

## Travel and Trade Decision

Home Base at Place \_\_\_\_

1. What are the general conditions at your place?
2. Where are you going? Place \_\_\_\_\_. What will you take to sell there?
3. What do you hope to buy in the place where you are going?
4. Will you return home or continue to another place? \_\_\_\_\_ Next place \_\_\_\_\_
5. What other important information did you learn?

TRADERS IN THE ANCIENT WORLD

## Equipment to go from Place \_\_\_\_ to Place \_\_\_\_

1. What are the general conditions on the route you have chosen?
2. What mode of transportation will you use? Circle: Walk Horse Wagon Camel Boat
3. What kind of clothing do you need for your trip?
4. What other things do you need to take along (e.g., animal feed, boat repair, weapons)?
5. What would you need to continue on to a place farther away in the same direction?

TRADERS IN THE ANCIENT WORLD

## Infrastructure Decision

1. What routes (e.g., Place N to Place S) do you think will have the most traffic? List up to 8, starting with the routes you think would be busiest.
2. Choose three of those routes and explain what commodities (trade goods) the traders are likely to carry on them.
3. Choose three of those routes and explain what roads, stores, walls, forts, sleeping places, or other things should be built to aid travel on them.
4. What routes do you think do not have enough traffic to justify spending public money for guards, walls, or other protection?

## Thinking Like a Bandit

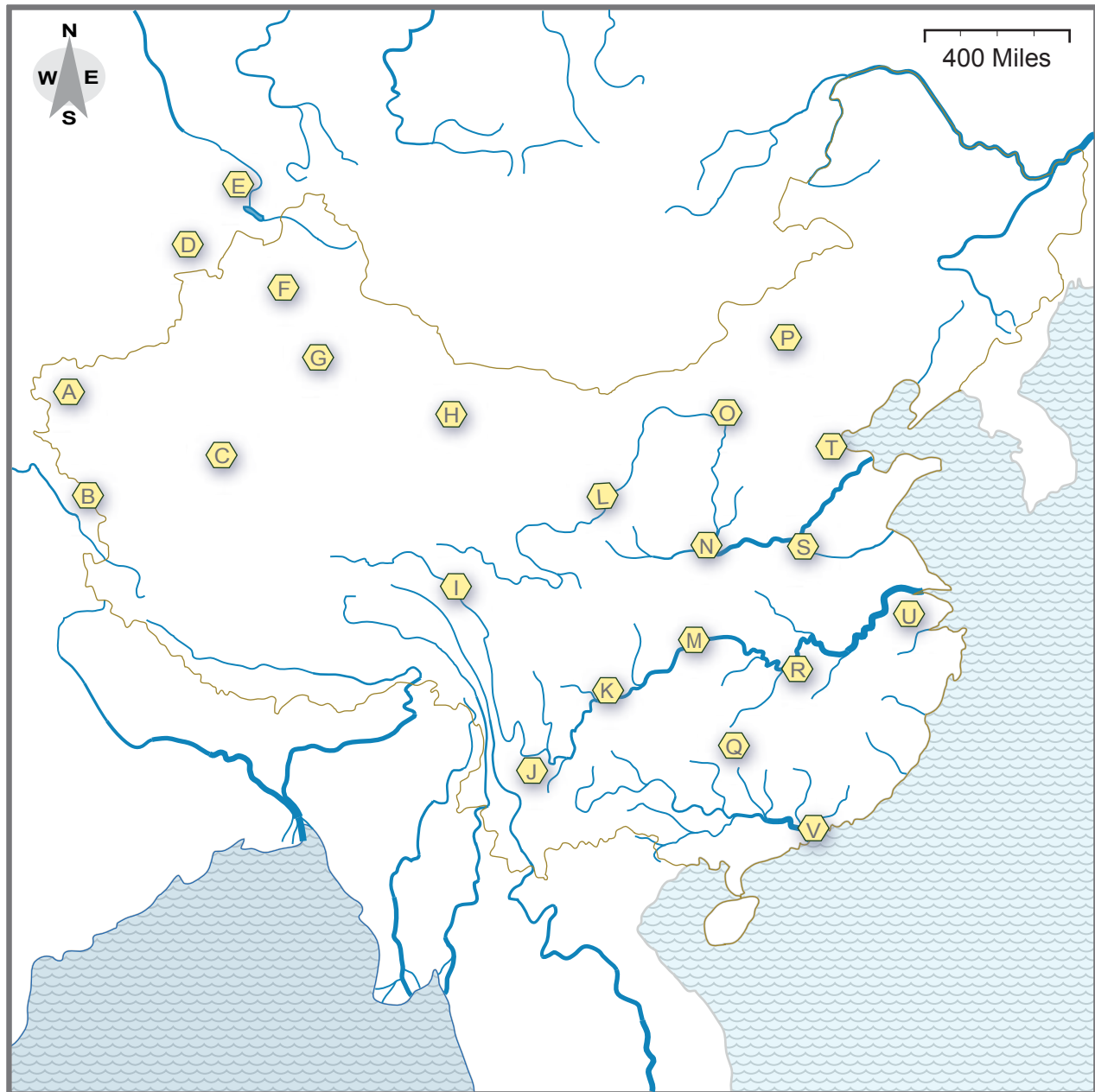
1. Imagine that you are the leader of a group of bandits. Which three routes do you think are the best places to attack traders and steal from them? List them in order, the best one first.
2. What commodities (trade goods) do you think are worth stealing from traders on the route that you listed first?
3. What conditions along these routes make them good places for you to attack traders and try to steal from them?
4. What do you think the trading association or government might do to prevent attacks by bandits along these routes?

