

GLOSSARY

Hudson River Trading Game

cargo - items or goods which are carried in a sloop or ship

delay - to slow down for a time

down river - toward the mouth of a river & **up river** – toward the beginning of a river

hay- a grass cut and dried in the field

indentured servant- a worker who had a contract with an employer for a certain length of time. In Colonial America during the 1600 and 1700s, an immigrant from Europe would have to work three to seven years to pay off the cost of transportation across the ocean, food, clothing, land, a place to live and other things they needed to live or work during their contract. This kind of contract was called "indenture."

market - a place where goods are bought and sold; large markets have many buildings and open spaces

merchant - a businessperson who buys and sells goods for a profit; a trader

passenger - someone who rides in something, like a boat, car, train or bus

profit - making money from buying or selling

rum- alcoholic drink made from the sugar cane plant

sloop - type of sailboat used on the Hudson River; it was powered by wind, was large and wide, and had a cabin for passengers and was used to carry cargo

sloop captain - a person in charge of the sloop

sloop hand - a person who worked on the sloop under the direction of the captain

staves- pieces of wood which have been shaped and bent; used in making barrels

sugar cane- plant that is used to make sugar, a sweetener

supply – the amount of something that is available & **demand** – the amount of something that consumers want

tea- dried and prepared leaves from an evergreen plant; used as a beverage

trade - business of exchanging goods for other goods or for money