

Role	Character Information
<p style="text-align: center;"><b>First Nations: The Haudenosaunee</b></p>	<ul style="list-style-type: none"> <li>• You are skilled beaver hunters</li> <li>• The Europeans have a lot of manufactured goods that you want</li> <li>• You have no immunity to European diseases. If you catch smallpox, you will die.</li> <li>• You are allies with the British, and enemies with the French</li> <li>• You speak Algonquian, which means you can only communicate with Traders (who speak English) via hand signals or drawings. <ul style="list-style-type: none"> <li>• You have one Metis member of your tribe who speaks English who can translate for the <b>BRITISH ONLY!</b></li> </ul> </li> <li>• You must travel to a Hudson’s Bay Company post to trade with the British. You must travel to get there. <ul style="list-style-type: none"> <li>• Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey to the Trading Post. You must do this every time.</li> </ul> </li> <li>• You are far more willing to trade with the British because they are your allies. However, you may be willing to cut a deal with the French Traders if they offer a really great deal and if they come to you. You will not go to them.</li> </ul>
	<b>Tasks</b>
	<p><b>Day 1</b></p> <ul style="list-style-type: none"> <li>• Build Bows and Arrows in order to hunt down Beavers (not classmates)</li> <li>• Build a Canoe in order to transport your Beaver Furs and goods <ul style="list-style-type: none"> <li>○ Cannot trade for goods until Canoe and Bows are complete</li> <li>○ Cannot be drawn</li> </ul> </li> <li>• Hunt and collect Beaver Furs <ul style="list-style-type: none"> <li>○ look around the school and complete challenges and trivia</li> </ul> </li> <li>• Travel to Fur Trading Posts in order to trade Furs to Goods <ul style="list-style-type: none"> <li>○ Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey to the Trading Post</li> </ul> </li> <li>• Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 2</b></p> <ul style="list-style-type: none"> <li>• Travel back to your Village to hunt <ul style="list-style-type: none"> <li>○ Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey home</li> </ul> </li> <li>• Hunt and collect Beaver Furs <ul style="list-style-type: none"> <li>○ look around the school and complete challenges and trivia</li> </ul> </li> <li>• Travel to Fur Trading Posts in order to trade Furs to Goods</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 3</b></p> <ul style="list-style-type: none"> <li>• Travel back to the Village to hunt</li> <li>• Hunt and collect Beaver Furs <ul style="list-style-type: none"> <li>○ look around the school and complete challenges and trivia</li> </ul> </li> <li>• Travel to Fur Trading Posts in order to trade Furs to Goods</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>

## Shopping List of Goods (what you need to win the game)

- 1 Guns
- 4.4 kg of Gunpowder
- 4 Ice Chisels
- 3 Hatchets
- 2m of Cloth
- 1.5 kg of Tobacco
- 4 Knives
- 4 Kettles

## Haudenosaunee Tracking Sheet

	# of Beaver Furs @ Start of Class	# of Beaver Furs @ End of Class	Goods Received this Class	Thoughts: Successes, Mistakes, Difficulties
<b>DAY 1</b>				
<b>DAY 2</b>				
<b>DAY 3</b>				

## Challenges

In order to take advantage of the Fur Trade to get what they needed, First Nations needed to not only be good hunters, but they also needed to have good communication skills that did not rely upon speech since the First Nations and Europeans did not speak the same language.

- To show that you have these **communication skills you must get the signatures of the following people without speaking. 1 Beaver Pelt each.**

- Mrs. Van Dresar: \_\_\_\_\_ 1 Beaver Pelt
- A teacher: \_\_\_\_\_ 1 Beaver Pelt
- Mrs. Reagan: \_\_\_\_\_ 1 Beaver Pelt
- Mr Raycroft or Mr Latta: \_\_\_\_\_ 1 Beaver Pelt

There are **Beaver Pelts** hidden around the school **You must find them and write down their location to prove you are a good hunter/tracker.** Remember, hunters are quiet and stealthy so as not to scare away their prey. Should I or any other teacher/class hear your movements, you will lose this challenge and your pelts will be confiscated.

