



Colonial America

An Interactive History Adventure



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CAPSTONE PRESS

a capstone imprint

You Choose Books are published by Capstone Press, 1710 Roe Crest Drive, North Mankato, Minnesota 56003 www.capstonepub.com

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For information regarding permission, write to Capstone Press,

1710 Roe Crest Drive, North Mankato, Minnesota 56003.

Library of Congress Cataloging-in-Publication Data

Lassieur, Allison.

Colonial America: an interactive history adventure / by Allison Lassieur.

p. cm. — (You choose—historical eras)

Summary: "Describes the people and events involved during the colonial years before the Revolutionary War. The reader's choices reveal the historical details from the perspectives of an indentured Virginia servant, a Massachusetts colonist, and a resident of Philadelphia just before the revolution"—Provided by publisher.

Includes bibliographical references and index.

ISBN 978-1-4296-5481-4 (library binding) — ISBN 978-1-4296-6277-2 (paperback)

1. United States—History—Colonial period, ca. 1600–1775—Juvenile literature. 2. United States—Social life and customs—To 1775—Juvenile literature. I. Title. II. Series.

E188.L367 2011

973.2—dc22

2010035013

Editorial Credits

Angie Kaelberer, editor; Bobbie Nuytten, designer; Wanda Winch, media researcher; Eric Manske, production specialist

Photo Credits

Alamy: North Wind Picture Archives, cover, 10, 44, 68, 74; The Bridgeman Art Library International: Courtesy of Historical Society of Pennsylvania Collection/Atwater Kent Museum of Philadelphia/ Clyde Osmer Deland, 91, ©Look and Learn/Private Collection, 14, ©Look and Learn/Private Collection/Peter Jackson, 12, ©Look and Learn/Private Collection/Ron Embleton, 59, Peter Newark American Pictures, 53, Worcester Art Museum, Massachusetts, USA/Willem van de Velde, the Younger, 20, Yale Center for British Art, Paul Mellon Collection, USA/Sir Joshua Reynolds, 57; Getty Images: Bettmann, 99, Hulton Archive, 83, Lee Snider, 72, VCG Wilson/Corbis, 81; The Granger Collection, 103; National Geographic Stock: Louis S. Glanzman, 43; National Parks Service/Colonial National Historical Park, 6, 29, 100; SuperStock Inc.: SuperStock, 24

Printed in the United States of America in North Mankato, Minnesota. 010482R

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ABOUT YOUR ADVENTURE

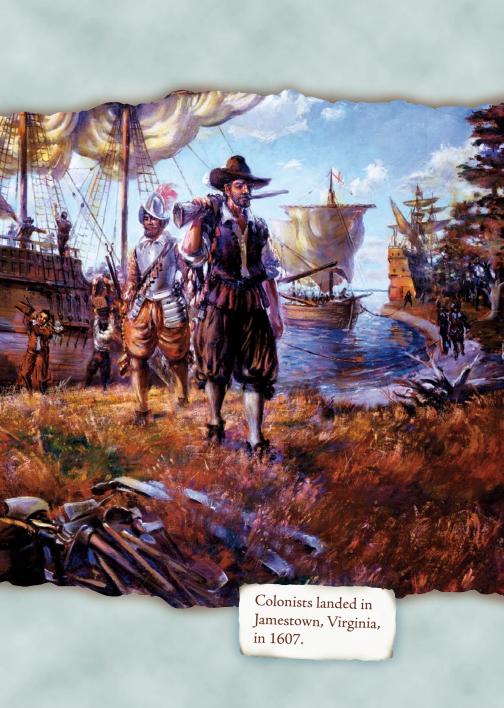
YOU are living in America during colonial times. Thousands of people have left Europe to settle the vast lands in North America. Will they stay loyal to their home countries, or will they break away to form a country of their own?

In this book you'll explore how the choices people made meant the difference between life and death. The events you'll experience happened to real people.

Chapter One sets the scene. Then you choose which path to read. Follow the directions at the bottom of each page. The choices you make will change your outcome. After you finish your path, go back and read the others for new perspectives and more adventures.

YOU CHOOSE the path you take through history.

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Ever since the first settlers landed in Virginia in 1607, the American colonies have been a part of Great Britain. Most people came to the colonies from Europe in search of better lives. Some came to the colonies to start businesses or farms. Others came as servants for wealthy people who paid for their trip across the Atlantic. Still others weren't there by choice. They were kidnapped in Africa and brought to the colonies as slaves.

