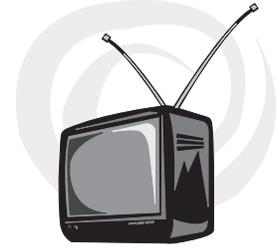


# Jamestown Online Lesson Plan

#1

## ***“JEOPARDY” CLASSROOM GAME SHOW***



**What is It?** A mock “Jeopardy” TV Show using questions and answers about Jamestown.

**Objective:** To review facts about the founding of Jamestown while using math skills.

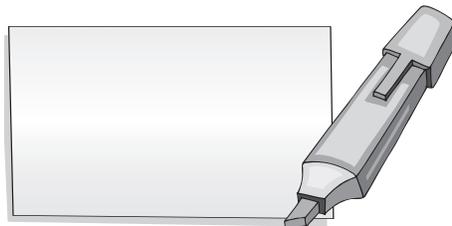
**Materials:** Index cards, markers

You can copy the television “Jeopardy” game show format as much as you wish, or keep things very simple.

1. Create a simple “Jeopardy” stage at the front of the classroom. Three students will stand there. You will also need to identify three good math students to sit in desks in front of the contestants to keep score. Let’s call them “math monitors.”
2. Call out “answer facts” about Jamestown history, geography, people, events, etc. Be sure to say how much each “answer fact” is worth.
3. Contestants can raise their hands if they want to give the “question” that goes with the “answer.” Call on the first contestant who raised a hand. If their “question” is correct, have the math monitor in front of them tape an index card on their desk with their correct point total. (A chalkboard or whiteboard will work, too.) After each correct, or incorrect “question” is given, the math monitors adjust the score.

You can incorporate “Double Jeopardy” to raise the stakes, and include a “Final Jeopardy” question if you wish. A recording of the “Final Jeopardy” theme would be a fun thing to play while contestants try to answer the final question!

All the facts don’t have to be serious. Fun trivia can be a part of the game, too!



# Jamestown Online Lesson Plan

#2

## *JAMESTOWN NEWSPAPER*



**What is It?** A historical newspaper describing daily events in Jamestown

**Objective:** Combine writing skills, organizational skills, and imagination with learning about Jamestown.

**Materials:** Butcher paper, markers, crayons, glue, and a large table.

Have some fun with this project—there’s no reason it needs to be completely serious!

1. Ask students to name their paper about Jamestown. (How about “Wampum’s Up?” or “Josh’s Jamestown Journal?”)
2. Students will research facts in order to write news articles, clever headlines, funny sidebars, letters to the editor, want ads, personal ads, features, cartoons, weather, sports, and other aspects of a newspaper. Keep it in good taste, but keep it fun!
3. Students can type their copy on a computer (just neater that way) and paste them into columns on the butcher paper. They can draw their photographs and cartoons right on the paper or paste them on later. When it’s all finished, “publish” your paper on the wall outside your classroom for others to read and admire!

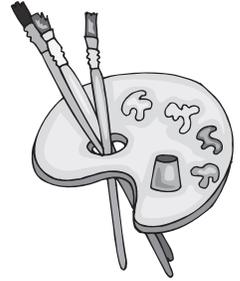
**Tips:** How about a “food section” with recipes using corn, squash, duck, or fish? Give the recipes fun names like “Squish-Squash Casserole,” “Daffy Duck Delight,” or “Crazy Corn Cakes.” You might include coverage of a log cutting contest (to cut logs to make the fort), or a fishing or hunting tournament (to bring something home for dinner)! Classified ads might include an ad for a blacksmith, a tailor, or a carpenter.

Enjoy!

# Jamestown Online Lesson Plan

#3

## ***MINIATURE JAMESTOWN MUSEUM***



**What Is It?** An imaginary museum where students can draw or construct museum rooms featuring Jamestown history and artifacts.

**Objective:** To recognize and learn about historical artifacts, think about what interests adults and children alike in a museum, and have fun with “interior design!”

**Materials:** Shoe boxes (one for each student) and art supplies including crayons, colored pencils, glue and any other items available like feathers, pipe cleaners, ribbon, buttons, cardboard, construction paper, modeling clay, etc. Students may want to bring in rocks, leaves, or other natural things to decorate their museum rooms.