# Traders in the Ancient World



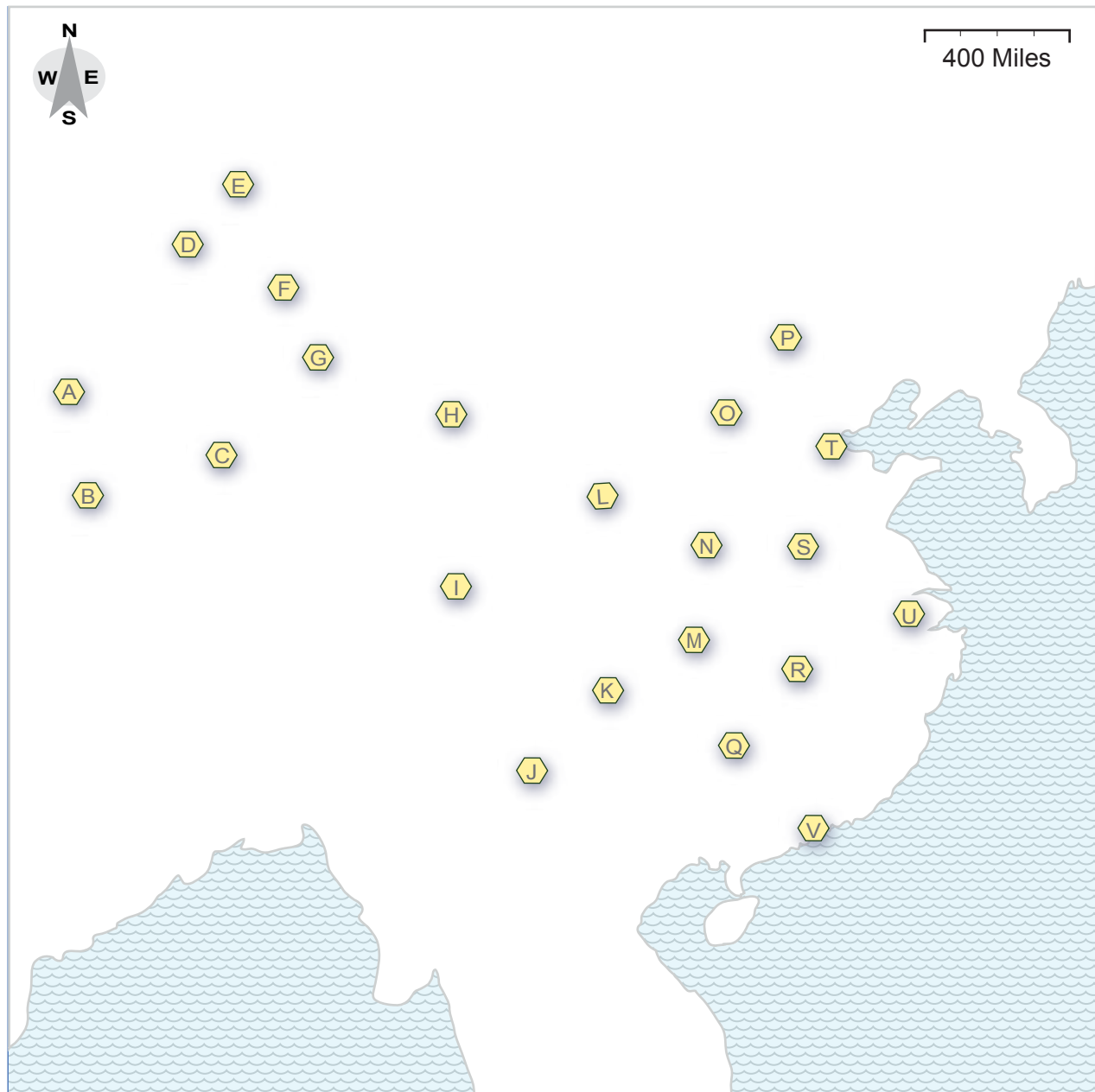
1. You are a trader at one of the places marked on this map. You will get an info-card. This card tells you about your place and what things are available for trade there.
2. It takes 20-25 days to go to the nearest place in any direction and trade there. Your card will tell you about the conditions along the road to the nearest places.
3. When you get to a place, you can pick up the card for that place. Then,
  - a. you can trade for things to bring back home and sell to your neighbors, or
  - b. you can choose to go on, if you think you can make a better trade farther away.
4. After you decide on the trading trips that you will make during the trading season (seven months, or about eight trips), you can compare notes with other traders. Your teacher will ask each group to describe the best trading places and roads.

# Traders in the Ancient World



1. Read the info-cards for your home base and the places you visit in order to trade. Make a mental summary of conditions in those places.
2. Listen to the presentations by other students and/or discuss their experiences in small groups (follow your teacher's instructions). Take notes!
3. Try to make a map of the population of China. Put large circles on the place that you think will become large cities. Put medium-sized circles on the places you think will be medium-sized towns, and small circles on the places that will remain small towns. Put dots where lots of farmers might live.

# Traders in the Ancient World



1. Read the info-card for your home base and make your travel decisions.  
Make a mental summary of conditions in your place (slope, weather, land use, etc.)
2. Read the info-cards for the places that you decided to visit in order to trade.  
Make a mental summary of conditions in those other places.
3. Listen to the presentations by other students and/or discuss their experiences in small groups (follow your teacher's instructions). Take notes!
4. Choose symbols and make a map to show conditions in this entire part of the world
  - a. You might use color to identify areas with similar features (e.g., farming).
  - b. Make a map key to show what your symbols mean.

The goal is to make the best possible map of China. P.S. This is exactly what explorers did throughout history!

# Traders in the Ancient World

