

Section Four
Jamestown Online Adventure

STUDENT PACKET (10 Pages)



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GRADING RUBRICS

The Jamestown Online Adventure

BEFORE YOU BEGIN...

What is a SIMULATION?

A simulation is like a game... a game with rules based on real events. In Jamestown Online Adventure you will face the the same kinds of decisions that the original Adventurers did:

- Where will you make your colony?
- What kind of structures will you build?
- What crops will you plant?
- How will you divide up the work?
- How will you deal with the native people you meet?



The most important part of an historical simulation is that you face similar situations AND suffer similar consequences. Unlike many video games, you will not get “extra lives!”

What are the RULES?

You will have plenty of opportunity to think about the decisions you make. You will be able to communicate with other colonists and Native people. You will have a copy of the Instructions to the Virginia Colonists to consult. Be careful, however. Not all advice is GOOD advice!

However...once you have made a decision and submitted it, **THERE IS NO GOING BACK.** You will have to live (or die) with the results. Only your first settlement attempt counts. Later you may wish to go back and “Play Again” to see if experience can improve your decision-making.

What is the GOAL?

Your goal is to survive and establish a successful colony that will earn a profit for the Virginia Company.

SECRECY IS IMPORTANT

DO NOT share your experiences with other colonial groups. In 1607, England, Spain, and France were in serious competition with each other to claim the wealth of the New World. They did not share advice or knowledge with the competition.

The Jamestown Online Adventure

INTRODUCTION

It is 1607. Your three small ships have reached the coast of Virginia. Your charter directs you to find *a safe port in the entrance of some navigable river* and to choose *the strongest, most wholesome and fertile place*. You have hard decisions ahead of you. Will you find a good place to locate your fort? Will you keep your colonists safe from disease, starvation, and Indian attacks? Will you find profitable activities for the Virginia Company? Will the colonists obey and respect their leaders?

In *Jamestown Online Adventure* you will have a chance to make your own history. You will live (or die) as a result of the decisions you make on behalf of your colony.

If you are ready to accept the challenge, these are your tasks:

PART ONE: **LEADERSHIP ~ RULES ~ AGREEMENTS**

Read "Before You Begin..."

Form A Governing Council and Elect a President

Sign the Agreement

PART TWO: THE SIMULATION

Record all Critical Decisions and Reasons

Complete a Final Evaluation of Colony's Success or Failure

PART THREE: AFTER

Write A Journal Entry

Simulate A Parchment Document

The Jamestown Online Adventure
PART ONE: LEADERSHIP ~ RULES ~ AGREEMENTS

LEADERSHIP

Form A Governing Council of 2-4 members. Choose a President.

President: _____

Governors: _____

AGREEMENT

The Governing Council will work together to make the important decisions for the good of the colony. Each member will keep a set of records. All decisions are final. We will live (or die) with the results.

Signatures:

President: _____

Governors: _____

ARE YOU ARE READY?

Then complete the Simulation: Jamestown Online Adventure. You will need 30-60 minutes of computer time to do this well. Do not move too quickly through the simulation and **remember to keep careful records!**

*The Jamestown Online Adventure***PART TWO: THE SIMULATION**

Critical Decisions Log

The quality of the decisions you make will determine the success of your colony, and even whether or not you survive! Be sure to think carefully about each decision. You may use your textbook or other resources to help you. Be sure to explain your *reasons* for each Critical Decision. Like the real settlers, you will have only one chance that *counts*! Turn in your results at the end of the simulation---- **dead or alive!** (You may use another sheet of paper for your final submission.)

1. Where did you decide to locate your Settlement? Explain your reasoning.

2. What kind of interaction did you have with the Powhatan? Explain your reasoning.

3. What type of structure did you decide to build. Explain your reasoning.

4. Which colonists worked? ? How did you arrive at this decision?

5. What did you search for? Explain your reasoning.

6. What crops did you plant? Explain your reasoning.

The Jamestown Online Adventure
PART TWO: THE SIMULATION
Final Evaluation

Record your results at the end of the simulation. Remember... only your first attempt counts!

<i>Food Rating:</i>	because...
<i>Health Rating:</i>	because...
<i>Wealth Rating:</i>	because...
<i>Morale Rating:</i>	because...
What <u>one</u> decision would you make differently?	
Why?	

*The Jamestown Online Adventure***PART TWO: THE SIMULATION****Now We Know...**

How do your decisions compare with those of the real Jamestown colonists?

Your Decisions	1607 Jamestown Colonists' Decisions
<i>Site Chosen:</i>	
<i>Interaction with Powhatan:</i>	
<i>Structures Built:</i>	
<i>Work Force:</i>	
<i>Colonists Searched for...</i>	
<i>Crops Planted:</i>	

There is a GRADING RUBRIC for this Activity.

*The Jamestown Online Adventure***PART THREE: AFTER THE SIMULATION**

These projects will create a lasting record of your experience.