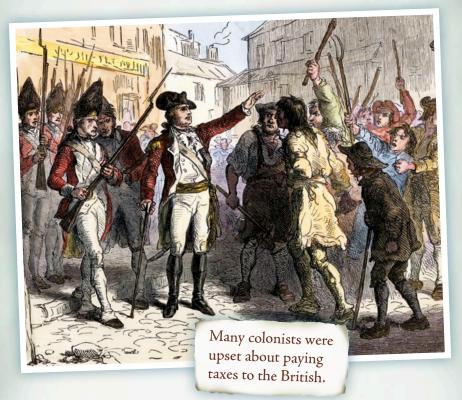
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The colonies grew quickly. There were three main areas—the southern colonies, the middle colonies, and the New England colonies.

In the southern colonies, the warm climate and good soil allowed people to build large plantations and farms. They raised tobacco, cotton, and rice. In the middle colonies, farmers grew wheat, and industries such as shipbuilding and ironworks began. The soil in the New England colonies was too rocky for large farms, but rich forests provided timber and furs. The oceans near New England teemed with fish. Towns such as Boston and Philadelphia grew to cities of thousands of people.

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In the 1700s the British fought several wars in the colonies, including the French and Indian War. Most colonists were still loyal to Britain and gladly fought in the British Army. These wars were expensive, though. The British Parliament began to tax the colonies to raise money.

Many colonists thought the new taxes were unfair. They believed they should have some say in Britain's government if they were expected to pay British taxes. But the British didn't want to give the colonies more freedom. By the late 1700s, the colonies had enough. They began to fight back.

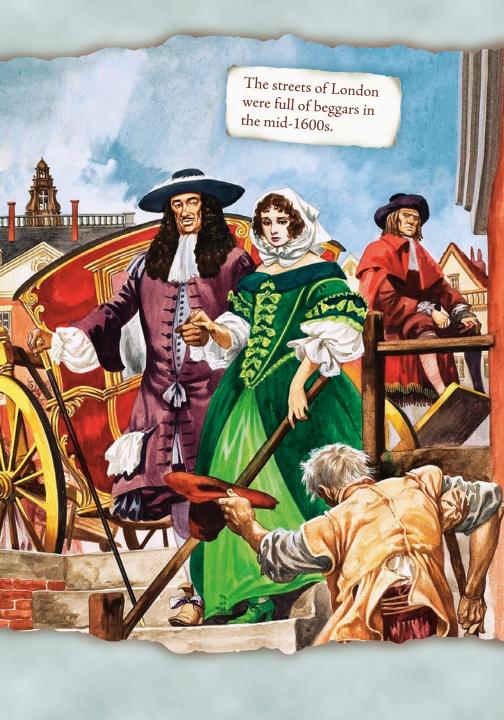
What will your experience in colonial America be like?

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[⋆]To experience life as an indentured servant in Virginia in 1645, turn to page 13.

To discover colonial life in Massachusetts in 1759, turn to page 45.

^{*}To live in colonial Philadelphia right before the Revolutionary War, turn to page 75.

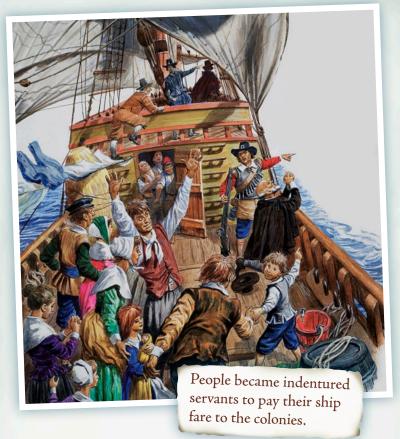




It's early afternoon in London, England.
You stumble down the narrow cobblestone
streets that stink of garbage and human waste.
It's 1645, and like thousands of other people in
England, you're out of work. But no one is hiring
right now.

You reach into your pocket and feel the coins there. Not many left. You see the open door of a coaching inn called The George. At coaching inns drivers and others can get a cheap, hot meal. The place is empty except for a large man behind the bar.

13 13



"Looking for work, miss?" the man says, kindly handing you a crust of bread and mug of ale. You nod, your mouth full.

"Your best chance is to go to the colonies," the man says. "There's work there and land and riches for anyone willing to work hard."

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"I wish I could, but I can't afford the ship fare," you reply.

"You can agree to work as an indentured servant in exchange for the cost of your voyage," the man explains. "When your term of service is done, you're free to do as you please."

That sounds too good to be true. "What must I do to get passage on one of these ships?"