- Location 1: \_\_\_\_\_
- Location 2: \_\_\_\_\_
- Location 3: \_\_\_\_\_
- Location 4: \_\_\_\_\_
- Location 5: \_\_\_\_\_
- Location 6: \_\_\_\_\_
- Location 7: \_\_\_\_\_
- Location 8: \_\_\_\_\_
- Create a recipe for pemmican (including ingredients, amounts, and cooking instructions). Deliver this recipe to your teacher for **2 Beaver Pelts**.
- Make a pair of snowshoes and give these to your teacher. If they are up to standard, you will receive **2 Beaver Pelts**.
- Make a wampum belt and give it to your teacher for **2 Beaver Pelts**.
- Find a recipe for scurvy using North American plants. Give this recipe to your teacher to receive **2 Beaver Pelts**.

**Trivia Questions: (each one is worth 1 beaver skins). 12 QUESTIONS TOTAL**

- Question 1
- Question 2
- Question 3
- Question 4
- Question 5
- Question 6
- Question 7
- Question 8

Role	Character Information
<p><b>First Nations: The Mi'kmaq</b></p>	<ul style="list-style-type: none"> <li>• You are skilled beaver hunters</li> <li>• The Europeans have a lot of manufactured goods that you want</li> <li>• You have no immunity to European diseases. If you catch smallpox, you will die.</li> <li>• You are allies with the French, and enemies with the British</li> <li>• You speak Algonquian, which means you can only communicate with Traders via hand signals or drawings. <ul style="list-style-type: none"> <li>○ You have one Metis member who can translate for the <b>FRENCH ONLY!</b></li> <li>○ You are far more willing to trade with the French because they are your allies. However, you may be willing to cut a deal with the British Traders if they offer a really great deal. However in order to do so you would have to travel to their trading posts (Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey to the Trading Post)</li> </ul> </li> </ul>
	<p><b>Tasks</b></p>
	<p><b>Day 1</b></p> <ul style="list-style-type: none"> <li>• Build Bows and Arrows in order to hunt down Beavers (not classmates)</li> <li>• Build a Canoe in order to transport your Beaver Furs and goods <ul style="list-style-type: none"> <li>○ Cannot trade for goods until Canoe and Bows are complete</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>○ Cannot be drawn</li> <li>● Hunt and collect Beaver Furs <ul style="list-style-type: none"> <li>○ look around the school and complete challenges and trivia</li> </ul> </li> <li>● Trade beaver furs with Traders to get Merchants goods</li> <li>● If you travel to Fur Trading Posts to trade Furs to Goods <ul style="list-style-type: none"> <li>○ Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey to the Trading Post</li> </ul> </li> <li>● Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 2</b></p> <ul style="list-style-type: none"> <li>● Hunt and collect Beaver Furs</li> <li>● Trade beaver furs with Traders to get Merchants goods</li> <li>● Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 3</b></p> <ul style="list-style-type: none"> <li>● Hunt and collect Beaver Furs</li> <li>● Trade beaver furs with Traders to get Merchants goods</li> <li>● Fill out your Daily Tracking Sheet</li> </ul>

## Shopping List of Goods

(what you need to win the game)

- 1 Guns
- 4.4 kg of Gunpowder
- 4 Ice Chisels
- 3 Hatchets
- 2m of Cloth
- 1.5 kg of Tobacco
- 4 Knives
- 4 Kettles

## Mi'kmaq Tracking Sheet

	# of Beaver Furs @ Start of Class	# of Beaver Furs @ End of Class	Goods Received this Class	Thoughts: Successes, Mistakes, Difficulties
<b>DAY 1</b>				
<b>DAY 2</b>				
<b>DAY 3</b>				

## Challenges

In order to take advantage of the Fur Trade to get what they needed, First Nations needed to not only be good hunters, but they also needed to have good communication skills that did not rely upon speech since the First Nations and Europeans did not speak the same language.

- To show that you have these **communication skills you must get the signatures of the following people without speaking. 1 Beaver Pelt each.**

- Mrs. Van Dresar: \_\_\_\_\_ 1 Beaver Pelt
- A teacher: \_\_\_\_\_ 1 Beaver Pelt
- Mrs. Reagan: \_\_\_\_\_ 1 Beaver Pelt
- Mr Raycroft or Mr Latta: \_\_\_\_\_ 1 Beaver Pelt

There are **Beaver Pelts** hidden around the school **You must find them and write down their location to prove you are a good hunter/tracker.** Remember, hunters are quiet and stealthy so as not to scare away their prey. Should I or any other teacher/class hear your movements, you will lose this challenge and your pelts will be confiscated.

