

Welcome to the Teachers' Instructions area for this student activity. Here you'll find directions and suggestions for using this activity along with the materials you need to evaluate your students' work.

Title: Where in the World is Marie's Land? Part One

Audience: Middle

Duration: 45 Minutes

Subject Area(s):

Language Arts - Reading

Social Studies

Grade Level(s): 4,5,6,7,8

Teacher Directions:

This activity is designed to be used in conjunction with a second activity, Where in the World is Marie's Land? Activity Two. In Where in the World is Marie's Land Activity One, students will experience the adventure of going from the streets of London to colonial Maryland on board the ship Ark. The interactive allows students to make choices along the way and learn about ship life from crewmembers.

This activity can be completed using a variety of technology configurations. If a computer lab is available, students can access the activity, worksheets and web pages through Thinkport.

Another option would be to display the activity and Web page on a classroom computer with a projection device. In this case, students will need a copy of each worksheet.

Introductory Activity

Ask students to imagine that new technologies and changes in the atmosphere on Mars have made it possible for humans to inhabit the planet. A new government space program is searching for volunteers to move to Mars and create a new settlement. Life on Mars would be very different from life on earth. Ask students what qualities they think people would need to possess to leave Earth and create a settlement on Mars. Answers might include but should not be limited to the following: adventurous, resourceful, physically fit, strong mental/ emotional health, courage, etc. Explain to the students that to many people the moving to a settlement in the New World in Colonial times was just as strange as moving to Mars is to us today. In this activity they will be exploring some of the qualities people needed to have to make the journey to the New World.

Focus for Media Interaction

The focus for viewing the Journey to a New Life interactive is for students to explore the reasons for traveling to the New World.

Explain to students that they will have an opportunity to sail from England to the unexplored New World on board the ship Ark. Tell students that they will experience this journey by taking on the role of a young boy who was given very little choice in the matter, but who also had little to lose by making the journey. Explain to students that the interactive allows them to make choices along

the way that will allow them to meet crew members, talk with the cook about the food on board the ship, learn how the ship's navigator could tell how far and how fast the ship traveled, and other interesting experiences. Explain that their responsibility is to explore the pros and cons of the journey .

Viewing Activity

Explain that students will learn about the reasons for coming to the New World by exploring interactives on the Maryland Roots online field trip. This online field trip may be found at this location: http://mdroots.thinkport.org/default_flash.asp.

Tell students to open the "Ask an Expert" interactive under "The Colony Grows". Students should choose "Ask an Historian" and scroll to the second from last question. "What is a proprietor? How did Lord Baltimore become one?" to identify who the first Lord Baltimore was and how he became proprietor of Maryland. Ask students to open up the Journey to a New Life Worksheet (or pass out copies of this worksheet to the students) and complete question one.

Next have students open up the background information (help section) of the interactive "Journey to a New Life" under the Voyage to Marie's Land section of the Exploring Maryland's Roots Web site. To complete question two through four on the "Journey to a New Life" worksheet, students should identify the different reasons colonists had for coming to Maryland.

Next tell students to open the Journey to a New Life interactive under the Voyage to Marie's Land section of the Exploring Maryland's Roots Web site. Explain to students that they will be working to discover why people left their homelands to take the long voyage to the New World. They will continue collecting information on the worksheet as they proceed along in the interactive. Explain to students that because of the interactive nature of the site, that the journey will be a little different for each student, but that they should try to reach the Isle of Barbados by the end of the class period. Tell students to stop once they reach the Isle of Barbados and review the information they collected. Tell students to click on the "At the Beginning" button to embark on their journey.

About ten minutes before the end of the class period, ask students to stop viewing the interactive. Tell them not to disconnect from the interactive, but to write down where they stopped in the interactive. Explain to students that they will be returning to this point tomorrow. Allow students a few minutes to fill in any missing information on the worksheet.

Postviewing Activity

Ask students if they can relate any of the qualities that they discussed at the beginning of the class to the boy that made the journey on board the Ark. Have the students list and discuss the motivations early settlers had for traveling to Maryland.

Student Directions:

Can you imagine leaving your life in England and traveling to a new land that you know practically nothing about? Today you will find out why people left their old lives behind and ventured forth to the New World, and what life was like on board a sailing ship in the 1600's.

Reading

3.0 Comprehension of Literary Text: Students will read, comprehend, interpret, analyze, and evaluate literary texts.

Grade 5-8

6. Determine important ideas and messages in literary texts

- a. Analyze main ideas and universal themes
- d. Summarize the text

Social Studies

1.0 History: Students will examine significant ideas, beliefs, and themes; Organize patterns and events; and analyze how individuals and societies have changed over time in Maryland, the United States and around the world.

Grade 5

A. History

3. Analyze the growth and development of Colonial America using a variety of primary and secondary sources

- a. Describe the religious, political, and economic motives of individuals who migrated to North America and the difficulties they encountered

The Students will:

be able to list and discuss the motivations early settlers had for traveling to Maryland.

Directions: Use the interactives "Ask an Expert" and "Journey to a New Life" to complete this worksheet. You will be identifying why colonists left England to travel to the New World as well as details about their voyage.

Journey to a New Life worksheet ([View](#))

Directions: Use the link below to launch the "Ask an Expert" interactive. Begin the interactive and choose "Ask an Historian". Double click on the second to the last question "What is a proprietor? How did Lord Baltimore become one?". Use the answer from the historian to answer the first question on the "Journey to a New Life" worksheet.

Ask an Expert

Historical experts including archaeologists, historians, and historical interpreters answer questions about life of early settlers in this interactive from the "Maryland Roots" online field trip.

<http://mdroots.thinkport.org/interactives/askexpert/intro.asp>

Who was the first Lord Baltimore? Why is he considered the founder of Maryland?

Directions: Use the link below to access background information about the voyage to Maryland. You are responsible for identifying why colonists left their lives in England to come to America. Complete questions 2-4 on your worksheet.

Journey to a New Life Background Information

Background information about the voyage of the Ark and Dove is given in this help document for the Journey to a New Life interactive.

<http://mdroots.thinkport.org/interactives/newlife/help.asp>

Why did colonists leave their lives in England to come to Maryland?

Directions: Use the link below to launch the "Journey to a New Life" interactive. As you journey through this interactive story you are responsible for identifying reasons why indentured servants would travel to the New World. On the interactive, you will take on the role of a young boy who is traveling from England to Maryland on board a ship. When you open the site, begin by clicking on the "Voyage to Marie's Land" button. Select "Journey to a New Life". Select "Begin the Interactive". Choose to "Start at the beginning." Answer questions 5-10 using this interactive story. Most journeys to the New World lasted many weeks. Your adventure will start today, but will not be finished until tomorrow. Work through the interactive and collect your information. If you reach the Isle of Barbados today stop and review your information. Good

luck on your new adventure; you're going to need it.

Journey to a New Life Interactive

Sign up for an exciting adventure from England to the Maryland colony on board the Ark. Find out why people left their homeland to travel to the New World, and what life was like on board a ship in the 1600's.

http://mdroots.thinkport.org/default_flash.asp

Why would young people leave their home and travel to a strange land they knew nothing about?

Journey to a New World worksheet teacher version ([View](#))

Activity Signature

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