

Guiding Question: How did Patriots and Loyalists understand and respond to the conflict between colonists in Boston and the British colonial government?

Decision Tracker

Which side of the conflict between Boston colonists and the British colonial government will you favor as you play Parts 2 and 3? Circle One.

Patriot

Neutral

Loyalist

As you make decisions as Nat, do your best to favor the side you chose. Record and describe below at least three things you did.

What did you do, and why?	How did your choice show favor to one side of the conflict or the other?	What other factors, if any, influenced your choice?

Time: At least 20 minutes

Instructions

Explain to students that as they play Parts 2 and 3, Nat will experience many, often conflicting, demands on his decisions. Therefore, as students guide Nat, they will have to make difficult choices about how to balance their feelings about the conflict between colonists and the Crown with other priorities.

Choosing a Position

Give students copies of the Parts 2 and 3 Decision Tracker, and walk through the instructions with them. Instead of reflecting on which side they are favoring *after* recording their decisions on the handout (as they did previously), students will now choose a side of the conflict to favor *before* they play Parts 2 and 3. Encourage them to try to put that choice into action as they play the game.

On the handout, students will record the decisions they made in two situations in which their position on the conflict between colonists and the Crown comes into play. (The graphic organizer provides space for them to record an optional third decision.) We recommend that students record their decisions *as they play* Parts

	<p>2 and 3 rather than after they have completed them.</p> <p>The Complexity of Decision Making As they play the game, students will likely realize that consistently favoring one side of the conflict in their decisions will force them to make difficult compromises, and they may even choose to abandon their position at times for this reason. The goal is not to test or evaluate students' abilities to stick with their chosen position, rather it is to help them experience and reflect on the complexity of decision making.</p> <p>Scaffolding Unlike the Prologue-Part 1 Decision Tracker, this version is open-ended and does not suggest which situations in the game should be the focus of the actions and choices they describe. If your students need more guidance about what to record, you can provide them one or more of the following situations:</p> <ul style="list-style-type: none">• When Nat witnessed the protest outside the Lillies' Shop...• When discussing the death of Christopher Seider with Royce...• When Nat goes to the Liberty Tree...
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