

Anna's Adventures

Ship Shape!

Sailing to Virginia!



Discovery, Godspeed and Susan Constant

By the early 1600's, colonization in the New World was well under way by Spain. On April 10, 1606, King James I of England granted the First Charter, which gave the Virginia Company of London permission to start a settlement in North America. English settlers signed up with hope of finding wealth from such things as gold, silver, raw materials and land.

About eight months later, on December 20, 1606, the *Susan Constant*, *Godspeed* and *Discovery* set sail from London on their way to Virginia. These three ships left London carrying 105 settlers and 39 crew members; 71 on the *Susan Constant*, 52 aboard the *Godspeed* and 21 on the *Discovery*.

Their trip began with a rough start. The three ships were stranded in the English Channel for about 6 weeks due to stormy weather.

Once they were underway again, the ships headed to the Canary Islands, off the coast of Africa, then across the Atlantic. They stopped at some islands in the Caribbean, and finally sailed to Virginia, where they landed on April 26th, 1607.

Once the settlers arrived in Virginia they explored a river that they called the James. On May 13th 1607, they established a settlement on a marshy peninsula and called it Jamestown.

Over the following years ships continued to sail from England to Jamestown to bring supplies and additional settlers.



1607 Route



John Smith's map of Virginia

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Know Your Nautical Knots

Knot tying is a very important skill for all able-bodied seaman to know. Some knots, like the sheet bend, are used to connect two different ropes, other knots like the clove hitch are used to secure parts of the ship, like the sails. Below are the directions for a few simple knots. Try them out!

Square Knot-

This knot is used to connect two different ropes together. The square knot is well known for being easy to tie and untie.

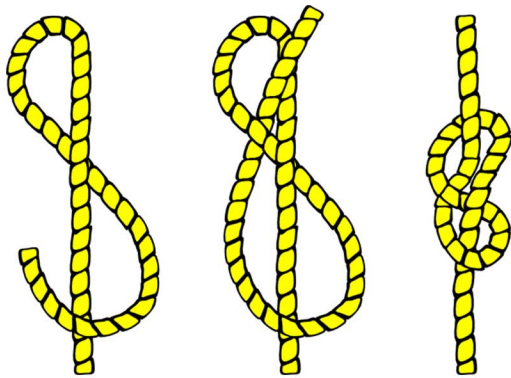
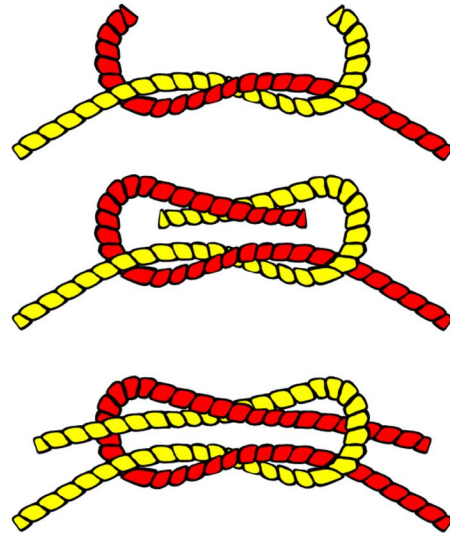
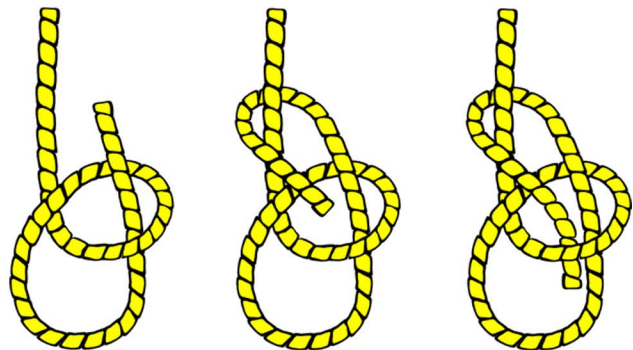


Figure 8 Knot-

This knot is used as a stopper knot to prevent the line from slipping through something, like a pulley.

Bowline- "King of the Knots"

This knot is used to form a temporary loop in the line. A knot like this might be used to secure a ship to the dock.



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In and Inn

On the long ride to Virginia the passengers on the 'tween deck would find different ways to pass the time. One way to make the day go by faster was to play games. One popular game in the 1600's was a dice game called In and Inn. It would have been an easy game to play on the 'tween deck while traveling to Virginia.

How to play In and Inn:

You will need: 2 or more players and 4 dice

Game play:

1. The goal is to win each round by rolling doubles, or two of a kind.

One double is called an **"In"**, One triple is also called an **"In"**

Two doubles is called an **"In and Inn"**

Zero doubles is called an **"Out"**

2. Each player rolls one time per round, the player with the score wins the round.

An **"In and Inn"** beats an **"In"**, while an **"In"** beats an **"Out"**

3. If all players tie you replay the round. If only two players tie, then only they roll again to see who wins the round.

4. The first player to win 11 rounds wins the game.



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In and Inn dice

If you don't have dice of your own use these!
Cut out all four dice and pre-fold along the black lines, add a dot of glue on each grey tab and form into a cube.