The man replies, "One way is to sign a contract with an agent. He finds servants for wealthy landowners. Or you can sign a contract with a ship's captain. He'll sell your contract to someone once you reach the colonies."

*To find an agent, turn to page 16.

⋆To take your chances with a ship's captain, turn to page 17. The bartender tells you where to find an agent. Soon you are standing before a tall, well-dressed man.

"I am Philip Smith, and I'm looking for servants to go to Virginia," the man says. "Do you have any skills?"

"I'm very good with a needle, sir," you say.

The man nods his head. "Sign this paper. It says that in exchange for the cost of your voyage, you agree to work for four years. You'll receive room, board, and a new set of clothing once a year.

When your term of service is finished, you'll receive land for your dowry, a new set of clothing, and some money."

Excitedly, you sign. Smith hands you a copy of the contract. "The ship leaves tomorrow at noon," he says. "Don't be late."

16 16 The next morning you make your way to the docks. A sailor points out a captain who's looking for passengers to the colonies.

"I'm strong and I can sew well," you say.

"Very well," the captain says. He hands you a paper to sign and motions for you to board his ship. "We'll be leaving this afternoon."

You climb aboard and find a corner in a cabin. The voyage lasts two months. By that time you are dirty and tired of sleeping in the cramped, smelly cabin. One day you see land. You've reached Virginia!

When the ship lands, everyone spills out onto the dock. One by one the captain calls each person's name. Then he sells the person's indenture contract. When your name is called, you slowly walk forward.

"This gentleman is a representative of Governor William Berkeley," the captain says, introducing a well-dressed man. "The governor has need for a maid."

You agree to become a servant in the governor's household. The gentleman pays the captain for your contract and tells you to follow him to a waiting wagon.

"I am Charles," the man says. "The governor owns a large plantation in the country. He also has a house in Jamestown. He needs a maid for both houses."

¹⁸

[→] To live on the plantation, turn to page 21.

[→] To live in Jamestown, turn to page 28.

By midmorning you're already at the docks, scanning the crowds for a sign of Smith. When he sees you, he waves.

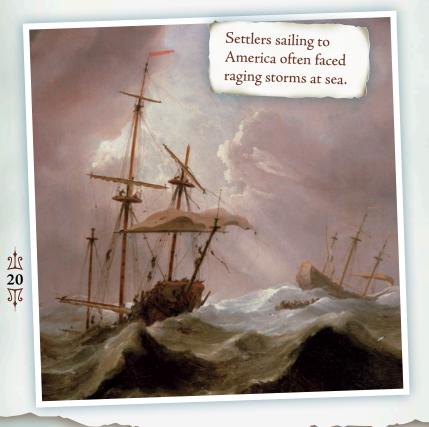
"Welcome," he says. "I'm glad you decided to come."

You walk up the wooden planking to the deck of the ship. It's covered with crates of flour, dried meats, dried beans, and other foods for the voyage. Below the decks are a few passenger cabins. They're crowded, but you manage to find a small cot.

The ship begins to move away from the dock, making your stomach lurch. You hope the sick feeling will pass.

You spend most of the next few days on the deck. The cool sea air there makes your seasickness better. One afternoon the sky turns black. Large waves bash against the ship. "Get below deck," the captain shouts. "This looks to be a bad storm."

You know you should obey, but you hate being in the dark, smelly space below the deck.



- *To go below, turn to page 34.
- ⇒ To stay on deck, turn to page 35.

The Virginia countryside is lush and green, with thick forests. After a long ride, you arrive at Green Spring plantation. The elegant brick mansion is surrounded by a large barn and several outbuildings.

Groups of workers toil in the tobacco fields beyond the house. You're surprised to see a few black men among the workers. You've never seen a black person before.

"Who are those men with dark skin?" you ask Charles.

"They're servants from Africa," he replies.

"Like you, they also work without pay. But some of them may never be free."

Never to be free! That is hard to imagine.

1 22 17 At the house a middle-aged woman named Mary greets you. She shows you to a small room upstairs. "Here, put this on," Mary says, handing you a clean dress and apron. "You'll get a new set of clothing every year, including shoes," she says. "The governor is good to his servants. I served my indenture five years ago, but I stayed on as a freewoman."

After you change you go downstairs, marveling at the gleaming wood floors and the fine furniture. Mary is in the kitchen.

"There's much to do," she says, stirring a large pot hanging over the fire. "Either go draw water from the spring, or busy yourself with cleaning the governor's study."

[⇒] To get water, go to page **23**.

^{*}To clean the study, turn to page 24.

