colonists, if you chose headright/indentured servants you have **200** colonists.

Number of Colonists: _____

3. Price of the Passage across the Atlantic

If you are paying for the passage of your colonists (they get to go for free) then you must pay a price of **4,000** British pounds. If you are using a system of Headright/Indentured Servants than the cost to your company is **1,000** British pounds.

New amount after cost of passage: _____

(take starting amount – cost of passage)

4. Price of Leasing the Ships

Your company must lease ships for the journey to the New World. A ship can hold up to **100** colonists. Each ship will cost your group **5000** British pounds.

How many ships do you need? _____ Total Cost of Ships: _____

(You have to be able to fit all your colonists)

New amount after cost of ships: _____

(bank account – ship cost)

5. Crops

Your colony will need to grow crops for survival. You may pick to grow **corn** or **wheat**

which can be produced into food or you can pick to grow **tobacco** (cash crop) which will bring money into your colony. You have three fields to place your crops in for growth. You need to pick your crop for all three fields, they do not have to be the same.

Field 1: _____

Field 2: _____

Field 3: _____

Each crop cost money to produce. You need to add up the cost of your seeds and subtract it from your bank account.

1000 British Pounds for Wheat
 2000 British Pounds for Tobacco
 3000 British Pounds for Corn

New bank account total: _____

6. Tradesman

KEY: You may only have the number of tradesman as you have colonist. If you have 200 colonist you can have up to 200 tradesman, 300 colonist you get 300 tradesman.

In order to get skilled tradesman to your colony, you will have to employ them for their first year. You may hire as many from each profession as you think necessary for the success of your colony. Each skilled tradesman will take the place of an unskilled labor already signed up to go. Their salaries are as follows:

	<u>One Year's Wages</u>		<u>How many you want</u>		<u>Cost</u>
Surgeons	60 British Pounds	x		=	
Blacksmiths	40 British Pounds	x		=	
Soldier	100 British Pounds	x		=	
Carpenters	40 British Pounds	x		=	
Chefs	30 British Pounds	x		=	
Animal Handlers	20 British Pounds	x		=	
Skilled Farmers	30 British Pounds	x		=	
Veteran Navigators	500 British Pounds	x		=	

Total cost of all tradesman: _____

New bank account total: _____

(bank account – total cost of all tradesman)

7. Houses

You need to now buy houses for your colonists and tradesman. You have two options of houses to buy. You can buy wood to build houses or tents that need to be assembled.

****You must buy enough houses for the number of colonists in your colony.****

1,000 British Pounds	100 Wood Houses
500 British Pounds	100 Tents

New bank account total: _____

(bank account – total cost of houses)

8.. Protection (instead of storage)

In order to protect your colony you need to buy weapons. You may buy as many weapons as you would like. However I would limit to the amount of colonist you have in your colony.

1,000 British Pounds	100 guns
2,000 British Pounds	1 cannon

New bank account total: _____

(bank account – total cost of weapons)

***** You have successfully picked all items to place in your colony!! You now need to turn your piece of paper over and draw your colony design. Make sure you build enough buildings for all your tradesman and label EVERYTHING!! You also need to think PROTECTION when you build your colony and how you plan to keep the Indians OUT!! Good luck!!******