

### *Locating a Civilization*

You are one of 100 passengers on the ship "The Prince Charles." You left England twelve weeks ago. You have experienced many hardships: a stormy passage, half-rations, sickness, cold damp weather above decks, and hot foul air below decks. Ten of your fellow immigrants to the New World, including three children, have died and have been buried at sea.

You are now anchored at an uncertain place, off the coast of the New World, which your captain believes to be somewhere north of the Virginia Coast. Seas are so rough and food is so scarce, you have decided to settle here. A landing party has returned with a map. You, as one of the elders, must decide at once where the first settlement will be located.

The tradesmen want to settle along the river, which is deep, even though this seems to be the season of low water. Within ten months they expect deep water ships from England with more colonists and merchants. Those who are farmers say they must have fertile workable land. The officer in charge of the landing party reported seeing armed rivals that fled when approached. He feels the settlement must be located so that it can be defended from the rivals and from the sea.

#### DIRECTIONS:

You are to select a site on the attached map with you feel is *best* suited for a colony. Your site should satisfy the different factions aboard this ship. A number of possible sites are already marked on your map. You may select one of the locations or use them as a reference point to show the location of your colony. When you have selected your site, list and explain the reasons for your choice.