- Location 1: \_\_\_\_\_
  - Location 2: \_\_\_\_\_
  - Location 3: \_\_\_\_\_
  - Location 4: \_\_\_\_\_
  - Location 5: \_\_\_\_\_
  - Location 6: \_\_\_\_\_
  - Location 7: \_\_\_\_\_
  - Location 8: \_\_\_\_\_
- Create a recipe for pemmican** (including ingredients, amounts, and cooking instructions). Deliver this recipe to your teacher for **2 Beaver Pelts**.
  - Make a pair of snowshoes** and give these to your teacher. If they are up to standard, you will receive **2 Beaver Pelts**.
  - Make a wampum belt** and give it to your teacher for **2 Beaver Pelts**.
  - Find a recipe for scurvy** using North American plants. Give this recipe to your teacher to receive **2 Beaver Pelts**.

**Trivia Questions: (each one is worth 1 beaver skins). 12 QUESTIONS TOTAL**

- Question 1
- Question 2
- Question 3
- Question 4
- Question 5
- Question 6
- Question 7
- Question 8

Question 9

Question 10

Question 11

Question 12

Role	Character Information
<b>British Traders</b>	<ul style="list-style-type: none"><li>• You work for the Hudson’s Bay Company</li><li>• You want furs from the First Nations, and have new technology from the Merchants to trade for those furs.</li><li>• The Haudenosaunee will come and trade with you at your fur trade post</li><li>• You are driven to be the most successful trader(s) no matter the cost</li><li>• Because you do not speak Algonquian, you must communicate with the First Nations via Hand signals/drawings. Unless their Metis member is present, in which case they can translate for both sides.</li><li>• Rely on negotiation and offering more resources in order to get what you need</li><li>• Responsible for running their own trading posts (either as a group OR individually)</li><li>• If you decide to travel to meet the Mi’kmaq, you must complete the difficult journey by:<ul style="list-style-type: none"><li>◦ Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make</li></ul></li></ul>



	<p>the journey</p> <ul style="list-style-type: none"> <li>Remember you are enemies and don't speak the same language</li> </ul>
	<b>Tasks</b>
	<p><b>Day 1</b></p> <ul style="list-style-type: none"> <li>Create a Name/Sign for your Trading Post and pick a location (desk) for your fort</li> <li>Make an items price list that First Nations Traders will be able to understand (Hint: Use pictures). <ul style="list-style-type: none"> <li><b>Without a Trading Post Sign + Price list you CANNOT complete Trades</b></li> </ul> </li> <li>Communicate with your Merchants what goods you require in order to Trade with the First Nations <ul style="list-style-type: none"> <li><b>If you do not have the goods, you are unable to complete trades</b></li> </ul> </li> <li>Trade Goods for Beaver Furs with the First Nations and then deliver Furs to Merchants to complete a trade. <ul style="list-style-type: none"> <li>Each trade earns you 1 "Trader Status Card". Record each successful trade on your Trade Tracker Sheet, show Teacher @ end of the day to get your cards.</li> </ul> </li> <li>Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 2</b></p> <ul style="list-style-type: none"> <li>Complete any tasks left over from Day 1</li> <li>Communicate with your Merchants what goods you require in order to Trade with the First Nations</li> <li>Trade with First Nations and send Beaver Furs to Merchants</li> <li>Show teacher your Trading Tracker sheet to collect your "Trader Status Cards" for the day.</li> <li>Fill out your Daily Tracking Sheet</li> <li>A new First Nations group wants to trade with you: the Cree. In order to get their beaver furs, you must answer questions given to you by me.</li> </ul>
	<p><b>Day 3</b></p> <ul style="list-style-type: none"> <li>Communicate with your Merchants what goods you require in order to Trade with the First Nations</li> <li>Trade with First Nations and send Beaver Furs to Merchants</li> <li>Show teacher your Trading Tracker sheet to collect your "Trader Status Cards" for the day.</li> <li>Fill out your Daily Tracking Sheet</li> </ul>

