

**Mayflower**

Name des Segelschiffs, mit welchem die englischen Pilgerer von ihrer Heimatinsel am 6. September 1620 in See stach und am 9. November des Jahres Virginia erreichte.

*"In the name of God, Amen. We, whose names are underwritten, the loyal subjects of our dread Sovereign Lord King James, by the Grace of God, of Great Britain, France, and Ireland, King, defender of the Faith, etc.*

*Having undertaken, for the Glory of God, and advancements of the Christian faith and honor of our King and Country, a voyage to plant the first colony in the Northern parts of Virginia (...)"*

Mayflower Compact

## Triangular Trade - Rules

| Team Port  | Team Ship   |
|--|---|
| You stay in your home base and trade with the travelers who come to you.       | You take your ships and the goods you have and try to get as many goods as your Home base needs |
| You can only trade what you got, if you are out of goods, you are out of goods | Your ship can only carry 10 loads   |
| You can use the available space on the ships (10 loads) to your advantage      | There are no rules in trading: 1 for 1, 1 for 2 ...   |

**Phase 1:** Check out your material and read it carefully. Ask any questions you have!

**Phase 2:** Choose your team. (Port 1 = 2 people, ship 1 = 2 p., port 2 = 2 p., ship 2 = 2 p. etc.)

**Phase 3:** Decide what routes you want to take and which goods you want to trade in where for what. Mark your route on your map before you set sail.

**Team Port:** Help your team mates, but make sure they don't take everything or you won't have anything left to trade.

**Phase 4:** Ready, set, go! Start your trading game! Who can make the best deals? Use your language cards for ideas when you make a deal!

Remember: Ships can only carry 10 loads (that's 10 cards!) at a time

## Group 1 – American Colonies

You are a **Colonist in an English Colony** and you are a proud English Man. Because there are very important Ports in New York and other Colonies trading is going pretty well.



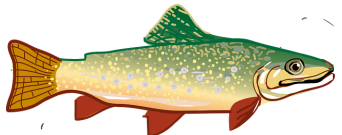


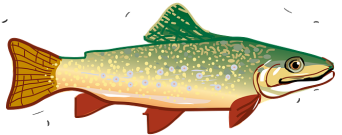


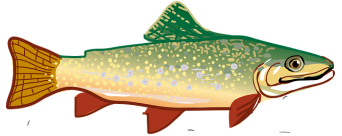


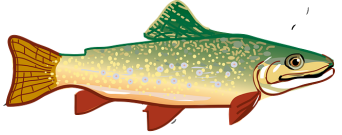


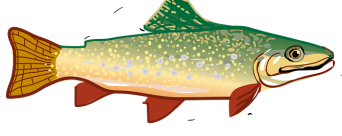


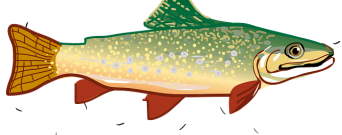


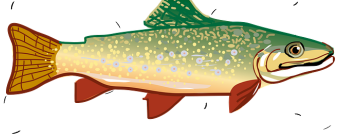
You are very proud that your Colony is able to produce **Rum**, because you can get a lot of money for good rum. But you cannot make all of the material you need for Rum by yourself. You need to trade **molasses**.

Your Colony also produces a lot of **tobacco**. Countries all over Europe want tobacco from your colonies and are willing to pay more than what you can get for your tobacco in England. You grow much more tobacco than you can sell in England so that the price has fallen. Also: growing tobacco is hard work, most Colonists don't want to do it, so you need **slaves** to do the work.

Your job is to make the *best trades possible*. You cannot take more than **10 loads** with you at the same time. Make sure you leave enough of your products behind so that other ships can still trade with your port. The table below shows you a list of things you need and where to get them. Before you set sail, you must **draw your travel route onto the map**. Because you need to be able to explain what you traded for what to your Governor, you need to write **a diary** marking your sales!

| The American Colonies                         | The "middle" Passage (West Indies and Africa)    |   | England – the motherland                             |
|---|--|---|--|
| <b>Supply</b><br>Tobacco<br>Rum<br>Dried Fish | <b>West Indies Supply:</b><br>Molasses<br>Citrus | <b>Africa Supply:</b><br>Slaves<br>Spices | <b>Supply:</b><br>Teas<br>Tools<br>Guns              |
| <b>Demand:</b><br>Slaves<br>Molasses<br>Teas  | <b>Demand:</b><br>Dried Fish<br>Slaves           | <b>Demand:</b><br>Tools<br>Guns<br>Rum    | <b>Demand:</b><br>Tobacco<br>Spices<br>Rum<br>Citrus |



|   |   |  |
|---|---|--|
| <b>tobacco</b><br>   | <b>rum</b><br>   | <b>dried fish</b><br>   |
| <b>tobacco</b><br>   | <b>rum</b><br>   | <b>dried fish</b><br>   |
| <b>tobacco</b><br>  | <b>rum</b><br>   | <b>dried fish</b><br>   |
| <b>tobacco</b><br> | <b>rum</b><br> | <b>dried fish</b><br> |
| <b>tobacco</b><br> | <b>rum</b><br> | <b>dried fish</b><br> |
| <b>tobacco</b><br> | <b>rum</b><br> | <b>dried fish</b><br> |
| <b>tobacco</b><br> | <b>rum</b><br> | <b>dried fish</b><br> |

## Group 2: England – the Mother Country

You represent the **traders of the Mother Country, England**. You believe that your colonies exist for your benefit and should supply you with the products you need. You control most of the manufactured goods needed in the colonies.

