**Courtenay Fish and Game Protective Association**

**Boom Town | Settler Community Activity**

This activity is designed to be a fun hands on exploration of the relationships between the varied social groups within early colonial Comox Valley.

**Stations | Entrepreneurs / Company Management.**

There are four stationed areas that worker groups visit throughout the activity. At each station one group will act as ‘cashiers’ selling goods or providing a service for the worker groups.

*Station A | The Saloon*

The Saloon represents a place for social activities. Worker Groups will be required to pay to participate in leisure activity (gambling, dancing) or for accommodations and food.

*Station B | General Store*

The General Store represents a place for goods to be sold and purchased. Worker Groups such as the farmers and fishermen will stop here first and unload their fresh foods for purchase by the other Worker Groups. At the end of the game they will return to gain the balance for the goods sold.

*Station C | Company Office*

The Company Office represents the organizations the Worker Groups are employed through (ie. the logging and mining companies). The office managers will provide funds and require fee payments from the worker groups.

The Company Owners (Social Elite) will make this their last stop and be paid out the remainder of the funds available.

*Station D | Blacksmith Shop*

At the Blacksmith shop Worker Groups will be able to purchase services.

**Worker Groups**

Worker Groups represent the class populations of a typical colonial settlement in the Comox Valley.

*Loggers*

Loggers work long stretches of time on the Comox lake, living and working on floating residences and living away from the rest of the community. When they come to town, they are looking for fun social activities, a hot meal and to claim their paychecks.

*Miners*

Miners work in the dangerous condition of the local mining operation. They are required to bring their own tools to work and often live in rooming houses or in small structures at the mining camps. An opportunity to come to town allows them to get fresh food from the General Store and to send a letter home to family members in their native homelands.

*Fishermen and Farmers*

The Fishermen and Farmers reside in the new bustling community of Courtenay. They make their way into Cowboy Town to sell their fresh produce, meat and fish. They also enjoy social activities and may need to visit the blacksmith to have their equipment fixed.

*Company Owners*

The *Company Owners* represent the group of upper class individuals who own the logging and mining companies of the settler community. They enjoy more leisure than the other groups and retain most of the earnings from the companies.

**Activity Instructions**

1. Gather students in the Saloon (Station A), and divide them into groups:
* 4 groups of 2 will act as the Station Leads, one group to be placed at each of the four stations.
* 4 groups of 3 or 4 (depending on the number of students in the class) will be the Worker Groups
	+ These Worker Groups will rotate to each of the stations and complete a transaction.
1. Provide each group with their appropriate handouts or envelops
	* Each group will have a varied set of materials, instructions and limited money for exchanging.
	* In each handout a passport will be provided that will instruct the participants as to the order they should visit the station in.
2. Allow time for the Station Leads to get set up before letting the workers free to head out.
3. A visit to each station should take approximately 5 minutes, allow approximately 25-30 minutes for the activity.
4. After returning, ask all the participants to count the amount of dollars they have left over.
	* Bonus dollars - to award bonus dollars ask students about selected choices
		1. Farmers & Loggers - did anyone repair large recruitment?
			+ Give $1 back to those who said yes
		2. Did anyone donate to the school?
			+ Give $2 back to those who said yes
		3. All worker groups - did anyone buy new equipment
			+ Give $1 back to those who said yes
		4. Did anyone join the baseball team
			+ Give $1 back to those who said yes
		5. Did the Company Managers Collect all their fees?
			+ Yes, have the Company Owners give them $5 each
			+ No, pay the Company Owners $1 each as a late fee
		6. Did the General Story sell all their dry goods?
			+ Yes, give them $5
		7. Did the Blacksmith sell any new equipment or provide shoes for a horse?
			+ Yes, give them $2 for each purchase.

6. Have all participants recount remaining funds.

7. Group discussion questions

* Who ended up with all the money?
* How does this reflect the class divide in settler communities
* By the actions of our classmate and the choices they made what values are reflected?

This activity can be adapted to fix different curriculum connections in a variety of grades.

WELCOME TO THE
GENERAL STORE

Items for purchase:

**$1** - Postage Stamp to send a letter home

**$2** - Dry Goods (sugar, flour)

**$2** - 1 bushel of vegetables

**$3** - Bottle of fresh milk

**$3** - 1 Whole Chicken

**$4** - 2 Fresh Fish

**$5** - Cut of Beef

**$7** - new work boots

WELCOME TO THE
Blacksmith
Shop

Services:

**$1** - Repair of fishing equipment

**$2** - Purchase new equipment

**$2** - Repairs of mining equipment

**$3 -** Repair of logging equipment

**$4** - Repair of large logging equipment

**$3** - Repair of large farming equipment

**$5** - New shoes for your horse

WELCOME TO THE
Saloon

Items & services for purchase:

**$1** - Request a song to dance to

**$1** - Join the local baseball team

**$1** - A mug of ale

**$2** - Rent a boardroom for the night

**$3 -** Famous Saloon pot pie for dinner

**$4** - Enjoy a steak dinner

**$5** - Donate to the town school

Place a bet on the dice and gamble!
Roll 1,3 = pay $2

Roll 2,4 = get $5

WELCOME TO THE
Company Office

Pay Outs:

**$1** - Miners for each day worked

**$2** - Loggers for each day worked

**$25** - Company Office Managers

**All remaining $ goes to
the Company Owners.**

Collections:

**$6** - Fishing License

**$10** - Land Tax

General Store Instructions

It is your job to try to sell all the merchandise in your store. Some worker groups will come in looking for something specific but others might not.

Help your customers go home with full baskets!

There are three envelopes in this package, one for each farmer and one for the fisherman.

Keep the money from their sales in each separate envelope, you will need to give it to them at the end of the activity.

When customers visit and buy something, mark their cards with the stamp.

Saloon Instructions

It is your job to try to sell as much food and ale as possible, encourage your guests to stay to eat.

The Saloon is also a place of entertainment, guests can pay for a song on the piano for a dance or they can join the local baseball team.

Some of your customers are looking for the illegal kind of fun - let them throw the dice and see if they win!

As good members of the community you are fundraising to help the school buy supplies. Make sure to ask customers if they’d like to donate. Keep all the donations in a separate envelope.

When customers visit and buy something, mark their cards with the stamp.

Company Office Instructions

It is your job to pay the company workers. They will come to collect their pay.

You must subtract the following from their pay:

$1 - Company Lodgings for Miners

$2 - Company Lodgings for Loggers

$2 - Hospital Fund

The farmers are coming to pay their land taxes, each farmer must pay $10 in taxes.

The fisherman is required to purchase a fishing license for $6.

Make sure to pay yourself $25 dollars for your time managing the company affairs.

At the end of the activity the Company Owners will be by to collect the rest of the money.

When customers visit and buy something, mark their cards with the stamp.

Blacksmith Shop Instructions

It is your job to sell your services to your customers, the more you sell them the more money you make. You want to earn as much money as possibly.

When customers visit and buy something, mark their cards with the stamp.