**Price List for Furs**

1 Gun	14 Beaver Pelts
2.2 kg of Gun Powder	2 Beaver Pelt

1 Ice Chisel	1 Beaver Pelt
1 Hatchets	1 Beaver Pelt
1m of Cloth	3 Beaver Pelts
1 pound (0.5 kg) of Tobacco	2 Beaver Pelts
1 Knives	1 Beaver Pelt
1 Kettle	2 Beaver Pelt

## British Traders Tracking Sheets

	Description of Completed Trades (With who? What was traded?)	# of Status Cards @ End of Class	Thoughts: Successes, Mistakes, Difficulties
<b>DAY 1</b>			
<b>DAY 2</b>			
<b>DAY 3</b>			



Role	Character Information
<p><b>French Traders (Coureur de Bois/ Voyageur)</b></p>	<ul style="list-style-type: none"> <li>• You want furs from the First Nations, and have new technology from the Merchants to trade for those furs.</li> <li>• Often Lived with the First Nations. Learned First Nations language, respected culture, married First Nations women</li> <li>• Because you do not speak Algonquian, you must communicate with the First Nations via Hand signals/drawings. Unless their Metis member is present. In which case they can translate for both sides.</li> <li>• Used Birch Bark Canoes to travel</li> <li>• Can either work as a group or as an independent French trader.</li> <li>• You will travel to and from the Mi'kmaq camps and Montreal <ul style="list-style-type: none"> <li>◦ Each time you travel you must complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey</li> </ul> </li> </ul>
	<p><b>Tasks</b></p>
	<p><b>Day 1</b></p>

	<ul style="list-style-type: none"> <li>• Build a canoe in order to transport your Furs/Goods from the First Nations to the trading post in Montreal and vice-versa. <ul style="list-style-type: none"> <li>◦ <b>Without a Canoe you CANNOT complete trades.</b></li> </ul> </li> <li>• Travel from Montreal with your goods to the Mi'kmaq Camp each day in order to trade goods. <ul style="list-style-type: none"> <li>◦ Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey</li> </ul> </li> <li>• Travel back to Montreal from the Mi'kmaq Camp to send the Furs to the French Merchants and collect more goods <ul style="list-style-type: none"> <li>◦ Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey</li> </ul> </li> <li>• Communicate with your Merchants what goods you require in order to Trade with the Mi'kmaq</li> <li>• Each trade earns you 1 "Trader Status Card". Record each successful (First Nations have received Goods, and Merchants have received Furs) trade on your Trade Tracker Sheet and show Teacher @ end of the day to receive your cards.</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 2</b></p> <ul style="list-style-type: none"> <li>• You have learnt to speak the Mi'kmaq language! You and the Mi'kmaq may now communicate normally for trades from now on.</li> <li>• Travel between Montreal and First Nations Villages in order to Trade <ul style="list-style-type: none"> <li>◦ Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey</li> </ul> </li> <li>• Communicate with French Merchants what goods you require in order to trade</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 3</b></p> <ul style="list-style-type: none"> <li>• Travel between Montreal and First Nations Villages in order to Trade <ul style="list-style-type: none"> <li>◦ Complete 10 Jumping Jacks, 10 Push-ups, and 10 Burpees in order to make the journey</li> </ul> </li> <li>• Communicate with your Merchants what goods you require in order to Trade with the Mi'kmaq</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>

**Price List for Furs**

1 Gun	14 Beaver Pelts
2.2 kg of Gun Powder	2 Beaver Pelt
1 Ice Chisel	1 Beaver Pelt
1 Hatchets	1 Beaver Pelt
1m of Cloth	3 Beaver Pelts
1 pound (0.5 kg) of Tobacco	2 Beaver Pelts
1 Knives	1 Beaver Pelt
1 Kettle	2 Beaver Pelt

## French Traders Tracking Sheets

	<b>Description of Completed Trades (With who? What was traded?)</b>	<b># of Status Cards @ End of Class</b>	<b>Thoughts: Successes, Mistakes, Difficulties</b>
<b>DAY 1</b>			
<b>DAY 2</b>			
<b>DAY 3</b>			