The goods you manufacture sell for higher prices than the raw materials you import from your colonies. But, as the Mother Country, **you can trade with other countries**. Your Colonies, however, are only allowed to trade with you – that also includes the West Indies and certain places in Africa. Parliament can pass laws controlling trade and **has the power to place taxes** on goods such as tobacco. To keep your men on the ships happy they need **citrus**.

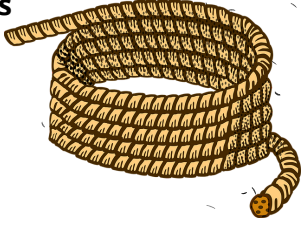


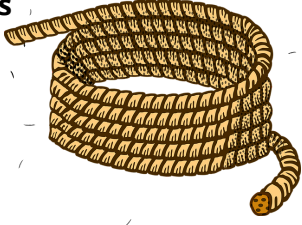


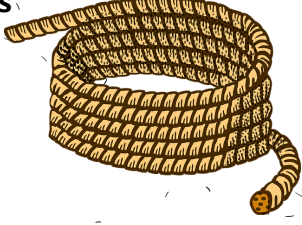


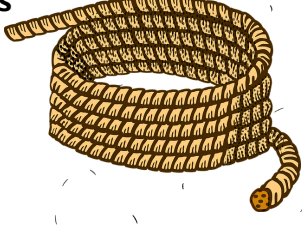


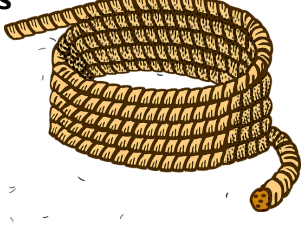


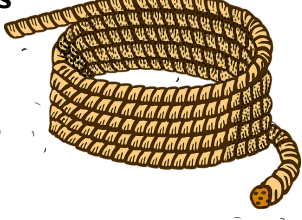


*You do not trade fairly* – this means that you do not trade tobacco from the colonies for the same amount of tea. And why should you? They work for you!

Your job is to make the best trades possible so that England can get richer. You cannot take more than **10 loads** with you at the same time. Make sure you leave enough of your products behind so that other ships can still trade with your port. The table below shows you a list of things you need and where to get them. Before you set sail, you must **draw your travel route onto the map**. Because you need to be able to explain what you traded for what, you need to write **a diary** marking your sales and to show how much profit you made.

| The American Colonies                         | The "middle" Passage (West Indies and Africa)    |   | England – the motherland                             |
|---|--|---|--|
| <b>Supply</b><br>Tobacco<br>Rum<br>Dried Fish | <b>West Indies Supply:</b><br>Molasses<br>Citrus | <b>Africa Supply:</b><br>Slaves<br>Spices | <b>Supply:</b><br>Teas<br>Tools<br>Guns              |
| <b>Demand:</b><br>Slaves<br>Molasses<br>Teas  | <b>Demand:</b><br>Dried Fish<br>Slaves           | <b>Demand:</b><br>Tools<br>Guns<br>Rum    | <b>Demand:</b><br>Tobacco<br>Spices<br>Rum<br>Citrus |





|   |   |   |
|---|---|---|
| <b>tools</b><br>   | <b>tea</b><br>   | <b>gun</b><br>   |
| <b>tools</b><br>   | <b>tea</b><br>   | <b>gun</b><br>   |
| <b>tools</b><br>  | <b>tea</b><br>  | <b>gun</b><br>  |
| <b>tools</b><br> | <b>tea</b><br> | <b>gun</b><br> |
| <b>tools</b><br> | <b>tea</b><br> | <b>gun</b><br> |
| <b>tools</b><br> | <b>tea</b><br> | <b>gun</b><br> |

### Group 3: The Middle Passage – Trades in the West Indies and Africa

**Part A West Indies:** The islands of the West Indies are beautiful. Jamaica, Barbados, all these Caribbean Islands may be small but they **grow sugar**. Lots and lots of sugar on huge plantations. A by-product of making sugar is **molasses** – a dark brown syrup, great for making Rum. You need a large number of workers to plant and harvest the sugar cane. Very few of the native people have survived so there are not enough people willing to do this difficult work. You need **slaves**. But you also sell them at auctions to the highest bidder.

