



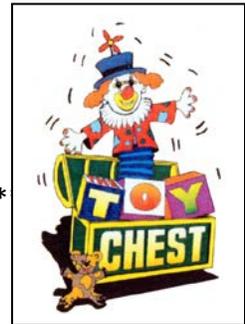
Lesson Title: *Articles of Confederation...Well, they were trying!*

Articles of Confederation Warm-up Activity

Observe *all* of the items at the 6 different tables.

Write down ANY five items that you would like from any of the tables. Be sure to mark down what color the item is, to help you later in this activity.

- 1. _____ Color _____
- 2. _____ Color _____
- 3. _____ Color _____
- 4. _____ Color _____
- 5. _____ Color _____



Total cost of:

Item #1: _____ Item #2: _____ Item #3: _____
 Item #4: _____ Item #5: _____

Look into your envelope. Sort and count your money according to its color. Write down total for each.

Dark Green: _____ Lime Green: _____
 Blue: _____ Goldenrod: _____
 Peach: _____ Yellow: _____



What items *were* you actually able to buy?

What problems did you incur while trying to buy items?

What's your opinion on the fact that although you had money, you may not have been able to buy all of your favorite items?

Is this fair? Explain why this is or is not fair. (Be sure to include examples.)



CALIFORNIA ON MY HONOR

Curricula for K-12 Civics Education

Cards the group fills out for the Traveling Delegate Game

Game board is teacher's own creation!

Front side of card

Back side filled in by group

Articles of Confederation.....

Tough Day!

~CONFLICT~

Conflict card ~ Game Card # _____

Names in group: _____

What is the situation? _____

What is the main problem? _____

What are key issues to the problem? _____

How do you plan to solve the problem? _____

Why do you think your solution will work? _____

Articles of Confederation.....

Great Day!

~No CONFLICT~

NO Conflict card ~ Game Card # _____

Names in group: _____

What is the situation? _____

Explain why there is no problem to resolve:

Give an example of this situation happening today.

Articles of Confederation.....

Money Issues

\$ Currency \$

Currency Card ~ Game Card # _____

Names in Group: _____

Fill in the correct lines~ subtract or add to keep a running total. At the bottom of this card, write in the current amount of each color of currency.

How much money do you currently have in each color currency?

Yellow _____ Green _____ Blue _____

What were you charged for? _____

(Example: Food, store item, medical, hotel, tax fee only)

How much were you charged (including tax)? - _____

Did you have to make a color money exchange or sell something to acquire more money? Y ___ N ___

If yes, how many coins are you adding to your financial situation? _____

Total amount of Currency for each:

Yellow _____ Green _____ Blue _____

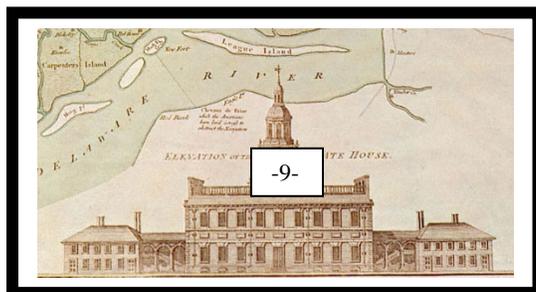


The Traveling Delegate



Game Rules:

1. Select 2 horses... as a **group** you are making decisions.
2. Begin with the Red Start Card.
3. Take turns in your group reading the directions aloud.
4. The financial situations are based on the 2 characters... guide and delegate (not each of you in the group).
5. Decide if the delegate and travel guide have come upon a problem/conflict or if this was a “smooth sailing” day. Were there any money issues involved?
6. Select the appropriate card(s).
7. If there’s a conflict, briefly discuss.
 - a. What is the situation?
 - b. What is the main problem?
 - c. What are key issues to the problem?
 - d. How do you plan to solve the problem?
 - e. Why do you think your solution will work?
8. If there isn’t a conflict, state the situation and give your reasoning as to why this was a “smooth sailing day”, and come up with an example of this situation happening today.
9. If there is money involved, fill out the CURRENCY card.
10. Place cards FACE UP on the correct “box” on the game board. You may need to refer to a previous card.
11. Continue to work as a group around the board until you all have arrived at Independence Hall!





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Activity cards ~

Start Card

You are a wealthy Presbyterian tobacco farmer that lives in Danville, Virginia. You've hired a travel guide to take you safely to Philadelphia for the Constitutional Convention. You've taken **100 yellow coins** (currency) to get you to Philadelphia. You and your guide are traveling by horseback.

Good Luck!

Place your game board pieces on the two travelers.

Card One

You're heading northeast to Richmond. You've come to the James River. You see a shipping dock down the way where there is a barge that can safely take you across. The charge is **2 yellow coins** for you, **2 yellow coins** for your guide. You pay the toll and climb on board. You've never been across the James River and are excited to begin your journey.

Conflict or No Conflict
Select a board card(s) to fill out

Card Two

You have reached the other side of the James River. Exiting the barge you are told that you must pay a tax to the town's shipping merchant to exit the barge. You are taxed **1 yellow coin** for you, **1 yellow coin** for your guide, and **2 yellow coins** total for the horses. You were not notified of any merchant tax when you left the other side. Plus the side you left doesn't charge tax coming or going....