Ask students if they have ever visited a museum on a school field trip or a family vacation. What exhibits did they see? Which were their favorites, and why?

1. Ask each student to bring in an old shoebox. Size doesn't matter; in fact, the more variety of sizes, the better! You can divide students into teams, or have them work individually.
2. Ask each student or team to pick a theme for their room in the Jamestown museum. Examples include the three ships, Captain John Smith, Christopher Newport, Powhatan Indians, artifacts found in Fort James, food eaten by the colonists, etc.
3. Decorate the rooms! Draw pictures, create artifacts from art supplies, glue down leaves and rocks, whatever you need to make your room just fascinating! Label items in rooms like they would be labeled in a real museum.
4. Put all the boxes together to make your museum. Create an entrance with a sign. Add visitors and tour guides, and name the rooms. Invite other classes to visit!

# Jamestown Online Lesson Plan

#4

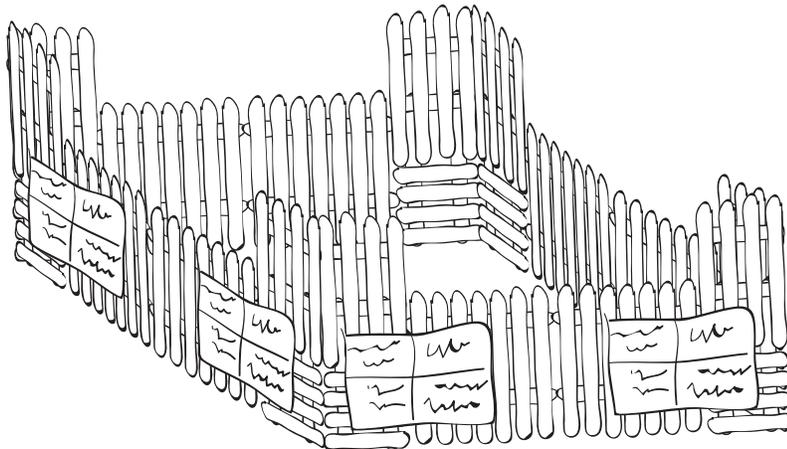
## *JAMESTOWN FORT REPLICA*

**What Is It?** A replica of Fort James.

**Objective:** Bring Fort James to life and learn about the fort as students build a replica of it.

**Materials:** Building materials such as twigs, popsicle sticks, Lincoln Logs®, Legos®, or even pretzel rods (the thick ones), glue, and Index cards.

1. Find a picture of Fort James. (Gallopade's American Milestones book, "Jamestown: America's First Pemanent English Settlement" includes an artist rendering of the fort.)
2. Build a replica of the fort using any of the materials listed above. Remember to make a sign for the front of the fort.
3. Divide several index cards into four parts by drawing windowpanes on it. Write an important historical fact about the fort in each windowpane. Glue them on the outside of the fort. Read facts out loud for everyone to hear...and learn!



# Jamestown Online Lesson Plan

#5

## JAMESTOWN GAME

**What Is It?** A board game about the people and events of Jamestown.

**Objective:** To learn about Jamestown by playing a game that sends players up and down the board depending on what happens to them in Jamestown.

**Materials:** Cardboard, construction paper, glue, crayons, dice, and some type of trinkets to use as game pieces. They can be buttons, stones, or game pieces from other games.

1. Make a game about the founding of Jamestown! Draw a gameboard of 20-40 connecting spaces with a start and finish. Spaces can form a square, circle, or other shape—your choice. In some of the boxes, write about the good things that happened at Jamestown. Examples include landing in Virginia, supply ships arriving, trading goods with the Indians for food, first corn harvest, or Captain John Smith becoming head of the colony. On those spaces, write “move ahead \_\_\_ spaces” (fill in a number from 1 to 6).
2. In other boxes, write about the obstacles faced by the Jamestown colonists. Examples include disease, Indian attacks, spoiled food, or brackish water. On those spaces, write “move back \_\_\_ spaces” (fill in a number from 1 to 6).
3. Decorate your game board with pictures of the colonists, their homes, tools, crops, and other images.
4. To play the game, each player needs a trinket to place on START. Roll dice to move pieces around the board, following any actions listed on the space where a player lands. The first one to finish is the winner!

