

2008 *Back to History* Lesson Plan Template

Ohio Frontier

Team Members:	Justin Crews
Instructional Unit:	Ohio Frontier Settlement
Title of Lesson:	Settlement Simulation
Grade Level:	8
Description:	Simulation Game to demonstrate hardships of settlement on early Ohio frontier.
Standards: Include Standard, Benchmark Letters, and GLI numbers	Geography- B,C,D- 2 and 3; People In Societies- Band C-3; Economics- A and B
Duration:	6 days

Materials and Resources:

Maps of Fort Greenville

Settlement Game Handouts (see below – begins with Diary)

Settlement Game Cards (see below)

Agricultural Census Website <http://www.agcensus.usda.gov/>

Primary Source Materials:

Maps of Fort Greenville and the Agricultural Census Data

Warm Up: Using a map of Fort Greenville we will determine the approximate size of the original fort and then mark it off on our grounds. It will be nearly our

entire high school and junior high campus. This will demonstrate the size and strength of the fort, and how it was a deterrent to attacks by the local natives.

Instructional Strategies: I will take students outside to measure the size of Fort Greenville. We will discuss the fort as a deterrent to native attack and how the Treaty of Greenville opened the Miami Valley for Settlement. Students will use the computer lab to research agricultural census data from Miami County to see the direct relationship between the production of corn and the raising of livestock in early Miami County. Students will form groups to simulate an early settlement of the Miami Valley.

Homework and Practice: There will be no homework, but the simulation will be the application of new knowledge.

Assessment Question:

Identify one hardship caused by the geography of the Miami Valley for early settlers in the area. Describe how settlers could have prevented or coped with that hardship. Also, identify one benefit to the settlers of the geography of the Miami Valley. Describe how the early settlers used that geographic feature to survive.

Rubric:

4 points- The student identifies correctly a geographic hardship AND benefit to the settlers of the early Miami Valley. The student also give specific concrete examples of how the settlers coped with the hardship AND how they used the feature to help them survive.

3 points- The student identifies correctly a geographic hardship OR benefit to the settlers of the early Miami Valley. The student also give specific concrete examples of how the settlers coped with the hardship AND how they used the feature to help them survive.

OR

The student identifies correctly a geographic hardship AND benefit to the settlers of the early Miami Valley. The student also give specific concrete examples of how the settlers coped with the hardship OR how they used the feature to help them survive.

2 points- The student identifies correctly a geographic hardship AND/OR benefit to the settlers of the early Miami Valley. The student also give specific concrete examples of how the settlers coped with the hardship AND/OR how they used the feature to help them survive.

1 point- The student identifies correctly a geographic hardship AND/OR benefit to the settlers of the early Miami Valley. The student DOES NOT give specific concrete examples of how the settlers coped with the hardship AND how they used the feature to help them survive.

OR

The student DOES NOT identify correctly a geographic hardship OR benefit to the settlers of the early Miami Valley. The student DOES give specific concrete examples of how the settlers coped with the hardship AND how they used the feature to help them survive.

0 points- The student DOES NOT identify correctly a geographic hardship OR benefit to the settlers of the early Miami Valley. The student also DOES NOT give specific concrete examples of how the settlers coped with the hardship OR how they used the feature to help them survive.

Diary

Group Name:

Day #:

Activities: (Remember to include all building, hunting, fishing, and other survival activities your settlers performed. Also include any consequence cards you may have drawn and the steps taken to solve those consequences. This diary is your life saver! Think ahead to possible situations your settlers may encounter. You may be able to beat consequence cards, or at least lessen their effects, if you are crafty enough to foresee future problems and have people and procedures in place to deal with those problems.)

Settlement Simulation Check-Off Sheet

Day #1 and Day #2

MATERIALS NEEDED: Choose **ONE** student to get all the materials your group needs.

- _____ 1. Folder
- _____ 2. Map
- _____ 3. TWO diary sheets (One for Day #1 and one for Day #2)
- _____ 4. Ship Log Sheet
- _____ 5. Shipboard Allotment Sheet

THINGS TO DO: If you have a question, please send only **ONE** student to ask a teacher.

