

Create a Colony Project

- 1. Colony Location** - Where is your colony located?
 - New England/Middle/Southern Colonies/Backcountry
 - Why choose there? List 7 positives and 7 negatives of that option

*Colony Comparison Worksheet & Colony Project Worksheet
- 2. Weather** - What is the average weather like during the four major seasons in that region?
 - Spring, summer, winter, fall
 - How will you prepare your colonists for the weather?

*Average temperature of 100 Selected Cities
- 3. Food and Water**
 - What types of food do you need to sustain your health? (Think Food Groups!!)
 - How will you get food? (farming, gathering, hunting, fish, etc.)
 - How will food be stored?

*Colonial Products Worksheet
- 4. Economic Activity** - What is your colony's economic activity to repay the joint stock holders? (If you choose the backcountry - how do you survive without imports from Europe?)
 - This must be based on your colony location!
 - Think of things besides survival

*Colonials Products worksheet
- 5. Responsibilities of Colonists**
 - How many people will your colony need to support?

*Colonists Responsibilities Worksheet
- 6. Work force**
 - Who/What will you use as laborers in your colony?

*Colonists Responsibilities Worksheet
- 7. Governorship** - Who will rule?
 - How are the laws of the colony created?
 - Who has a say in how the colony is run?
 - Who enforces the laws of the colony?
 - What will you do with the colonists who break the law?
 - Your colony must have a leader - how will this leader be chosen?

*Colony Project: Governorship
- 8. Safety and Security**
 - What are the primary and secondary defenses you have to protect the colony?
 - How will you maintain the defenses over time?
 - Who/what do you need defenses from? Europeans? Peasants? Animals? Weather?

*Colonial Stables Safety & Security and Stables & Livestock Worksheet
- 9. Stables and Livestock**
 - What kinds of livestock will you keep? How many of each?
 - How/who will take care of them?
 - Where will they be stabled?
 - What will they eat?

*Colonial Stables Safety & Security and Stables & Livestock Worksheet

Colony Project: Choosing a Location

1. Based on your study of different colonies, what **region** are you choosing to place your colony?

2. Give two reasons why you chose that region:

1.

2.

3. List 5 positives and 5 negatives of establishing a colony in that area:

Positives:

Negatives:

4. On the attached map:

a.) draw the boundaries of the Colonial region you've chosen to build your colony in.

b.) draw and label any major landforms in the Colonials region you've shown to build your colony in.

c.) label 5 major cities that lie within the boundaries of the Colonial region you've picked. (Use an atlas!)

d.) mark with a red X where you will build your colony.

Colony Project: Area Weather

1. Using you handout from “Choosing Your Location,” list the major cities found in your region. (Spelling counts!!)

2. Find one of these major cities on the “Average Temperature of 100 Selected Cities” handout

City Name: _____

Summer High Temperature: _____

Winter Low Temperature: _____

Precipitation (Rain): _____ total inches / _____ days a year

Snowfall: _____ total inches

3. Based on the above information, how will you prepare your colonists for the weather?

Colonial Products: food & Water

Figure out which of the following Products can be grown and used in your colonial region.

Use the colonial maps in your textbook to figure out which products are grown and used in your colonial area.

New England pg 94 -- Middle Colonies pg 99 -- Southern Colonies pg 104,
Backcountry pg 112 -> (no map, use info given in "Backcountry Life")

Products:

-fish

-cattle

-iron

-grain

-naval store

-tobacco

-pigs

-rice

-shipbuilding

-indigo

-timber

-corn

-whaling

What types of food will be needed in your colony? (Include food from all food groups!)

How will you get food? (Farm, gather, hunt, fish, etc.)

How will you gather and store fresh water for drinking?

How will food be stored in case of prolonged attack or a bad growing season?

Choose three of the Products that can exist in your colonial region and explain how they can be used for economic activity – to pay back the joint stock holders that financed your colony. If you chose the Backcountry region, explain how you are going to survive without getting supplies/imports from Europe.

Colony Project: Governorship

1. How are the laws in your colony created?

2. Who has a say in how the colony is run? (free men only, men & women, slaves, representative, from each family, etc.)

3. Who enforces the laws of the colony?

4. What will you do with colonists who break the law?

5. Your colony must have a leader - how will this leader be chosen?

6. What are the 5 most important laws of your colony?
 - A.

 - B.

 - C.

 - D.

 - E.

Colony Project: Safety & Security

Pretend that you've decided to colonize in the Backcountry in the early 1700s. What are two ways you could successfully cohabitate (live) with the Native Americans?

- 1.
- 2.

If Native Americans are allies (friends), who or what would you need defenses from?

What are the primary and secondary defenses you have to protect the colony?

Primary:

Secondary:

How will you maintain defenses over time?

Colony Project: Stables & Livestock

What kind of livestock do you need in your colony? Think about what you would need animals for in your colony - travel, food, food production (farming)

How will your colony take care of your animals? Will individuals own them? Or will the colony as a whole?

Who will take care of your animals?

Where will they be stabled? Do they need to be away from your colonists?

How will you protect them from other colonists or wild animals?

What will your animals eat?

Colony Project: Colony Layout

1. Colony Name: This name must have a significant meaning. You may name the colony after someone important in your life or the life of the colony. You may also choose a name based on nature or the surrounding areas.
_____ / 10 points
2. Primary & Secondary Defenses: What will you use to defend your settlement against the weather, wild animals or competing colonists?
_____ / 10 points
3. Main Gate: Where is the main entrance to your settlement? If you have more than one entrance, decide if its important to have one main entrance. If you decide it is, make sure you mark it! You will be expected to explain your decision!
_____ / 10 points
4. Farm Land/Community Gardens: Where will you plant your crops and smaller gardens for daily vegetables?
_____ / 10 points
5. Food/Water storage: Where will you store your dried goods and water supplies?
_____ / 10 points
6. Stables/Livestock: In the event of an attack or bad weather, where will you keep your labor animals (horses, oxen, donkeys) and livestock (chickens, geese, cows, goats, etc.)?
_____ / 10 points
7. Living Quarters/Houses: The number of people in your colony will determine how many houses you will need. Will every family get their own house? Will single men and single women share a house together?
_____ / 10 points
8. Meeting Hall: This is where the colony's main meetings and religious services will take place.
_____ / 10 points
9. Extras: What other items will you add to your map to make your settlement successful during it's first year?
_____ / 10 points

Name: _____ / 100 points
Colony Name: _____