

The Edges of Empire: The Proclamation of 1763 Game

Step 1: Research Phase

Structured Research Sheet:

- Cause of the Proclamation of 1763: "Issued to prevent conflicts between Native Americans and colonists by prohibiting settlement west of the _____ (Example: Appalachian Mountains)."
- Key Figures:
 1. _____ (Example: King George III, who issued the Proclamation)
 2. _____ (Example: Pontiac, whose rebellion influenced the Proclamation)
- Date Issued: "October 7, 1763"
- Outcome/Effect: "Led to _____ (Example: increased resentment among colonists due to restrictions on westward expansion)."
- Interesting Fact: "Did you know _____? (Example: the Proclamation Line was not intended to be permanent but rather a temporary measure.)"

Step 2: Game Concept Development

- "Our game is a _____ (race) game where players attempt to navigate the challenges and opportunities arising from the Proclamation of 1763 to reach the end first, symbolizing the colonies' push for autonomy."

Step 3: Designing the Game Board

Spaces on the Board:

1. Royal Decree Departure: The starting point where players learn of the Proclamation.
 - Drawing: A royal scroll with the king's seal.
2. Frontier Friction: Challenges or questions about settler-Native American relations.
 - Drawing: A frontier cabin and a Native American tepee.
3. Smuggler's Route: A shortcut that risks encounters with British patrols.
 - Drawing: A hidden path through the woods.
4. Colonial Congress: A place to debate and gather support against the Proclamation.
 - Drawing: Colonial leaders in discussion.
5. Pontiac's Rebellion: Represents the Native American uprising and its impact.
 - Drawing: Pontiac addressing warriors.
6. Land Speculator's Gamble: Challenges related to buying or selling land west of the Proclamation Line.
 - Drawing: Parcels of land and colonial coins.
7. Appalachian Ascent: The physical barrier that players must cross, facing challenges.
 - Drawing: A mountain range with a path cutting through.
8. Forbidden Frontier: Spaces where players face setbacks for attempting to settle beyond the line.
 - Drawing: Settlers looking longingly at the land beyond the mountains.

9. The Loyalist's Dilemma: Decide whether to support the crown or join the growing dissent.
 - Drawing: A colonist torn between a British flag and a liberty cap.
10. The March to Revolution: The final stretch that leads to increased colonial unity and rebellion.
 - Drawing: A group of colonists marching together, a liberty pole in the background.

Step 4: Creating Game Components

Trivia Cards:

1. "What year was the Proclamation of 1763 issued? _____"
2. "Name one of the key figures who influenced the issuance of the Proclamation. _____"
3. "What was the main purpose of the Proclamation of 1763? _____"
4. "Which geographic feature served as the boundary line established by the Proclamation? _____"
5. "How did the Proclamation of 1763 contribute to colonial discontent? _____"

Challenge Cards:

1. "Negotiate a peaceful solution with a Native American tribe encroaching on your land. Success moves you 2 spaces forward."
2. "Draw a map showing the Proclamation Line and three major regions affected by it."
3. "Act out a scene where you're a colonial leader arguing against the restrictions imposed by the Proclamation at a town meeting."
4. "List three effects the Proclamation of 1763 had on colonial expansion and relations with Native Americans."

Step 5: Writing the Rules

"Simplified Rules Sheet:

1. Players start at 'Royal Decree Departure' and roll the dice to move.
2. Land on a Trivia space to answer a question; a correct answer moves you forward. Landing on a Challenge space requires completing a task.
3. The first player to reach 'The March to Revolution' wins, symbolizing the journey towards American independence."

Step 6: Prototype Testing

"Feedback and Revision Sheet:

- What aspects of the Proclamation of 1763 were most effectively conveyed?
- Did any game components or rules need clarification?
- How can the game better engage players in the historical context?"

Step 7: Final Touches

"Checklist for Game Completion:

- Verify historical accuracy and clarity of all game components.
- Ensure the game board and cards are visually appealing and durable.
- Confirm the rulebook is comprehensive and easy to understand."

Trivia Cards:

1. "The Proclamation of 1763 was issued by _____ to prevent conflicts between colonists and Native Americans."
2. "The Proclamation Line was drawn along the _____ Mountains."
3. "The Proclamation was a direct aftermath of the _____ War, also known as the Seven Years' War in Europe."
4. "One major reason for colonial discontent with the Proclamation was the restriction on _____ expansion."
5. "The Proclamation of 1763 aimed to stabilize relations with Native American tribes by _____ settlement west of the Appalachian Mountains."
6. "In response to the Proclamation, many colonists felt their rights to _____ land were being unjustly limited."
7. "The territory west of the Proclamation Line was reserved for _____, according to the Proclamation."
8. "Violations of the Proclamation by settlers moving west were often justified by the colonists' desire for _____."
9. "The Proclamation of 1763 required colonial governments to cease issuing _____ for lands beyond the line."
10. "Despite its intentions, the Proclamation ultimately contributed to the _____ sentiment among the colonies leading up to the American Revolution."

Challenge Cards:

1. "Act out a scene where you're a colonial farmer explaining to your family why you cannot move westward due to the _____."
2. "Draw a political cartoon that illustrates colonial frustration with being confined east of the _____ Mountains."
3. "Compose a letter from a British official defending the necessity of the Proclamation to maintain peace with _____ tribes."
4. "Mime the reaction of a colonist upon hearing about the Proclamation for the first time, emphasizing the impact on their dreams of _____."
5. "Create a dialogue between two colonists with opposing views on obeying the Proclamation's restrictions on _____."
6. "Sketch a map that includes the Proclamation Line, labeling at least three areas affected by the _____."
7. "List three reasons why the British government thought the Proclamation of 1763 was necessary for _____."
8. "Perform a news report as if you're a journalist in 1763, announcing the issuance of the Proclamation and its expected effects on _____."
9. "Develop a persuasive argument you might hear at a town hall meeting arguing for or against compliance with the Proclamation, particularly concerning _____."
10. "Pretend you're a Native American leader responding to the Proclamation. Act out a speech to your tribe about how this might affect your land and _____."