

## Teaching Notes

This is a game to help your students understand the importance of trade to the origins of the British Empire. There is a suggested 'Test your word power' activity that would work as a starter (answers below) and extension tasks that would work as a plenary. All of the information and record sheets are included along with a student instruction sheet. The only additional equipment required are six dice, one for each trading port.

### Task 1. Test your word power

These are the suggested answers for feedback from the starter.

Scrambled	Unscrambled	Definition
mipeer	empire	A group of countries controlled and ruled by a more powerful country.
loycon	colony	A country within an Empire.
radet	trade	Buying and selling goods to make a profit.
hatrecnm	merchant	A person who buys and sells goods to make money.
sourcesre	resources	Materials which can be bought and sold to make money.

### Task 2. Empire trading quest instructions

Your classroom should be arranged into six islands of desks, each to become an area where trade will take place. Place an area information sheet on each island. Students work in pairs. Working on the basis of a class of 30, 12 students (6 pairs) should act as trade monitors, one pair for each area. The remaining 18 (9 pairs) will be merchants in charge of their own ship. If your class is larger you could have more merchant pairs.

The aim of the game is for each merchant pair to visit every area, collecting resources as they go or facing penalties. The destiny of each merchant is determined by the roll of a dice at each area, overseen by the trade monitors. The monitors must sign each merchant pair's record sheet to confirm that trade has taken place correctly and ensure that they set sail to the correct onward destination, again decided by the roll of the dice.

Once each merchant pair has visited each area the game is complete. Final totals can be shared to determine the winning merchants.

### Extension Tasks

These could be used to occupy any merchant pairs who complete trading quickly, or as a class to consolidate the learning which has taken place:

1. What were the benefits of being a merchant trader in the eighteenth century?
2. What would you say was the biggest danger and why?
3. Explain how Britain benefited as a whole country from this trade.
4. What might be the advantages for Britain of directly ruling the countries they traded with?

Student activity sheet

Britain was very powerful in the 1700s. New trade routes were being discovered so that products from around the world could be reached for the first time. Britain became the main customer for many raw materials. It also had the best manufacturing industry and was able to sell goods to countries that could not make them as cheaply themselves. This helped Britain to become rich and powerful.

This is an activity which will help you to understand why British explorers and traders were so keen to venture out into the wider world. You will be working as a pair to discover the advantages and risks of owning a merchant ship. Be careful on the high seas, you will face terrible dangers!

**Task 1. Test your word power**

Can you unscramble the words below and give a definition for each word?

Scrambled	Unscrambled	Definition
mipeer		
loycon		
radet		
hatrecnm		
sourcesre		

**Task 2. Empire trading quest instructions**

Your teacher will tell you if you are a merchant or a trade monitor.

**Merchant pairs**

You are British merchants in the eighteenth century. Your aim is to get rich by collecting new resources from around the world to sell back at home. You are in competition with the other merchants who are trying to beat you to it. You must stick to the following rules:

- You can only pick up goods from each area once.
- When you arrive at a new area you must wait for the trade monitor to do business with you.
- Roll the dice to find out what you can load onto your boat or what problems you have encountered.
- Use your record sheet to keep track of how much money you have made or lost. It is possible to lose everything and to go into debt!
- To move to another area you must first roll the correct number. If you throw the wrong number you must go to the area you have rolled and request permission from the trade monitor to sail again from their port.
- You must visit each country once to complete the game. When you have finished calculate your overall total. If you have finished before the other merchants, have a go at the extension tasks.

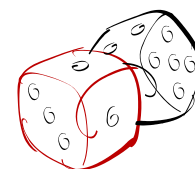
**Trade monitors**

Your role is to ensure that trade is conducted correctly at your port. As merchants arrive you should:

- Check that the dice is rolled properly.
- Inform the merchants of what they have collected or what problems they have encountered.
- Sign their record sheet to confirm they have traded fairly and recorded accurately.
- Ensure that they set sail to the correct next destination according to the roll of the dice.



