**Colonization Simulation: Claim the Classroom!**

[Idea taken and adapted from similar Scramble For Africa simulation]

**Materials:**

* Assorted colored pencils or markers
* 5 packs of sticky notes
* Colored images of the country flags for the following: England (7-9), Spain (6-7), France (6-7), Netherlands (2), Sweden (1)

**Overview:** Through this simulation, students will claim things in the classroom for their assigned country. Each country will have a group and materials that matches the level of their settlement in the New World. For example: England will have 7-8 people in their group, while the Netherlands will have 2. This way, England has the most chance of claiming the most items in the classroom. The goal is for students to grasp the idea of the fight for land in America once it was discovered.

**Procedure:**

1. Divide the class into country groups. A breakdown of numbers is below. Each group gets a pack of sticky notes and a page that shows a colored image of their country’s flag (attached below). England, Spain and France should get copious amounts of markers or colored pencils, so everyone in the group can make flags, Netherlands and Sweden should get only one of each color on their flag.

England = 7-9 students

Spain = 6-7 students

France = 6-7 students

Netherlands = 2 or 3 students

Sweden = 1 student

1. Explain directions to the class: The object of this competition is to claim as many items in this classroom for your country. The way to claim items is to color a whole sticky note as your country’s flag, then go place it on the item you want. Remember, you want the most! There aren’t too many rules to this game… First, no sabotage! If another country’s flag is already stuck on something, leave it. Only one country may claim each thing and it’s first come first serve. No messing with other country’s flags. Second, when you claim something, you must stick the flag on it and yell out “I claim this for \_\_\_\_\_\_\_\_ [your country]!” Last, the only things that are off limits are the teacher’s area and other student’s property. Everything else is fair game. Questions? Ready, set, claim!
2. Put an 8-minute timer on the board so you have a hard stop time. Students run around, making flags and claiming things.
3. At the end, collect all flags and announce the winner (should be England, maybe France or Spain). Debrief and discuss. Guided questions below:
	1. What was hard about this game?
	2. England, how was this game for you?
	3. Sweden, what about you?
	4. Why did different groups have different numbers of people in them? What might that represent?
	5. Why did different groups have more or less amounts of materials? What might that represent?
	6. Do you think it really happened like this in history?
	7. Predict what some of the problems could have been, with this loose system of claiming land.

**ENGLAND**



**SPAIN**



**FRANCE**



**NETHERLANDS**



**SWEDEN**