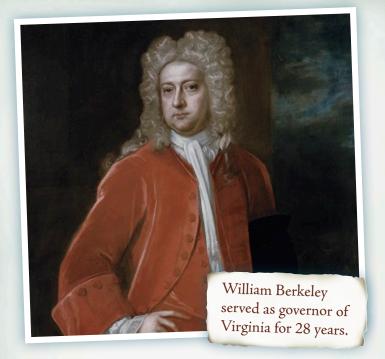
You're out the door before you realize that you don't know where the spring is. A handsome young man approaches you.

"I'm James. You must be the new house maid."

You nod. "I'm supposed to get water."

"I'll take you to the spring," he says. James leads you to a mossy spring. You fill the buckets and turn toward the house. James tells you that he is also an indentured servant from London.

"When I am free, I will get a piece of land for my own," he says proudly. He winks and says, "And by then I'll need a pretty wife." You duck into the kitchen before he can see you blushing.



A dignified man in a long, curly wig rises from a chair when you enter. "I'm William Berkeley," the man says with a smile. "You must be my new servant. Welcome to Green Spring."

19 24 17

You curtsy, astonished that such a great man would be kind to a lowly servant. The governor sits down and returns to the letter he was writing. Quietly you move about the room as you clean. The governor's silk frock coat is hanging on the back of a chair. It has a large tear in the sleeve.

"Excuse me, sir," you say, "I can repair this."

Governor Berkeley looks up from his letter. "Are you skilled with a needle?" he asks.

"Yes, sir," you reply proudly. "I can sew anything, and I can mend so well that you'll never know it was torn."

"Very well then," he says. "I expect it to be finished by morning."

As you slip out the door, you almost run into a tall young man. "Hello there," he says to you. "My name is James. Are you the new maid?"

You nod. James tells you he's also an indentured servant from London. "I'm sure we'll see a lot of each other around here," he calls after you as you hurry back to the kitchen.

Your skill as a seamstress is immediately put to use. Soon you are sewing clothing, sheets, towels, linens, and anything else that is needed.

James has been courting you since you arrived. Two years after your arrival, he finishes his indenture. He asks you to marry him. "I've been given 50 acres of land a few miles from here," he says. "I can use the money I also received to buy out your indenture. If the governor gives you permission to marry me, we can start a life of freedom together."

26 176 You're not sure if you want to marry James. Clearing farmland is backbreaking work. You could continue living here as a freewoman, like Mary, once your term of service is up.

[⇒] To marry James, go to page 27.

^{*}To stay at Green Spring, turn to page 36.

The governor gives his permission for the marriage. He agrees to let James buy the remainder of your indenture.

James builds a small cabin on the land he received. You begin to clear land for a tobacco crop. It's hard work, but you are too poor to buy an indentured servant or to hire a free person to help. There are days when it seems you made the wrong choice. But you own land. That's far more than you could have hoped for in London.

One afternoon you are outside gathering firewood. Something rustles in the trees. You turn and see a dark face looking back at you. The man's eyes are full of fear. "Please help me," he rasps in a hoarse voice.

^{*}To refuse to help, turn to page 37.

^{*}To help the man, turn to page 38.

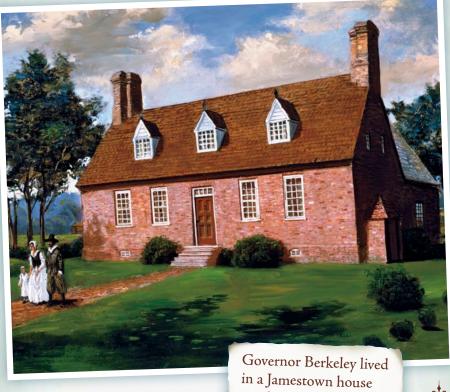
The streets of Jamestown are lined with well-kept homes. One is a large brick house that stands high above the smaller wooden buildings. To your surprise, the wagon pulls up to this house.

"This is the only brick house in Jamestown,"
Charles says. "It was built by Richard Kemp,
the former secretary of the Virginia Colony.
Governor Berkeley owns it now. He stays mainly
at Green Spring plantation. Mistress Constance
oversees this house."

218 28 376 A tall, stern woman opens the door. "Get in here," she snaps at you. "I don't have time for lazy servants."

You're tired from your journey, but you obediently follow Mistress Constance inside. She leads you up a set of narrow stairs to the second floor, which is little more than an attic.





"This is where you'll sleep," she says. "Now, change out of that filthy dress. I won't have my servants looking like beggars."

similar to this one.