- _____ 1. Choose a name for your group, and write it on your **FOLDER**. All materials should be kept in this folder.
- _____ 2. Choose someone in your group to keep your **DIARY**. Use the diary to keep track of ALL your daily activities. **A new diary should be filled out for each day!**
- _____ 3. Look at your map of the settlement area, and choose a place for your settlement. Mark your settlement on the map, and have it approved by a teacher.
- _____ 4. Choose a MONTH to depart from Pittsburgh. A teacher will be around to let you pick a month. Write the month in your diary.
- _____ 5. Name your settlement area.
- _____ 6. Read over the **SHIPBOARD ALLOTMENTS**. Remember, if you have a question send **ONE** student to see a teacher.
- _____ 7. Fill out your **SHIP LOG SHEET** by completing the following:
 - _____ a. Name your ship
 - _____ b. List your cargo for the ship
- _____ 8. Show your ship log sheet to a teacher for approval. HOORAY! You are ready to set sail if your ships is approved by a teacher.
- _____ 9. Send one student to the teacher to draw a **BEFORE SAILING CONSEQUENCE CARD**. Take the card back to your group and read it to them. Solve the problem. Remember to write this all down in your diary.
- _____ 10. Send one student to the teacher to choose a **SAILING CONSEQUENCE CARD**. Take the card back to your group and read it to them. Solve the problem. Remember to write all this down in your diary.
- _____ 11. Send a student to the teacher to pick up a DAY #3 SIMULATION CHECK-OFF SHEET.

Settlement Simulation Check-Off Sheet

Day #3/ Day #4/ Day #5

MATERIALS NEEDED: Choose **ONE** student to get your materials.

- _____ 1. Have you completed items 1-11 listed on the Day #1 and Day #2 Check-off sheet?
- _____ 2. Activities Within Settlement Paper
- _____ 3. Sheet of large construction paper
- _____ 4. THREE Diary papers (one for each day)
- _____ 5. Roster of Colonists/Jobs Assigned Each Month paper

THINGS TO DO: If you have a question, please send only **ONE** student to ask a teacher.

- _____ 1. You have sailed to Ohio, and now you are ready to land. Choose one student to go to a teacher to pick a **LANDING CONSEQUENCE CARD**. Take the card back to your group and read it to them. Solve the problem. Remember to write this all down in your diary.
- _____ 2. Show your ship log sheet to a teacher for approval. We hope you still have 60 people and some cargo left!
- _____ 3. You have landed in Ohio, and now you are ready to build your settlement. Are you keeping track of all that has happened in your Day #3 Diary?
- _____ 4. In your diary, write down the MONTH you landed in Ohio.
- _____ 5. On your **ROSTER OF COLONISTS/JOBS ASSIGNED PAPER**, circle the month you landed in Ohio.
- _____ 6. Under the **ROSTER OF COLONISTS** heading, list the occupations of the people and how many of each landed successfully. This information is on the back of your **SHIP LOG SHEET**. Get your **ROSTER OF COLONISTS** approved by a teacher.
- _____ 7. Check how much of your cargo and supplies are left.
- _____ 8. Read over your **ACTIVITIES WITHIN THE SETTLEMENT** paper.
- _____ 9. Decide what activities you are going to do for the month you land in Ohio. Write the activities down on the **JOBS ASSIGNED SHEET** under the month you landed.
- _____ 10. Send one student to the teacher to choose a **SETTLEMENT CONSEQUENCE CARD**. Take the card back to your group and read it to them. Solve the problem. Remember to write this all down in your diary. Select the activities to be completed for the next month and write them down on your JOBS sheet. Get it approved by the teacher. Remember to write this all down in your diary. Build your settlement.
- _____ 11. After all groups have settled, every 10 minutes will become one month. Each month you will need to do the following:
 - _____ a. Choose and solve a **SETTLEMENT CONSEQUENCE CARD**.
 - _____ b. Choose activities for the month and have them approved by a teacher.
 - _____ c. Build your settlement.
 - _____ d. Write each consequence card and ALL that happens to your colony in your DIARY.

_____ 12. After the game is over, each group will share their experiences with the class. Talk about the things that happened before sailing, during sailing, landing, and building your settlement. Show us your settlement. How many people did you have left? What was your biggest mistake? Any advice for those wishing to come to Ohio?

Activities Within Settlement:

Build:

Houses (five men; one week)
Well (ten men; one weeks)
Common House (30 men; 1 weeks)
Church (30 men; 1weeks)
Storage Huts (5 men; 1 weeks)
Stockade for animals (10 men; one week)

Farm:

Clear Fields (15 men; 1 month)
Plant Fields (10 men; one week)
Harvest Fields (15 men; 2 weeks) You cannot Harvest until 3
months after planting.

Hunt:

One hunter can feed 5 people

Game Overview

The year is 1804. You are part of a group of settlers leaving Pittsburgh, Pennsylvania headed to the Miami River Valley of the West Central part of the Ohio Territory. There are 60 of you total traveling on 3 large flatboats. You can load 20 people and 5000 pound of goods on each flatboat. Your travel time will be one month total. Remember, you cannot travel up the Miami River by flatboat. You will land at Cincinnati and then find a way to carry your goods north to your settlement. There are no good roads. You may need to purchase transportation. A wagon can carry 1000 pounds of goods. It requires two horses to pull the wagon. The cost of a horse and wagon rig is \$400. You leave Pittsburgh with \$1500 between you.