Role	Character Information
<p style="text-align: center;"><b>British Merchants</b></p>	<ul style="list-style-type: none"> <li>• Want Beaver furs to sell to hat makers in Britain so you can make a profit.</li> <li>• You have all the new technology/resources that traders can use for trade with the First Nations to get furs</li> <li>• Need to produce the technology/goods for trade yourselves and ship it to your Trading Posts in North America in order receive furs.</li> <li>• You need to collect 40 Beaver Furs to win</li> </ul>
	<p><b>Tasks</b></p>
	<p><b>Day 1</b></p> <ul style="list-style-type: none"> <li>• Create goods for your Traders to sell in North America (see list)</li> <li>• Ship goods to North America <ul style="list-style-type: none"> <li>◦ Build a ship (cannot be drawn). Cannot send goods to North America unless ship is built</li> </ul> </li> <li>• Collect furs from the traders and send them goods</li> <li>• Keep track on your tracker sheet how many beaver furs you have received each day from your Traders</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 2</b></p> <ul style="list-style-type: none"> <li>• Create goods for your Traders to sell in North America</li> <li>• Ship goods to North America</li> <li>• Collect furs from the traders and send them goods</li> <li>• Keep track on your tracker sheet how many beaver furs you have collected each day</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 3</b></p> <ul style="list-style-type: none"> <li>• Create goods for your Traders to sell in North America</li> <li>• Ship goods to North America</li> <li>• Collect furs from the traders and send them goods</li> <li>• Keep track on your tracker sheet how many beaver furs you have collected each day</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>

## Merchant List of Goods

(what you need to make to give to the traders so they can trade with the First Nations. Your traders will tell you how much to make of each good)

- Gun (*provided*)
- Gunpowder (1 pouch = 2.2 kg)
- Ice Chisels
- Hatchets
- Cloth (*provided*)
- Tobacco (1 Pouch = 0.5 kg)
- Knives
- Kettles
- Hats

## British Merchants Tracking Sheets

	List of Goods Made and Given to Traders	# of Beaver Furs Received @ End of Class	Thoughts: Successes, Mistakes, Difficulties
<b>DAY 1</b>			
<b>DAY 2</b>			
<b>DAY 3</b>			



Role	Character Information
<p style="text-align: center;"><b>French Merchants</b></p>	<ul style="list-style-type: none"> <li>• Want Beaver furs to sell to hat makers so you can make a profit.</li> <li>• You have all the new technology/resources that traders can use for trade with the First Nations to get furs</li> <li>• You live in Montreal</li> <li>• Need to produce the technology/goods for trade yourselves and ship it to your Trading Posts in North America in order receive furs.</li> <li>• You need to collect 40 Beaver Furs to win</li> </ul>
	<b>Tasks</b>
	<p><b>Day 1</b></p> <ul style="list-style-type: none"> <li>• Create goods for your Traders to trade.</li> <li>• Collect furs from the traders and send them goods</li> <li>• Keep track on your tracker sheet how many beaver furs you have collected each day.</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 2</b></p> <ul style="list-style-type: none"> <li>• Create goods for your Traders to sell in North America</li> <li>• Collect furs from the traders and send them goods</li> <li>• Keep track on your tracker sheet how many beaver furs you have collected each day</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>
	<p><b>Day 3</b></p> <ul style="list-style-type: none"> <li>• Create goods for your Traders to sell in North America</li> <li>• Ship goods to North America</li> <li>• Collect furs from the traders and send them goods</li> <li>• Keep track on your tracker sheet how many beaver furs you have collected each day</li> <li>• Fill out your Daily Tracking Sheet</li> </ul>

## Merchant List of Goods

(what you need to make to give to the traders so they can trade with the First Nations. Your traders will tell you how much to make of each good)

- Gun (*provided*)
- Gunpowder (1 pouch = 2.2 kg)
- Ice Chisels
- Hatchets
- Cloth (*provided*)
- Tobacco (1 Pouch = 0.5 kg)
- Knives
- Kettles
- Hats

## French Merchants Tracking Sheets

	List of Goods Made and Given to Traders	# of Beaver Furs Received @ End of Class	Thoughts: Successes, Mistakes, Difficulties
<b>DAY 1</b>			
<b>DAY 2</b>			
<b>DAY 3</b>			

