

Jamestown Simulation Activity

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Jamestown Simulation Activity

Create a simulation of the Jamestown colony with your students or family. Begin by giving some background information on the Jamestown colony. We taught them a quick history of the colony and the laws they had back then.

Give each team their list of supplies and their task list. We gave them pictures of wild herbs that were growing in the park and could be used for medicine. We also provided blankets and rope for their shelter building supplies.

This is best done in an outdoor location. We used a forested park area that had fire pits, wild fruit trees, herbs and berries. If you cannot use a location like this, make sure there are things you can use for their food supplies (baskets of apples, bags of grain or nuts, pictures of food and herbs, etc.).

Divide into 3 or 4 teams. Give them time to scout out the area and each choose a settlement area as well as one common area where they will all meet for community meetings, church, etc. They will also choose a leader and settlement name during this time. Every 15-20 minutes, round up the leaders and let them pick a situation card. This will affect what happens in their camp, as well as the supplies they have to survive the winter.

Throughout the simulation we also did different gathering activities. We cooked gruel for them in a dutch oven over a fire and served it to all of the camps. We had training activities- shooting a bow and arrow to hunt for food. We helped them find some fruit trees. We played some pilgrim games. We also made some small rafts out of sticks and foam sails and let them float them on a small stream that ran through the park.

Jamestown Settlement Tasks:

- _____ Choose a governor/leader
- _____ Choose a settlement location
- _____ Choose a colony name
- _____ Write laws for your colony
- _____ Build walls around your settlement
- _____ Plant crops (for food or for export)
- _____ Build a church/ and or common area
- _____ Collect food and supplies for Winter (5 apples/person)
- _____ Find herbs for medicine
- _____ Find wealth (gold) for your King (optional!)
- _____ Learn the lay of the land and create a map of the settlement.

Your Supplies (Cross off as you use):

- 4 Guns
- 2 Axes
- 4 Horses
- 4 Cooking Pots
- 5 Rolls of Cloth
- 2 Plows
- 5 Fishing Poles
- 5 Bags of Grain Seeds
- 5 Shovels
- 2 Stoves
- 5 Saws
- 2 Months of Dried Food
- 10 Boxes of Nails
- 25 Candles
- 25 Blankets
- 5 Cows
- 25 Chickens
- 2 Barrels of Fresh Water
- 2 Boxes of Medicine
- 5 Bundles of Rope

Colonial Gruel

Gruel is a thin porridge or soup made with a ground up grain and water. The main types of gruel the colonists would have eaten were rice, flour and millet gruel. The Indians introduced corn to them and they would also have made it from cornmeal. You could also boil breadcrumbs or ground crackers as a base if needed.

Make Your Own Colonial Gruel:

2 teaspoons of flour

1 teaspoon of salt

1 cup Boiling water

Mix the flour and salt. Slowly add water to the flour and salt until it makes a paste. Add the paste to the boiling water. Stir to remove lumps and to a semi-liquid consistency. Serve warm.

Situation Cards- Print and cut out. Place in a jar or other container for teams to choose.

Your colony came down with an illness that took the lives of 25 members! Your workload has doubled.

Hostile Indians raided your settlement. You lost all of your horses and livestock!

You met an Indian named Powhatan. He is kind and teaches your settlement many new skills. He shares his corn seeds with you and teaches you how to grow them. This brings lots of extra food to your people!

Freezing temperatures came early destroying your crops for the winter. You will have to cut your food rations in half.

You discovered some medicinal herbs that will help you heal some of the sickness in your camps.

Your camp leader was injured while building a house. They will no longer be able to help with the workload until healed.

There was mutiny in your camp and many of the members are rebelling against the governor. Because of this crops were not being planted. They will not be ready before Winter sets in!

Your leader was hiding food causing others in your camp to starve. He was fired and you have to choose a new leader.

Your colony's leader found indians that would trade. He gathered grains to plant, dried meat and fruit, and animal skins. This will greatly increase your Winter stores!

Your camp discovered a natural spring. You can now refill your water supplies and have fresh water all of the time!

Your drinking water has gone bad and is swarming with mosquitoes. This caused 10 deaths in your camp!

The men of your camp went hunting and returned with plenty of meat to dry and store through the winter. The animal skins will also be useful as blankets to keep you warm.

A terrible storm destroyed your shelter. You will need to rebuild causing you to run out of nails and rope.

The children of your camp collected clams along the shore. These will feed many and keep them from starving to death.

Indian Invasion! They captured your leader and stole your livestock! You also lost 10 men in the battle. Choose a new leader.

Your food is almost gone. Many of the children and elderly have died of starvation.

A fire burns down your entire settlement and you lose all of your supplies. You will have to rebuild.

A supply ship arrives from England restocking all of your needed supplies and bringing many strong workers to help you!

A child in your camp came across some red berries. Are they poisonous? Upon further investigation you learn they are Rose Hips and are full of vital nutrients needed to help your colony survive. You dry them and store them for winter.

You discovered the herb Mallow. You can eat this as well as use it to treat some of the sicknesses in your camp!