# Britain



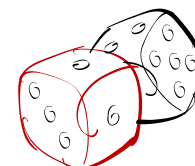
Resources to collect	Money gained	Dangers	Money lost
<b>Roll a 1:</b> collect 100 crates of wool.	£ 200	<b>Roll a 4:</b> bad weather forces you to stay in Bristol for 2 weeks.	-£200
<b>Roll a 2:</b> collect 50 crates of china.	£ 400	<b>Roll a 5:</b> a rival merchant reaches your supplier first so you get nothing!	£0
<b>Roll a 3:</b> collect 10 crates of guns.	£150	<b>Roll a 6:</b> a rough journey means your cargo of glass arrives broken.	-£400

**Roll to move on:**

1. India      2. Africa      3. South America      4. West Indies      5. North America



# India



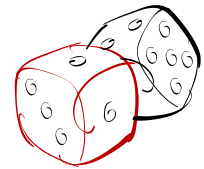
Resources to collect	Money gained	Dangers	Money lost
<b>Roll a 1:</b> collect 50 crates of silk.	£300	<b>Roll a 4:</b> half your crew contract malaria and die. You must hire more.	-£300
<b>Roll a 2:</b> collect 100 crates of tea.	£200	<b>Roll a 5:</b> the humid weather causes your cargo to rot.	-£200
<b>Roll a 3:</b> collect 50 crates of rare spices.	£400	<b>Roll a 6:</b> the Dutch beat you to port, there is nothing left to buy!	£0

**Roll to move on:**

1. Britain      2. Africa      3. South America      4. West Indies      5. North America



## Africa



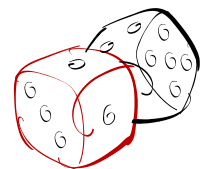
Resources to collect	Money gained	Dangers	Money lost
<b>Roll a 1:</b> collect 10 crates of gold.	£400	<b>Roll a 4:</b> you encounter African traders who want you off their patch.	£0
<b>Roll a 2:</b> collect 30 crates of ivory.	£200	<b>Roll a 5:</b> your ship is wrecked off the coast of West Africa in a storm.	You lose everything
<b>Roll a 3:</b> collect 200 slaves to sell on in the West Indies.	£150	<b>Roll a 6:</b> half of your cargo of slaves die before you reach port.	-£75

**Roll to move on:**

1. Britain      2. India      3. South America      4. West Indies      5. North America



## South America



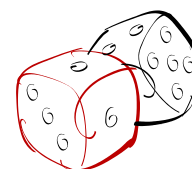
Resources to collect	Money gained	Dangers	Money lost
<b>Roll a 1:</b> collect 100 crates of coffee.	£100	<b>Roll a 4:</b> a rival merchant reaches your supplier first so you get nothing!	£0
<b>Roll a 2:</b> collect 50 crates of silver.	£150	<b>Roll a 5:</b> bad weather keeps you in port for a week.	-£100
<b>Roll a 3:</b> collect 80 crates of rubber.	£80	<b>Roll a 6:</b> you go off course and get stuck in ice for 8 weeks.	-£400

**Roll to move on:**

1. Britain      2. India      3. Africa      4. West Indies      5. North America



## West Indies



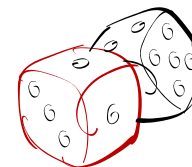
Resources to collect	Money gained	Dangers	Money lost
<b>Roll a 1:</b> collect 200 crates of sugar.	£300	<b>Roll a 4:</b> you are captured by pirates. Give up everything to save your life.	You lose everything
<b>Roll a 2:</b> collect 100 crates of rum.	£150	<b>Roll a 5:</b> your crew are struck with a strange tropical fever.	-£80
<b>Roll a 3:</b> collect 150 crates of cotton.	£100	<b>Roll a 6:</b> Spanish merchants block your route. You gain nothing.	£0

**Roll to move on:**

1. Britain      2. India      3. Africa      4. South America      5. North America



## North America



Resources to collect	Money gained	Dangers	Money lost
<b>Roll a 1:</b> collect 50 crates of luxury furs.	£150	<b>Roll a 4:</b> unusually warm weather rots your cargo of fish.	-£100
<b>Roll a 2:</b> collect 100 crates of fish.	£100	<b>Roll a 5:</b> your sail rips in high wind, you are stranded for two weeks.	-£100
<b>Roll a 3:</b> collect 150 logs of timber.	£75	<b>Roll a 6:</b> You become trapped in Alaskan sea ice for three months.	-£200

**Roll to move on:**

1. Britain      2. India      3. Africa      4. South America      5. West Indies



## Merchant record sheet



Area visited	Resources collected	Dangers/problems	Total earned/lost	Trade monitor signature
Britain				
India				
Africa				
South America				
West Indies				
North America				

Finishing total: