

Welcome to Thinkport's Student Activity Center! Your teacher has directed you to this student activity to help you learn more about the topic you are studying.

Title: Plan Your Plantation

Audience: Middle

Duration: 1 or 2 class periods

Subject Area(s):

Social Studies

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

Student Directions:

You have just arrived in Maryland. You have a lot of work to do. You must choose where to place your house, crops and livestock. These are all huge decisions and will determine your success in the new world. To make these important decisions, you need some information. The land here is different from England.

Get to know the new land and success will be yours, barring no natural disasters!

Voluntary State Curriculum

2.0 Geography: Students will use geographic concepts and processes to examine the role of culture, technology, and the environment in the location and distribution of human activities and spatial connections throughout time.

Grade 4

1. Locate places and describe the human and physical characteristics of those places using geographic tools.

b. Compare geographic locations of physical features and settlements from MD history, such as St. Mary's, Annapolis, Chesapeake Bay and Potomac River.

Voluntary State Curriculum

2.0 Geography: Students will use geographic concepts and processes to examine the role of culture, technology, and the environment in the location and distribution of human activities and spatial connections throughout time.

Grade 8

1. Analyze geographic issues and problems using geographic tools.

a. Locate places and describe the human and physical characteristics using thematic maps, such as settlement patterns, migration, population density, transportation and communication networks

The Students will:

Identify natural resources as a reason why people settled in Maryland:

- water made travel and transport of goods easy
- the land was fertile to farm on
- the forest provided wood for building

Directions: In this activity you will research plantation life and record what you learn on this worksheet. Choose the version that works best for you.

Plan Your Plantation Worksheet (online version) ([View](#))

Plan Your Plantation Worksheet (printable version) ([View](#))

Directions: Use the link below to read the background information for the interactive game "Build Your Plantation". As you read you are responsible for identifying the purpose of the interactive game and what must be done to be successful at the game. Record your answers under Part One of the worksheet "Plan Your Plantation".

Build Your Plantation: Background Information

The background information for the interactive game "Build Your Plantation" explores

challenges early settlers faced upon landing in Maryland is explored. Students learn what settlers needed to do to survive in their new land and what they need to do to be successful at the interactive game.

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

What is the purpose of this interactive game? What do I need to do to be successful?

Directions: Use the link below to learn about natural resources in colonial Maryland. As you read you are responsible for identifying good uses of each natural resource. Record these uses in the chart under Part Two of the worksheet "Plan Your Plantation".

Build Your Own Plantation: The Land

Information about natural resources in colonial Maryland helps students identify how settlers used their natural environment for survival.

<http://mdroots.thinkport.org/interactives/plantation/help.asp#5>

What are good uses of the natural resources on your plantation?

Directions: Use the link below to learn about what settlers needed in their new plantation. You are responsible for using the information from this section to identify if a settler's decision was wise or unwise. Complete Part Three of the worksheet "Plan Your Plantation".

Build Your Plantation: Game Objects

Students learn about the needs of early settlers while reading details about the objects they will use in the interactive game "Build Your Plantation".

<http://mdroots.thinkport.org/interactives/plantation/help.asp#6>

Can you make good decisions to survive in your new environment?

Use what you have learned about plantation life to plan how you will set up your own plantation. Complete Part Four of the worksheet "Plan Your Plantation":

1. Label the natural resources on the plantation map. (river, hills, forest, marsh, and cleared land)
2. Draw the game objects on the plantation map. (house, orchard, fence(s), hen house, boat and crops)

3. Explain your reasoning for where you placed the objects.

Directions: Use the link below to open the "Maryland Roots" online field trip. Select "The Colony Begins". Then choose the interactive "Build Your Plantation". Select "Begin the Interactive". Turn the pop-up help on. Use what you have learned to build your plantation online. You will earn points or have points taken away for every action that takes place such as building a house, planting a crop and for every case of disaster.

Build Your Plantation Interactive

In this interactive game students must make decisions about where to place their house, crops and other survival items to earn points. Success of their plantation will depend upon informed decisions and good luck!

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

How will you set up your plantation to survive in your new environment?

Activity Signature