Even though the Treaty of Greenville was signed 9 years earlier and removed most Native Americans, there is still a danger of attack from hostile Natives living further north. You are also going to be far from other settlements. Plan accordingly, and good luck!

**Inflation in Pittsburgh.
Decrease everything by 20%.**

**Your financial backing fails.
Lose 50% of supplies, one ship,
and 25% of your population.**

End Departure cards

**Prices are too high for supplies.
Decrease total of supplies by
20%.**

**Flood causes dangerous current!
You are forced to throw 1000
pounds off each ship.**

Delay sailing by two months.

**A band of river pirates chase
you off course, and you lose one
week's sailing time.**

Delay sailing by one month.

**It is bargain time for buying
supplies! Increase supplies by
10%.**

**Your drinking water spoils. Cut
rations in half. If you are on the
river more than 14 days, you lose
half your livestock.**

**You manage to buy a larger
ship. Increase everything by
10%.**

**Livestock gets a disease. Half of
them die.**

**Port officials hold you up before
you leave delaying your
departure by one month.**

**Storm! The leader is thrown
overboard.**

**One ship sinks. You lose all
goods but your people survive**

**Your rudder breaks on one boat.
You lose one month's sailing
time.**

**If you have not packed fruit and
vegetables, scurvy breaks out.
Half of your people die.**

**You meet a friendly vessel that
gives you 30 barrels of fruit and
vegetables.**

**Rats infest one boat. Throw
25% of all grain overboard.**

**Measles!!!!!! If you are without
a doctor you lose 10 people.**

**Your animals on one boat get
seasick. If you do not have a vet,
half of the animals die.**

**Passengers have a conflict. Add
one month's river time. If you
have only one navigator there is
no delay.**

**There is a mutiny and your
captain is killed. If you have
selected a second in command,
then the mutiny is put down
quickly. If there is no second in
command, you lose one month's
river time and 5 men.**

**Your rudder breaks on one ship.
If you have a carpenter on each
ship, no time is lost. Otherwise,
you lose one month's sailing
time.**

**You come across an island and
find fresh fruits and vegetables.
There are also hostile natives-
lose 5 men.**

**Your leader dies. Half your
people walk back to Pittsburgh.**

You get lost in the fog and run aground. Half your goods are lost on one ship.

End Landing Cards

End Sailing Cards

If your group does not have a guide you settle 50 miles south of your destination.

If you have not harvested, your settlement now will slowly start to starve. Lose 2 people per month. See the umpire.

You settle 50 miles north of where you had planned to land.

Indians attack and kill all your hunters.

You settle 50 miles south of where you had planned to land.

A really bad winter hits. Lose 25 people.

Indians delay your arrival. You lose 4 men and a week's delay.

Insanity strikes your leader. He burns down the meeting house and all work stops for a month.

Excellent conditions! You arrive at the end of 30 days and begin forming your community.

Epidemic hits your settlement. If you have two or more doctors, 2 people die. If you only have one doctor, 5 people die. If you are without doctors, 10 people die.

A perfect arrival!!!!

Fair weather!!! You are right on time.

You must send a ship back for supplies. See the umpire.

Renegade Shawnee attack your colony. Lose all your livestock and ten people. No work is done for the next month.

Rabies breaks out. You lose ½ of your animals.

Settlement panics and sends for help. Five men leave the settlement and are never seen again.

Wild animals invade your colony. All your animals die.

You have a fire. All your buildings are destroyed.

Indians blame you for an epidemic. All your field workers are killed.

A storm hits and destroys all your seed for planting.

Your bad sanitation causes illness. Six people die, and all work stops for two months.

No rain so all your crops die.

Indians poison your water supply. Lose 4 people.

Heavy rain destroys all crops in the ground.

A storm destroys half your huts...and you lose 5 people, including your leader.

Game is scarce. No hunting or fishing for 3 months.

You have a really bad winter. Four of your people die.

Soil is poor where you planted. No crops this year. You must clear new fields.

All work animals die. It now takes twice as long to plant and harvest.

Option: Send a ship back to Pittsburgh. See the umpire.

A new group of settlers shows up with 50 people and 5000 pounds of supplies. Name what you want.

A tornado destroys your village and kills 6 people.

Indians burn all your crops.

Lack of clothing freezes 3 people.

Epidemic. You lose 5 people.