You also have a supply of **citrus fruits**. Citrus supplies the vitamins needed during long sea voyages. Your ships are too small for long journeys. You can only sail to the American Colonies and when they come to you, they take your products and sell them somewhere else, but this also costs you something. come to you, they take your products and sell some somewhere else, but this also costs you something.

**Part B Africa:** Africa is not a rich place to be. Lots of things are needed. Most of the people here live in tribes and get into wars. War prisoners can be sold as **slaves**. In order to be able to attack other villages or rivaling tribes, you need **guns**.




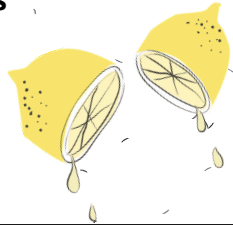


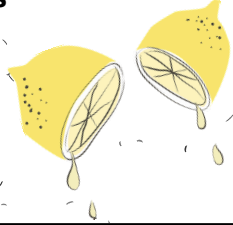


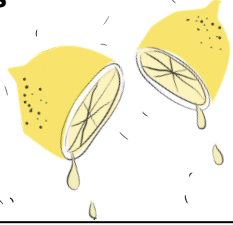


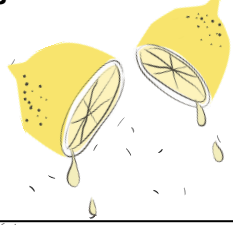







It's a good thing that **spices** and **slaves** are easy to sell. Sadly, you **don't have any ships** of your own so the slave ships from England have to bring and take everything for you. This costs you a lot.

**Part A + B:** Your job is to make the best trades possible. You cannot take more than **10 loads** with you at the same time. Make sure you leave enough of your products behind so that other ships can still trade with your port. The table below shows you a list of things you need and where to get them. Before you set sail, you must **draw your travel route onto the map**. Because you need to be able to explain what you traded for what, write a **diary** of your sales.

| The American Colonies                         | The "middle" Passage (West Indies and Africa)    |   | England – the motherland                             |
|---|--|---|--|
| <b>Supply</b><br>Tobacco<br>Rum<br>Dried Fish | <b>West Indies Supply:</b><br>Molasses<br>Citrus | <b>Africa Supply:</b><br>Slaves<br>Spices | <b>Supply:</b><br>Teas<br>Tools<br>Guns              |
| <b>Demand:</b><br>Slaves<br>Molasses<br>Teas  | <b>Demand:</b><br>Dried Fish<br>Slaves           | <b>Demand:</b><br>Tools<br>Guns<br>Rum    | <b>Demand:</b><br>Tobacco<br>Spices<br>Rum<br>Citrus |

**Trade Routes:**  
West Indies & Africa



|  |  |  |
|--|--|--|
| <b>citrus</b><br>   | <b>molasses</b><br>   | <b>spices</b><br>   |
| <b>citrus</b><br>   | <b>molasses</b><br>   | <b>spices</b><br>   |
| <b>citrus</b><br>  | <b>molasses</b><br>  | <b>spices</b><br>   |
| <b>citrus</b><br> | <b>molasses</b><br> | <b>spices</b><br> |
| <b>citrus</b><br> | <b>molasses</b><br> | <b>spices</b><br> |
| <b>slave</b><br>  | <b>slave</b><br>   | <b>slave</b><br>  |
| <b>slave</b><br>  | <b>slave</b><br>   |  |

## The Trade Diary

Use this diary to write down how many of your goods you traded for what and where you got them from.



| Partner | Goods given | Goods Received |
|---------|-------------|----------------|
|         |             |                |
|         |             |                |
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|  |  |
|--|--|
| My products have a great quality!<br>They are worth more than just one of yours. | Slaves are in high demand!<br>If you don't want to pay more, I can get a better price from someone else. |
| This is a very expensive offer. We need to make a better deal.                   | How about I give you two of my (...) in exchange for one of yours?                                       |
| How about, you give me 2 slaves for 1 load of Rum?                               | I don't think so! This is excellent quality, you need to offer me more!                                  |
| Your slaves look very sick. I don't want to pay you this much.                   | Who do you think will give you a better price than me?   |
| Thank you for your business, we both made a good deal.                           | Look at these slaves, they are very strong and healthy men, you need to offer me more than that.         |

|   |   |
|---|---|
| <p>This Rum is the best you can find. Surely, you can offer me more than that.</p>  | <p>We are the only ones you can sell your tobacco to. This is all I am willing to offer you, take it or leave it.</p> |
| <p>This dried fish doesn't look too good, I can only give you one load of molasses for this.</p>  | <p>If you want us to send more slaves to your colonies, you need to give me a better deal on your guns.</p>           |
| <p>If you want to be a proper English Man, you need these spices! They are the best you can find anywhere. Make me a good offer.</p>              | <p>The quality of my fish is excellent. I want more for it.</p>   |
| <p>This citrus looks good but the ones I can get from Spain are much better. If you want me to buy yours, you need to make me a better offer.</p> | <p>You need to sell slaves and to get slaves you need guns. Mine are the best, make a good offer.</p>                 |