



Fur Trading Game



Team Set Up

Indigenous Teams

In the real fur trade there were various Indigenous groups competing against each other such as the Huron-Wendat, Ashinaabe, Haudenosaunee, and Algonquin. (This was also in tandem with the fight with Europeans to protect their culture.)



European Teams

During the fur trade several European powers competed against each other for furs; the main 2 competitors in North America were the French and British.





Roles

Recorder:

Your job is to record what cards you find as well as what you traded it for!
You have extra pages in your book for this!

Trade Master:

Your book holds the item list you are looking for as well as how many points each are!

Card Holder:

You will be given an envelope to hold your teams cards.

Special Card Holder:

You will be holding the special knowledge and technology cards throughout the game.

To succeed in this game each team must work together to complete the fur trading log!



Special Cards

Knowledge



The power of being able to explore every area

Technology



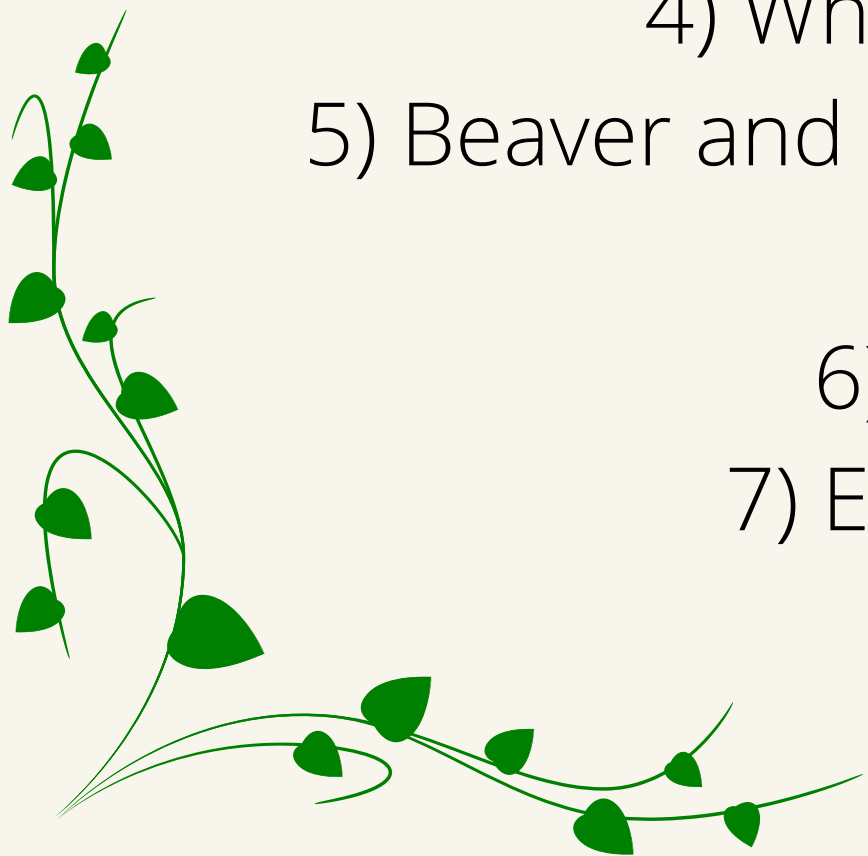
The power to double the value of 1 card

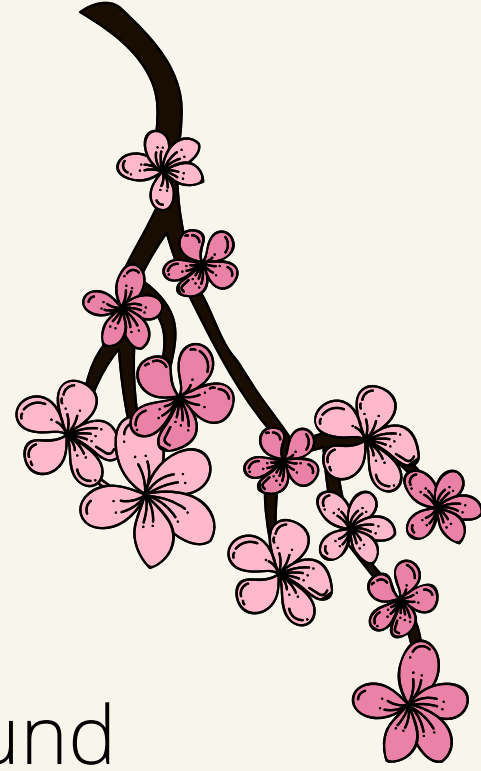
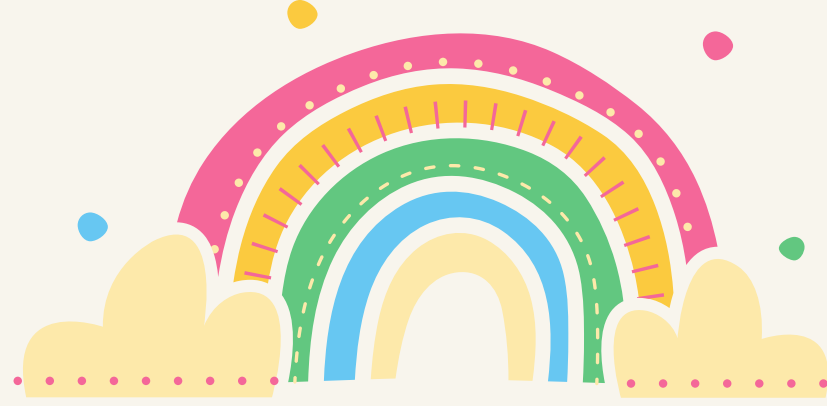


Rules



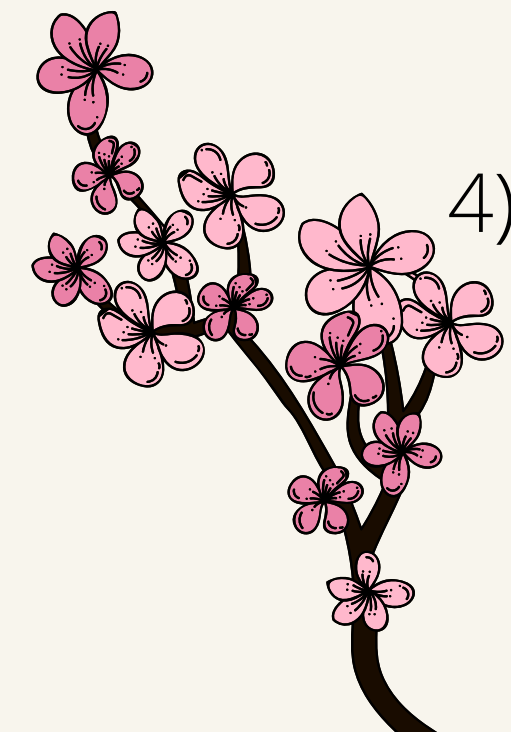
- 1) Groups explore the playground looking for their respective items based on their team.
- 2) Students will also be competing against the group with the same focus.
EX: European team vs European team
- 3) Each group can only find the items related to their team and must leave the other to be found.
- 4) When a group is ready to trade they must find the trading post
- 5) Beaver and axe cards are the most valuable for each group while cloth and deer cards are least valuable.
- 6) Students are to negotiate with each other to get items.
- 7) Each team must end the game with at least 1 of each item.

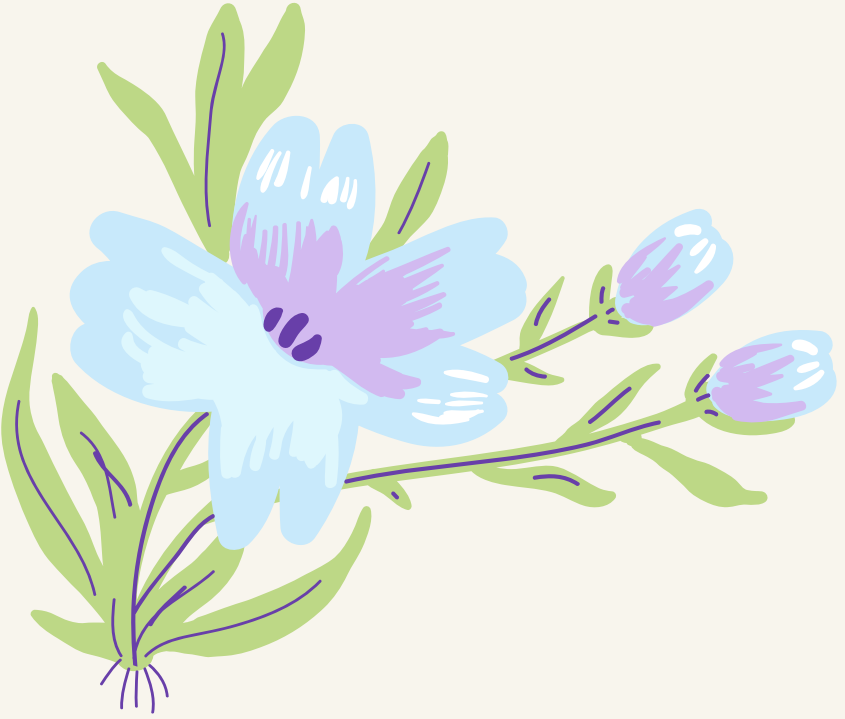




Miss Howard's Trading Post!

- 1) When students are ready to trade they must find Miss Howard on the playground
- 2) After approaching Miss Howard group must wait for another trade partner to arrive (In this time they can decide as a group what they want to trade)
- 3) After 2 groups come to Miss Howard they must decide what they want to trade and what they want to get.
- 4) Both groups must agree on their trade transaction before trading and help their reporter record this OFFICIALLY
- 5) Trade away!! *Miss Howard will be there to assist if teams need it*





Boundaries

Please stay on school grounds!

Students stay within fenced area within teachers
eyesight

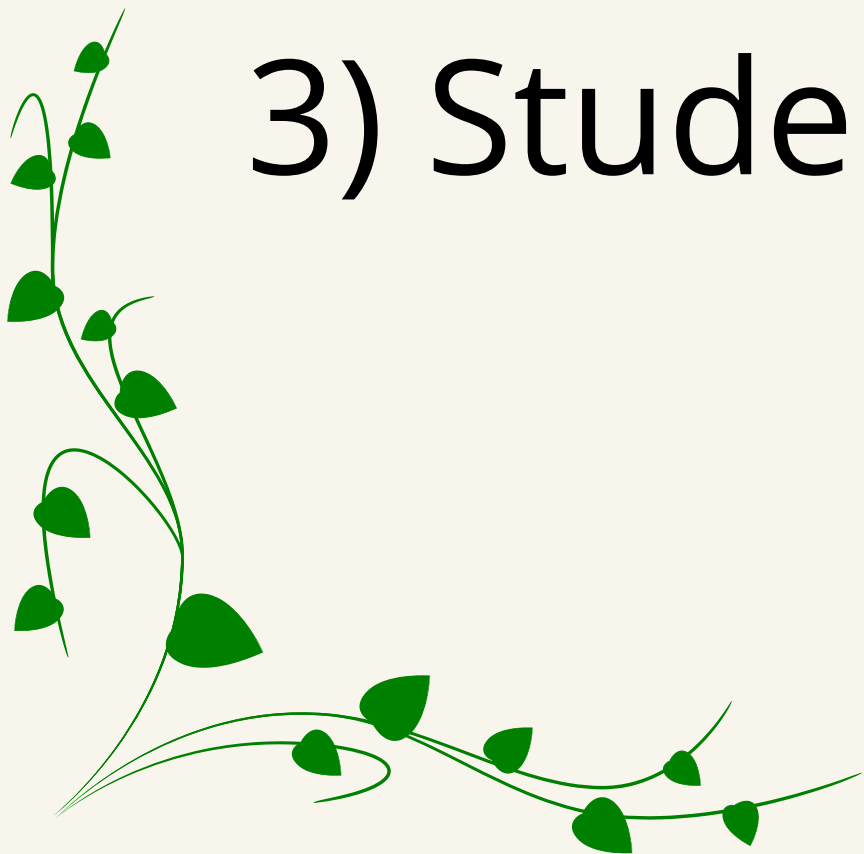
Knowledge Cards: Groups who have a knowledge card
can explore the garden, soccer field, and playground
based on what the card says. I.e: The Knowledge:
Garden card can access the garden.



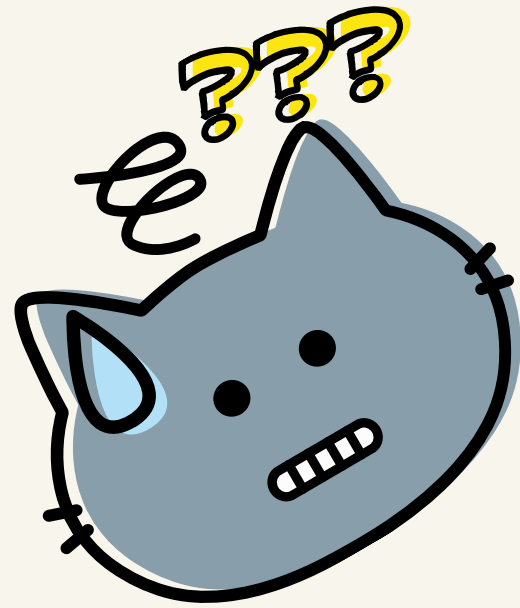


Pre-Game Instructions!

- 1) Students are separated into 4 teams
- 2) Game books are distributed
- 3) Students are to choose a role in their team



Questions before we begin?



Lets Go!



Hope you had fun!

