

Activities for after the Hudson River Trading Game

(check out the *Resources* page for background information)

Share your creations with us! info@historiccherryhill.org, on Instagram or Facebook!

English Language Arts:

- Write a journal entry, poem, letter to the editor or article about your journey.
- Pretend you were the captain of your sloop and prepare a captain's report to Philip Van Rensselaer about the delays you experienced.
- Create a dialogue (discussion) between 2 passengers from different social classes.
- Most sloop travel ended in the 1820s and 1830s with the arrival of steamboats and the railroad in Albany. Write a memory of one of the passengers at an older age about what sloop travel was like.
- Create a play, skit or game about Hudson River sloop travel.
- Write a riddle or joke from the late 1700s.

Art: Create drawings, dioramas, etc. of any of the following:

- Sloop on the river or a scene from the deck
- Portrait of a passenger, captain, or sloop hand
- Goods traded (from and to Albany)
- Drawing for a newspaper article about the sloop voyage, with caption
- Comic strip or cartoon with caption

Science & Math:

- Look up Hudson River ecology [here](#), then draw or describe the animals and plants you might have seen during the voyage.
- Sailors navigated with the North Star as their guide. Create a new constellation and/or constellation story, look up [how to make a quadrant](#) and find your city's latitude, make a [star wheel](#) OR use or [make your own compass](#). Navigate in a North direction and record your findings.
- Observe & draw the night sky at two different times of night, then compare your observations.