

DESIGN A FUR TRADING POST!

You will be creating 3 things for this assignment: a map, a report and a visual

1. MAP

In order to create your map, you will need to brainstorm a list of the 8 most important things that you think your site will have. This list will be the criteria you will need to look at when choosing your location. Write down your list on the page provided. You will need to draw a box on your map where you think the best location for your trading post will. The place you choose should meet the criteria you have chosen.

On your map, you will also need to label the nearby rivers, oceans, and lakes. You will also need to choose and label the waterway that you plan to use to transport your furs. Don't forget to give your map a title, and to include a compass and legend.

Map Examples



These maps were created by students in grade five. Various levels of standard are shown.



2. Report

For your report, you will need to write some information that explains your plans to create your fort.

Some key points you will need to write about:

- What will it be called? Why?
- What materials will be needed to build the fort? Who will build it?
- What will life be like in the fort? Will people like living there?
- What will the people who live there eat?
- What will the people who live there do for fun?
- How will the people keep warm in the winter?
- How will furs be delivered back to Europe?

Writing Examples

[The only thing that has been changed is the type and size of font. Otherwise, the writing is as fifth grade students wrote it.] These are only excerpts (not the complete assignment) to give you a taste of possibilities that students might write.

Excerpt #1

The names of my trading post is Fort Tsyennito. I named it this because it is the Mohawk name for beaver. We are allies with the Mohawk people and the beaver is one of the main items we trade. I picked this location because it is on the St. Lawrence River which gives us fresh water, fish for food and way to transport our goods. By using canoes and York boats, we are able to fish for food and move goods to ships that will cross the ocean to Britain. The forest also supplies us with wood for building. The river makes it easier to bring the trees to the fort by floating them on the water.

Excerpt #2

In this small fort, the gentlemen and the workers will eat together for warmth. We will need these things to supply the fort. To keep away the horrible summer insects we'll use bay leaves, fish oil, bloodroot, and animal fat. Chores in the fort include cooking, cleaning, feeding the animals, trading, hunting and fishing, gardening, fixing, building sleds, sewing and laundry. For some people, the fort life was better, than their old life. The English, think it is worse because they think England is far more rich, and beautiful. But the Scottish workers, who come from poor places in Scotland, think it is all they could ever wish for.

Excerpt #3

The fur traders would trade goods that they had many of for ones that they needed with aboriginal tribes they would trade cooking gear like pots, pans, tins and many more cooking tools. Another useful tool they would trade is fabric to make their clothes with. Most importantly they would trade furs mainly beaver pelts but they also traded mink, fox, raccoon, wolf, coyote, muskrat and most animals they could find. Other things not mentioned were blankets, beads and later on in the fur trade gold. Beaver pelts were used to make hats for the very rich people in Europe. They made hats like the Paris Beau, the Wellington, the D'orsay, Army hat, the Naval Cocked hat and the most popular the Regent.

3. Visual

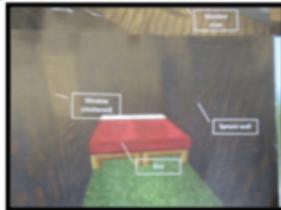
For your visual, you will need to draw/create a detailed representation of your trading post. (This can be a drawing, a diorama, a computer program design... whatever!)

Your image needs to be labeled and full color, and should include the following:

- A title
- Include spaces for living quarters and supply storage
- Include a "store" area to trade items
- Include spaces for animals to live and graze
- Include spaces for crops and gardens
- Include access to clean water

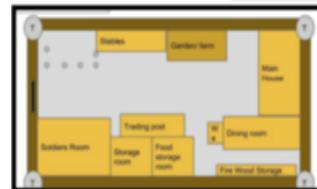
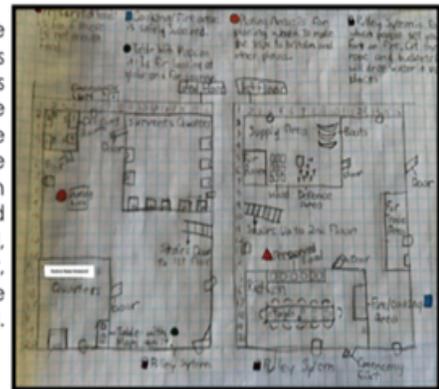
More Visual Representation Examples

These projects were created by students in grade five. Various levels of standard are shown. Most of these students created a video where they talked about the different buildings and rooms in their forts. These examples were made in Minecraft.



Visual Representation Examples

These projects were created by students in grade five. Various levels of standard are shown. Clockwise from right the materials are: graph paper, cardboard and wood, Minecraft, paper, and a Google Drawing.



DO YOU HAVE EVERYTHING???????

DESIGN A TRADING POST: CHECKLIST

Use this checklist to make sure you have included everything you need for your project!

MAP:

- You have clearly marked the location of your trading post.
- Your map has a title
- Your map has a legend
- Your map has a compass
- Your map is full color
- You have labeled all of the bodies of water
- You have labeled a fur transportation route
- You have explained in detail, using your criteria to help you, why you have chosen your particular site.

REPORT:

- You have talked about the name of your trading post, and why you named it.
- You have talked about the materials needed to build your fort, and where you will find them.
- You have talked about who will build your fort.
- You have talked about what life will be like at your fort, and if people will like living there.
- You have talked about what people will eat
- You have talked about what people will do for fun.
- You have talked about how people will keep warm.
- You have talked about fur transportation.

VISUAL:

- Your visual has a title.
- Your visual is full color and labeled
- Your visual shows living quarters and supply storage.
- Your visual shows a trading area.
- Your visual shows spaces for animals to live and graze.
- Your visual shows spaces for crops and gardens.
- Your visual shows access to clean water

