"Colonial Travel Brochure" Project

Directions: Imagine that you are a colonist living in America during the 1600's/1700's. Create a "travel brochure" that will be sent to England to help **persuade** (**convince)** your fellow Englishmen to move to your colony! You must write in the present tense. Your colony will be assigned to you. You will find a lot of information in our "Colonial Life" book, but you will also need to use outside sources (internet, library books, encyclopedias, etc). Decorate it, add a "catchy" title and make it look like it's from the colonial days.

Include the following information in your brochure:
- What are some of the reasons people should move to your colony? (examples: people settled Rhode Island for religious freedom; job opportunities brought people to Georgia)
- What jobs are available in your colony?
- What can people do for fun in your colony? You might have to do some research here…Colonial life was filled with work, but it wasn't always hard or boring. Early Americans knew how to turn work into fun by singing or telling stories, having contests, or working together in spinning or quilting bees. Some liked to dance to fiddle and fife music.
- What is the landscape like in your colony? (rivers, lakes, mountains, important cities, sites of interest, etc)
- Pictures/map of your colony (you can draw or print from the internet)

Please use the following as a checklist:
Did you follow directions? (50 points possible)
- written from the perspective of a colonist living in <u>one</u> of the colonies during the 1600's/1700's _____
- set up like a travel brochure (examples shown in class) _____
- written in the present tense _____
- persuasive (convincing) _____
- decorated/included a catchy title _____

Did you include all of the information listed? (50 points possible)
- reasons people should move to your colony _____
- job opportunities (industries) that are available in your colony _____
- fun things to do in your colony _____
- landscape of your colony _____
- pictures/maps of your colony _____

Have fun with this project! Be as creative as possible!
Think of the examples shown in class…..make it look "old"!