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Three

You and the guide finally reached Richmond. You're both hungry, still a bit mad about the merchant tax. You see a tavern. You tie up your horses and step inside. Your meal costs **2 yellow coins** for each of you. The meal is delicious and you both feel much better. You decide to stay the night in Richmond. You're told that there's a hotel down the way.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space.

Card Four

You find the hotel. The charge is **3 yellow coins** for you and **3 yellow coins** for your guide, plus a total hotel **tax of 2 yellow coins**. There's no hotel tax in your hometown. There's also a tax of **1 yellow coin** for **each** horse. The horses are in a stable down the street. You've been told there have been horses stolen from that stable, and there's no security. This is the closest stable to your hotel.

Conflict or No Conflict
Select a board card(s) to fill out
Do not move any spaces!

Card Five

In the part of town you are staying, the crime rate is high. You are told that the state's militia is fighting skirmishes against the British in the town 10 miles away. The town sheriff doesn't like to be disturbed by out-of-towners at night. You and the guide decide to check on your horses. They are there, but you are worried about your horses being there in the morning.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space.



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Card Six

You didn't sleep well last night because you worried about your horses. Your guide checks on the horses and fortunately they are fine. The hotel manager feels badly for your situation so offers you and the guide breakfast on the house. He even provides free hay for the horses. You're happy to check out and keep moving to Philadelphia.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Eight

The guide tries to reassure you that the horses will be fine and you really must get to the convention. You and the guide go onboard with the green coins you received from man you encountered. You've never been outside of Virginia and think about possible obstacles that may be ahead. Pirates are known to ravage these parts of Chesapeake Bay. You wonder how prepared the crew is for a pirate attack.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Ten

Traveling over water made your guide very ill. You're not sure if it's sea-sickness or food poisoning. You ask the locals in Bombay Hook where to find a doctor. The town has a roving doctor who is currently in another town. It turns out that medical care is a constant problem in the town. All you can do is stay over night in hopes the guide will feel better. You check into the local hotel. The fee is **5 green coins** for the both of you, plus **1 green coin** hotel tax fee.

Conflict or No Conflict
Select a board card(s) to fill out
You're stuck, do not move any spaces!

Card Seven

You and your guide travel to a city called Mathews on the Chesapeake Bay. From there you plan to head towards Delaware on a steamer. The steamer company is based out of Delaware. Delaware's currency is green. The charge is **3 green coins** for **each** of you. You only have yellow coins. The steamer is about to leave, there's no time to go to a bank for a currency exchange. A man walking by says he'll sign a note ***guaranteeing he'll care for your horses until you return*** in exchange for 6 green coins. You're desperate and make the trade because of the urgency to get to Philadelphia.

Conflict or No Conflict
Select a board card(s) to fill out
Do not move any spaces!

Card Nine

You have been on the ship for a day and a half, finally landing in Bombay Hook, Delaware. You want to get to Dover. You have **yellow** currency, and must find a bank as soon as possible to exchange your money. As luck would have it, there is one small merchant exchange office where you landed. The office will only exchange **20 of your yellow coins**, and will **tax you 5 additional yellow coins** to receive 20 green coins. Begrudgingly, you make the exchange.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space.

Card Eleven

It was a rough night. The next morning you wake agitated. The high costs of your travel, your guide's health, you don't have your horses, and you still need to somehow get to Dover. A kind gentleman overheard you in the hotel lobby and has offered to drive you in his horse and buggy to Dover... and at NO charge!

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space



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Card Twelve

Upon arriving in Dover, your kind friend knows a doctor for your guide. The doctor says the guide had a bad case of food poisoning, and prescribes medicine. The cost for the doctor is **3 green coins** and medicine is **1 green coin**. You are relieved that your guide will be alright. It's been a long day. You find a boarding house to stay the night.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Thirteen

The next morning you hear a loud raucous on the street. You and your guide are afraid to come out of your hotel. You've heard that several hotels have been vandalized lately by groups of angry people that don't agree with the colonies' independence. They are loyal to Britain. You go back to your room and hope that the angry mob moves on as there is no hotel security.

Conflict or No Conflict
Select a board card(s) to fill out
You're stuck.... Do not move

Card Fourteen

You were forced to stay an extra day in Dover. Hotels are expensive, and it costs you a total of **6 green coins** for you and your guide. You are running low on green coins, so you make a decision to sell a gold chain you've been wearing. The jeweler says the chain is worth 20 green coins, but will only **give you 16**. He tells you there is an out of state tax of 4 green coins so he won't pay you the full 20 green coins of it is true value.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Fifteen

You need to continue on to the town of Wilmington, in New Castle County. A local farmer who needs to buy supplies in Wilmington has offered to take you and the guide in his horse and cart. When he hears that you are heading to Philadelphia to help rewrite the Articles of Confederation, he offers to take you and your guide, and only charge you for the cost of feeding his horse.... **3 green coins**.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Sixteen

