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| BEN: Privateers and Seafarers at Verdmont (BNT) | | |
| Month | | March 3,4,5 |
| Objective: | | Expedition to **Verdmont** with the Bermuda National Trust to learn about how Bermudian privateers made their fortune at Sea.  ***Cambridge Alignment:***  SS. P5.G1a Use cardinal and intermediate directions, latitude and longitude to locate specific points.   1. Compare the role and responsibilities of a citizen of Bermuda in 1600’s with the present. Explain the similarities and differences?   ***Vocabulary:***  sanctions, privateer, pirate, plunder, export, goods, taxes |
| 9:30  1:00 | Arrival | * Housekeeping, bathrooms (signal). Fruit. * Verdmont is treasure to Bermuda and holds lots of history. We must be respectful of the items in the house as some are really old and cannot be replaced.   **Entering the house:**   * Walk backwards down the brick path towards the entrance of Verdmont. As we walk, I set the tone for the time in history we will be entering and briefly talking about Verdmont. * Kids are settled in the large room. Sit on the floor. Take a look at the art pieces on the wall. (residents of the house, slaves, wealthy, their jobs on the island) |
| 9:30- 9:45  1:05- 1: 20 | 15 mins | **Teacher Characters:**  Captain Tew: Dorte’  Elizabeth Dickinson: ZJ  1698  **Crew:** P5 Classes -They are searching for the loot/ bounty.  *\*\*Role-play about pirates. Shareholders. Laminate of countries and the Amity story.*  **Talking Points during Roleplay:**   * Distinguish between pirates and privateers * Compare and contrast the 1600’s to 2019 * Identify the importance of shareholders * World Map- Trading routes * Location of Vermont for collecting taxes. * Madagascar * Goods that they traded * Slaves, extremely skilled (maids/ masons/ farm/ gardeners) |
| 9:45- 11:00  1:20- 2:30 | BNT- Privateers | **Verdmont Scavenger Hunt:**  Teacher led groups will follow clues that uncover interesting facts on the history of Verdmont and this time period in Bermuda’s history.  Rules:  Must complete the hunt in order.  **Treasure:**  At the end a code will be solved by all groups for opening the chest. The code will be a combination of all final answers.  Example- 2 groups  Group 1 answer- 8, 7  Group 2 answer- 1,2  Final Code= **8712**  (All teams will meet in the big room at the end of hunt)  **Items Needed:**  6 Clipboards (BNT)  Pencils (ZJ)  Team reward (ZJ)  Costumes (BNT)  Bike lock (Becky)  Scavenger Hunt (BNT) |
| 11:00- 11:30  2:30-3:00 |  | SEL Closure: (10 minutes)  **One Word Whip Around**  1. “Think of one word about how you are feeling now that you have participated in this engagement,” or “Share one word that sums up your learning for today.”  2. Invite students to stand in a circle.  3. State the prompt, explain that everyone should prepare a one-word response, and allow a minute of think time.  4. Ask for a volunteer to start off by sharing their word. The volunteer then chooses a direction to go in (left or right), and participants continue to respond in turn around the circle. As always, it’s okay to pass by saying, “Pass.” |
| 12:00  3:00 | Dismissal and Fruit | ***Mini Vans- Will collect and drop-off from parking area.*** |
| Other: |  | * Amity- Boat Was supposed to attack French boats on African coast. instead attacked Muslims. Shareholders. Make their investment back.- * Boen and North- Bermudian Privateers (Letter of marque from the king to attack French ships) They decided to attack an Indian ship- act of piracy. |