Handouts for Lesson 1 – Planning Sheet

<u>Create a Fur Trade Survival Game</u>

Directions: Students will use the attached template as a planning sheet to create a fur trade game between Europeans and the First Nations.

Each box can link to one or more outcome passages. Draw arrows to link your passages to outcome events. Use the planning box headings or create your own. How will your player win or lose the survival game?

Structure of the game:

Step 1. Begin with an Introduction passage to your game. Have the player choose a role to play (European or First Nations). Link your introduction passage to the next two passages.

Step 2. Create branch passages for Europeans and First Nations with some of the trade goods to start. Link your passages to the next outcome passage(s).

Example goods for trade:

Europeans	First Nations
Musket	Beaver pelt
Knife	Snow shoes
Axe	Buckskin clothing
Kettle/cups	Canoe
Wool Blanket	

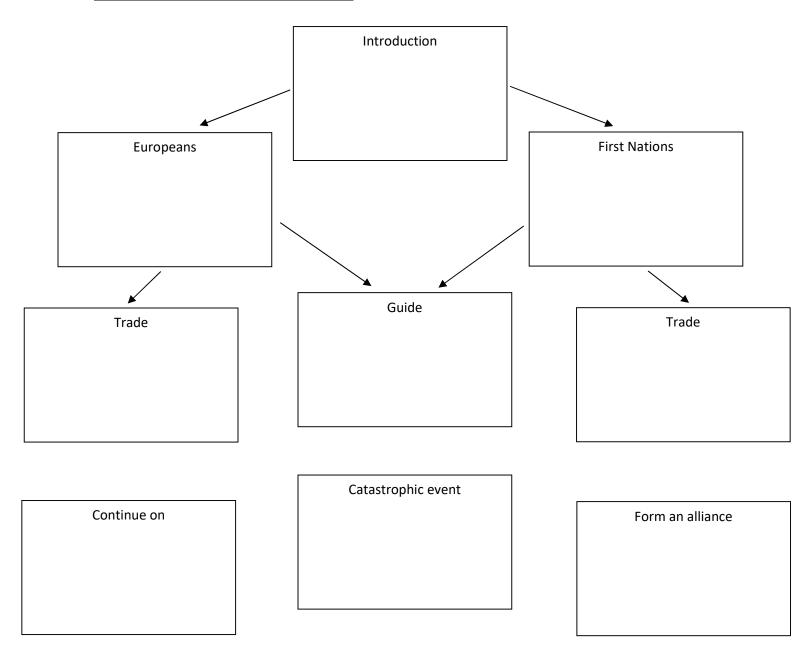Step 3. Create a Trade passage for each role (Europeans or First Nations) with the other group.

Decide on another passage path for the player to take. (Example - Europeans can: continue on to travel to trading grounds or find a First Nations guide. First Nations can: act as a guide to Europeans, or form an alliance with any other group.)

Create a passage with a catastrophic event, decide on the result for each group. (Possible events – Small pox outbreak resulting in death, or river floods resulting in loss of all goods). This passage would result in losing the game.

Step 4. Continue the trading passages to allow a path for the player to trade for enough goods to win the game.

Step 5. Link all end passages back to the beginning (Introduction) to begin the game again.

Fur Trade Survival Game Planning Sheet

Introduction

Europeans

First Nations

Trade

Guide

Trade

Continue on

Catastrophic event

Form an alliance

Lose the game?

Win the game?