WRITING PROJECT: Journal Entry

Write a journal entry about your Jamestown Adventure

Use authentic language and write from the point of view of Captain John Smith or another leader. Be sure to include the reasons for each critical decision you made.... and the consequences. Use your imaginations to fill in details!

Your Journal Entry should have at five or more clear paragraphs: (an introduction, three supporting paragraphs, a conclusion). Discuss the critical decisions you made and the reasoning you used. Use powerful vocabulary, strong verbs, and vivid description. Your writer's voice needs to be strong, thoughtful and easy to identify. Make the reader feel as though they were there!

HINT: 1607~ Journey to Jamestown has Authentic Language Activities and Resources.

There is a GRADING RUBRIC for this Activity.

ART PROJECT: Make a Parchment Page

This project will use the computer and your art skills create a page that looks centuries old!

- 1) First, enter your journal on the computer in MS Word or another Word Processor.
- 2) **After you have entered all the text**, format it with a font that looks hand-written (Old English, Chancery, Script). Use the largest size possible to fit it on the page, but don't go over one page without teacher approval.
- 3) Print out your page.
- 4) Tear off the edges of all four sides of your printed paper---don't leave any machine-cuts. Then wad and crinkle it until the paper has numerous lines, folds, and is somewhat soft.
- 5) Lay the smoothed-out copy onto butcher paper and paint it QUICKLY with a light wash of yellow-brown poster or watercolor.
- 6) Allow it to dry . Display it on a dark background A sheet of black construction paper works well.

There is a GRADING RUBRIC for this Activity.

GRADING RUBRICS

“Jamestown Online Adventure Simulation”

Cut apart and attach to the Student Activity page when it is submitted.

SCORE	CRITICAL DECISIONS LOG
4	Notes are neat, complete, and easy to understand. Details are included that support each decision. Logical reasoning is evident. The notes form an excellent basis for a detailed Journal Entry.
3	Notes are mostly neat, complete, and easy to understand. Details are included, but not as many as Score 4. There is evidence of logical reasoning for each decision.
2	The notes may be messy, sketchy, or incomplete. It may be hard to understand the logical reasoning behind many of the decisions you made.
1	The notes are mostly incomplete or illegible. Little effort is seen.

SCORE	COMPARISON CHART: “Now We Know...”
4	Reasons for all decisions are well-written and clearly stated. They lead logically to the final group decision. Final Log redone neatly on another sheet of paper and suitable for display.
3	Reasons for most decisions are clearly stated and support the final group decision. The final Log is redone neatly on another sheet of paper.
2	Reasons for most decisions are sketchy or incomplete. It is hard to understand why a particular decision was reached.
1	Reasons are mostly incomplete or lack logic. No final copy.

SCORE	FINAL EVALUATION
4	The evaluations for each decision are complete and clearly reported. Supporting details are included. The information is restated in your own words, not just copied from the website.
3	The evaluations for most decisions are clearly reported and includes supporting details. There is a good attempt to restate the information in your own words.
2	The evaluations of each decision are sketchy or incomplete. Information is mostly copied from the website.
1	Evaluations are incomplete or copied entirely from the website.

GRADING RUBRICS

SCORE	WRITING PROJECT: Journal Entry
4	Journal entry has excellent organization with five or more clear paragraphs(introductory, concluding and at least three main events/decisions). Ideas flow and are clear and easy to follow. Supporting details are well described. Strong vocabulary with vivid words. The writer's voice is strong, thoughtful and easy to identify. There is plenty of imagination, and it is based on logical reasoning and events from the simulation. Very few mistakes in spelling or mechanics. This essay leaves the reader feeling as though they had been there!
3	Journal entry has good organization in five or more clear paragraphs. Ideas are clear and easy to follow. Supporting details are mostly well described. Vocabulary includes some strong and vivid words. The writer's voice is emerging. Mistakes in spelling or mechanics do not interfere with reading.
2	Journal entry makes an attempt to include five or more clear paragraphs (see above). Some organization is present, but ideas need to be more clearly described. Ordinary vocabulary. Mistakes in spelling and mechanics confuse the reader.
1	Journal entry does NOT include five paragraphs. There is a need for organization; no clear main ideas or supporting details. Limited vocabulary, many mistakes in spelling and mechanics.

SCORE	ART PROJECT: Make a Parchment Journal Page
4	The overall appearance is of an old piece of parchment. The edges are torn in a natural way. Wrinkling is consistent throughout the piece. Some tearing may be evident that adds to the appearance of age. Color is carefully chosen and applied. Lettering style (font) contributes to the overall "aged" appearance. Care and attention to detail are evident.
3	Appearance is reminiscent of an old piece of parchment. Wrinkling, torn edges, and tearing are evident. Color is carefully applied, and the lettering appears "old-fashioned." The project reflects care and attention to detail.
2	The project is complete. Most edges are torn and not cut. Color may be splotchy in places. Lettering is legible, but not necessarily old-looking.
1	Project is messy, hastily finished, or incomplete. No color or an inappropriate (unnatural) color is used. Little tearing or wrinkling. Little care or effort is evident.