

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

Decision Tracker Reflection

After completing all parts of the mission, reflect on your journey in the game by answering the following questions.

1. Reflection: Which side of the conflict between Patriots and Loyalists most influenced your decisions?

- What people and events had the biggest impact on which side you supported (or your decision to remain neutral)?
- What other factors guided your decisions in the game?
- Did you feel your support for one side or another shift in different situations? If so, when and why?

2. Reflection: What factors influence your choices in your life today?

Given the time and place that Nat lived, the choices he faced in his life are different in many ways than the choices we face in our lives today. Yet, in other ways, the influences and pressures he experienced may also be very similar to our experiences.

- What feels most similar between the choices Nat faced and the choices you face in your life?
- What feels most different?

3. Discussion: How well can we understand Nat?

Nat was a teenager living in Boston in the 1770s, amid a growing conflict between Patriots on the one hand and the British crown and colonists who remained loyal to it on the other.

- What makes it **hard** to understand Nat's experiences—how he thought and felt, and why he made the decisions he did?
- What makes it **possible** for you to understand Nat's experiences, despite all the differences?

Time: At least 20 minutes

Instructions

In this activity, students reflect on their decisions as Nat throughout the game, reflect on the complexity of decision-making, and practice historical empathy.

The Decision Tracker Reflection provides a series of questions for students to respond to after completing the Decision Tracker documents from the Prologue and Parts 1, 2, and 3 of the game.

Consider giving students time for independent reflection and/or partner discussions in response to Questions 1 and 2. Question 3 is designed for a whole class discussion.

Notes:

- This Decision Tracker Reflection takes the place of the Decision Tracker handout that appears in previous sections of this Teacher Guide. Since Nat continues to experience tension between the three political choices (Loyalist, Patriot, or Neutral), you might choose to have students continue recording and analyzing specific decisions while they play Parts 4 and 5. If so, simply provide them another blank copy of the Part 2/Part 3 handout. You could give students the option to choose a different position on the conflict

to guide their decision making in Parts 4 and 5.

- Question #1 asks students to reflect on the position they took in the game in relation to the conflict between colonists and the colonial government. Keep in mind that many students may have played with *other* motives in mind (e.g., trying the most extreme choices, trying to make other characters angry, trying to “break” the game, or just choosing randomly). Therefore, #1 also asks students what other factors guided their choices. It’s good to acknowledge that games allow players freedom in how much they identify with characters.
- Question #3 asks students to consider both the importance and the limits of historical empathy. We hope that students will emerge with the conclusion that it is hard but still worthwhile to try to understand the experiences of American Revolution-era teenagers (and others from the past). Here are some reasons students may give:
 - They had to grow up much faster than most American kids today; it’s hard to know what it was like to be in such a different world.
 - Today, young people still experience tensions related to protest and loyalty, economic success and political principle, and the meaning of freedom. Help students draw out the similarities and differences between those issues in the 1770s and today.