Wilmington is a two day trip. You need to pick up food supplies, blankets and two canteens for water, which cost you **10 green coins**. There's no tax because you gave the money to the farmer to make the purchase. If you had paid for the supplies, the clerk would have charged you tax because you are from out of state. You've still got **yellow coins** (Virginia's currency) if you need to make a currency exchange. But, you know you'll pay very high out-of-state tax on the exchange, especially as you move farther away from Virginia.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Seventeen

You all arrive in Wilmington and the farmer drops you off at a small boarding house. The next leg of the trip is to Chester, Pennsylvania. Your guide tells you that traveling through the area is dangerous because there have been conflicts between Delaware's soldiers and those loyal to Britain. You are worried about your safety. Your guide suggests that you hire a wilderness scout to take you both safely through the areas of where soldiers are fighting.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space



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Card Eighteen

In the morning you decide that you need more money. You pay your hotel bill of **4 green coins** for you and your guide. When the hotel clerk realizes you are from Virginia, he charges you **2 green coins** in tax. He says it's Delaware's state law. You are low on green coins and must make a currency exchange. The bank is down the street. You are not happy because you know you're going to be taxed once again.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Nineteen

The Wilmington Town Bank is happy to help you, especially since you are from out of town. You hand over **40** of your **yellow coins**. The clerk hands you back **40 green coins**. You are shocked at the even exchange. Then the clerk says you **owe 8 green coins** for the exchange. Your bank in Virginia would NEVER charge such a high exchange tax. The clerk just smiles at you.

Conflict or No Conflict
Select a board card(s) to fill out
You're mad.... Do not move

Card Twenty

You find a wilderness guide to take you and your personal guide through the dangerous area. He charges you a total of **18 green coins....** You feel this is robbery, but there's no other option as your safety is at risk. You must get to Philadelphia, and you are so close. The road to Chester is dangerous, yet there's no guarantee that the wilderness guide will be able to avoid any skirmishes.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Twenty-One

Yahoo! You made it to Chester without confronting any British soldiers. What you didn't realize was that upon entering Pennsylvania, the state's currency is a blue coin. The wilderness scout, knowing he overcharged you in the first place, offers to help you, and *gives* you 5 blue coins to stay the night at an inexpensive hotel. The next day you are going to have to figure out your finances.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Twenty-Two

You wish you had taken more money with you to begin this journey, but the worry about having it stolen along the way kept you from bringing more. Sadly, you decide to sell your silver watch. It will bring you more money than a currency exchange. A local shop offers you **35 blue coins**. The owner sees the sad look in your eyes and says, "Forget the tax."

Conflict or No Conflict
Select a board card(s) to fill out
Too sad to move... stay put

Card Twenty-Three

From Chester, you and your guide will take a horse-drawn coach to Philadelphia. You've been told this is the safest form of transportation due to locals who try to rob those traveling in the area. The driver says it's going to cost **16 blue coins** for the both of you. What an outrage! You are forced into paying the coachman because you have no other means of safe transportation.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space



Card Twenty-Four

You have left the town of Chester and have to cross from Chester County into Philadelphia County. There is a toll. The driver tells you it will cost **2 blue coins**, and if you don't pay, he'll take you and your guide no further. You hear gunfire off in the distance. You give the coachman the coins and you all speed off.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Twenty-Five

You are traveling as fast as possible when your driver informs you that there have been angry British soldiers shooting at those traveling into the city. The British know that the delegates are convening to rewrite the Articles of Confederation. They are angry at the Independents and still want to control the colonies. You and your guide crouch down low.

Conflict or No Conflict
Select a board card(s) to fill out
Quickly, move forward 1 space

Card Twenty-Six

Hurray! You have arrived in Philadelphia in time for the convention. You find a hotel close to Independence Hall. When the hotel clerk realizes you are a delegate from Virginia, you are given a special hotel rate of only **one blue coin per day**. **You pay for two weeks** in advance! This rate will cover your meals, laundry and room at the hotel. You look out your window and see that there is military walking the streets, and you are valued for the job you are about to undertake.

Conflict or No Conflict
Select a board card(s) to fill out
Move forward one space

Card Twenty-Seven

You and 55 other delegates walk into Independence Hall. You see George Washington, Thomas Jefferson, Benjamin Franklin and many more great men! What an honor! You have so much to share with the delegates after your long journey. In your journey you experienced many things that need changing in the Articles of Confederation, if that is even possible. You are ready to create **a new and wonderful Constitution** for our country! In gratitude for your work, you will be paid 150 blue coins to return home...**GOOD LUCK!**

Select a board card(s) to fill out
Move forward one step into Independence Hall!



CALIFORNIA ON MY HONOR

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Following the Traveling Delegate game, each group lists 3-4 shortcomings of the Articles of Confederation, briefly note how the problem was resolved under the Constitution. These lists will be posted around the room for all groups to view.

Articles of Confederation Shortcomings	Constitution Resolutions
1. _____ _____ _____	1. _____ _____ _____
2. _____ _____ _____	2. _____ _____ _____
3. _____ _____ _____	3. _____ _____ _____
4. _____ _____ _____	4. _____ _____ _____

