

Fur Trade Simulation

Socials 10

The Unit

Lesson 1 - What is “colonialism?”

What is colonialism?

Lesson 4 - The Origins of the Métis

How did the Metis blend European and First Nations cultures?

Lesson 2 - “In comes the NWC...”

How do the companies use of land and resources differ? How did it attribute to their success?

Lesson 5 - First Nations and Treaties

How do the First Nations and Europeans use land differently?

Lesson 3 - HBC vs. NWC...Until it isn't.

How did the companies use Canada's physical landscape to their advantage?

The Unit

<p>Lesson 6 - Selkirk's Settlement <i>Why did Selkirk's settlers come to the Red River?</i></p>	<p>Lesson 9 - The Red River "Rebellion" vs. "Resistance" <i>Was the RRR a "rebellion" or a "resistance?"</i></p>
<p>Lesson 7 - People Start to Get Along <i>What does it take for a community to be self sufficient?</i></p>	<p>Lesson 10 -Making Sense of it All <i>Did Canada "expand" into the west, or "colonize" it?</i></p>
<p>Lesson 8 - Rupert's Land for Sale <i>Did the HBC have the right to sell the land to the Canadian government?</i></p>	

Game Play

Objective: Collect the most points

- HBC and NWC are competing against each other, and collect points by collecting pelts.
 - 1 pelt = 1 point
- All traders are competing against each other, and collect points based on the European goods they have in their possession.
 - Points are dependent on the item, a list will be provided.

Step 1: Trapping

Before you can trade, all trappers must have pelt to trade with!

- Trappers will choose a hunting ground and roll the dice to see how many pelts they collect during the hunting season.
 - A roll of 1 or 2 earns 1 pelt
 - A roll of 3 or 4 earns 2 pelt
 - A roll of 5 or 6 earns 3 pelts
- There are no rules to how many trappers can hunt in any one area, but be sure to choose wisely.
- HBC and NWC can sit back in their cozy forts during this phase.

Step 2: Trading

It's time to trade!

1. All trappers will choose who they want to trade with (NWC vs. HBC).
 - HBC will trade with everyone who comes to them, at the listed prices.
 - Each NWC rep will choose one person to trade with out of the list of trappers who chose them
 - If you were not chosen, you may not trade this round.
 - Only the NWC has alcohol to trade.

Step 2: Trading con't.

Trading begins!

- Trappers trading with the HBC must go to the fort to trade.
- Trappers trading with the NWC must wait for their rep to come to them.
- Trappers not trading this round can sit back and relax, or, if they have a gun and shot, they may go hunting.

Step 2: Trading con't.

*Need more pelts? **IF** you have a gun and a shot, you can trade your shot in for a chance to shoot extra pelts during the trading round.*

- Go to the hunting area and trade in a shot for a roll of the di.
 - A roll of 1-4 earns you nothing
 - A roll of a 5 earns you 1 pelt
 - A roll of a 6 earns you 2 pelts

- You cannot trade after you go hunting

Prices and Points

All trade goods are worth 1 point each, but you get a bonus 10 points if you collect the whole set of goods.

HUDSONS BAY COMPANY PRICE LIST:

Kettle: 2 pelts	Goods: pelts
Fork: 1 pelt	Goods: pelts
Gun: 4 pelts	Goods: pelts
2 Shots: 1 pelt	Goods: pelts

Remember: Only the NorthWest Company sells alcohol and you need it to complete your set and receive your bonus points.

Fur Trade Simulation

Socials 10

The Unit

Lesson 1 - What is
“colonialism?”

What is colonialism?

Lesson 4 - The Origins of the
Métis

*How did the Metis blend European
and First Nations cultures?*

Lesson 2 - “In comes the
NWC...”

*How do the companies use of land and
resources differ? How did it attribute to
their success?*

Lesson 5 - First Nations and
Treaties

*How do the First Nations and Europeans
use land differently?*

Lesson 3 - HBC vs. NWC...Until
it isn't.

*How did the companies use Canada's
physical landscape to their advantage?*

The Unit

<p>Lesson 6 - Selkirk's Settlement <i>Why did Selkirk's settlers come to the Red River?</i></p>	<p>Lesson 9 - The Red River "Rebellion" vs. "Resistance" <i>Was the RRR a "rebellion" or a "resistance?"</i></p>
<p>Lesson 7 - People Start to Get Along <i>What does it take for a community to be self sufficient?</i></p>	<p>Lesson 10 -Making Sense of it All <i>Did Canada "expand" into the west, or "colonize" it?</i></p>
<p>Lesson 8 - Rupert's Land for Sale <i>Did the HBC have the right to sell the land to the Canadian government?</i></p>	

Game Play

Objective: Collect the most points

- HBC and NWC are competing against each other, and collect points by collecting pelts.
 - 1 pelt = 1 point
- All traders are competing against each other, and collect points based on the European goods they have in their possession.
 - Points are dependent on the item, a list will be provided.

Step 1: Trapping

Before you can trade, all trappers must have pelt to trade with!

- Trappers will choose a hunting ground and roll the dice to see how many pelts they collect during the hunting season.
 - A roll of 1 or 2 earns 1 pelt
 - A roll of 3 or 4 earns 2 pelt
 - A roll of 5 or 6 earns 3 pelts
- There are no rules to how many trappers can hunt in any one area, but be sure to choose wisely.
- HBC and NWC can sit back in their cozy forts during this phase.

Step 2: Trading

It's time to trade!

1. All trappers will choose who they want to trade with (NWC vs. HBC).
 - HBC will trade with everyone who comes to them, at the listed prices.
 - Each NWC rep will choose one person to trade with out of the list of trappers who chose them
 - If you were not chosen, you may not trade this round.
 - Only the NWC has alcohol to trade.

Step 2: Trading con't.

Trading begins!

- Trappers trading with the HBC must go to the fort to trade.
- Trappers trading with the NWC must wait for their rep to come to them.
- Trappers not trading this round can sit back and relax, or, if they have a gun and shot, they may go hunting.

Step 2: Trading con't.

*Need more pelts? **IF** you have a gun and a shot, you can trade your shot in for a chance to shoot extra pelts during the trading round.*

- Go to the hunting area and trade in a shot for a roll of the di.
 - A roll of 1-4 earns you nothing
 - A roll of a 5 earns you 1 pelt
 - A roll of a 6 earns you 2 pelts
- You cannot trade after you go hunting

Prices and Points

All trade goods are worth 1 point each, but you get a bonus 10 points if you collect the whole set of goods.

HUDSONS BAY COMPANY PRICE LIST:

Kettle: pelts

Fork: pelts

Gun: pelts

2 Shots: pelts

THING: pelts

Goods: pelts

Goods: pelts

Goods: pelts

Goods: pelts

THING: pelts

Remember: Only the NorthWest Company sells alcohol and you need it to complete your set and receive your bonus points.

Exit Questions

Where was each company located?

How did their location affect the way they did business?

How did the company interact with the traders?

What part did human movement play in the business practices of each company?

Imagine a group of First Nations peoples living next to the HBC trading posts. Is this an advantage or a disadvantage? Why?