



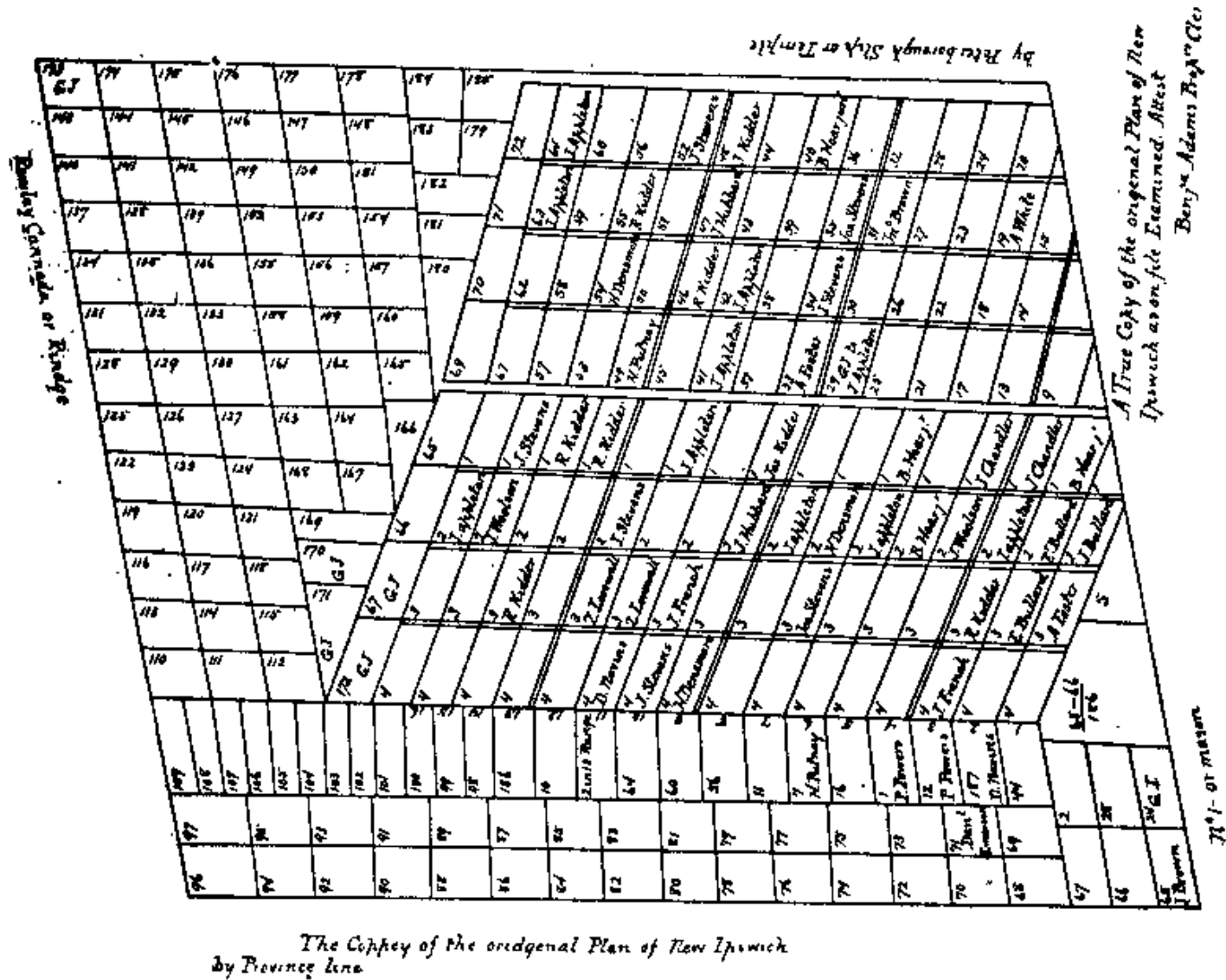


Lesson 4.1: Building New Hampshire's Towns

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101	100	T. Robinson	19
102	101	Sally & March	18
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105	104	R. W. Wadsworth	15
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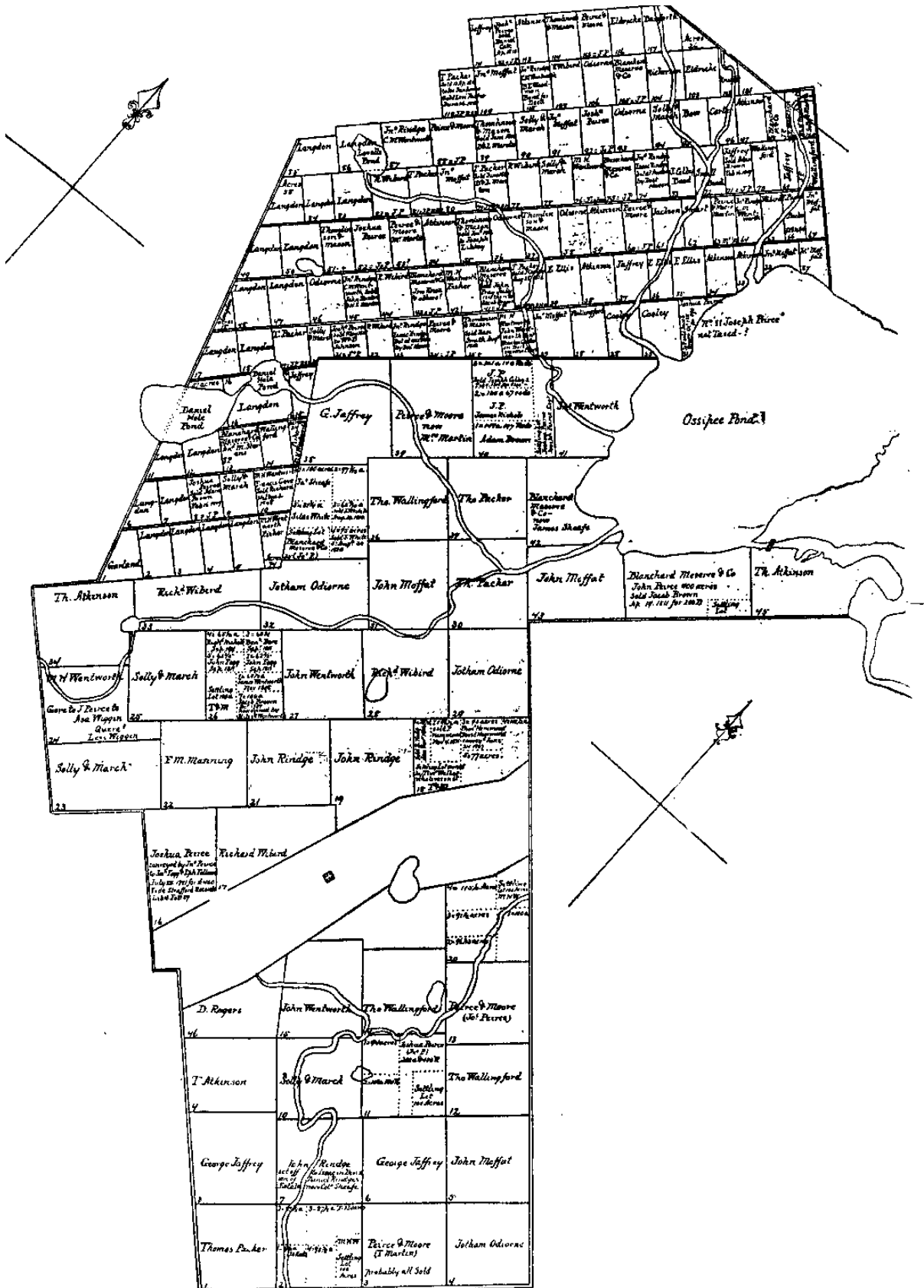


Lesson 4.1: Building New Hampshire's Towns





Lesson 4.1: Building New Hampshire's Towns





## Building New Hampshire's Towns

It's 1745. It's been about 100 years since people have settled the colony of New Hampshire. The Revolutionary War is 30 years in the future, and the colony is ruled by Great Britain.

You are a well-to-do farmer from Massachusetts and have heard that 12 rich businessmen from Portsmouth have bought the Mason family claim to New Hampshire's land.

They want to settle the colony beyond the seacoast towns, and they want to make money. They are willing to give land to people who will come build towns. They have divided New Hampshire up into townships. If you can clear the forest, plant crops, build a house, and create a community, you'll get to keep the free land.

It's an amazing opportunity!

You, your family, and some friends have decided you'll make the move north.

What will happen when you try to build your town?





Lesson 4.1: Building New Hampshire's Towns



Benning Wentworth, 1760

Source: The New Hampshire Historical Society



## The Beginning

You and your friends go to Portsmouth and secure a contract for land from one of the businessmen (actually, you make a contract with Benning Wentworth, who is the governor of the colony of New Hampshire!). He gives you 5,000 acres (a little less than eight square miles) to settle and develop. There are requirements in the contract though, and if you do not meet those requirements within five years, you have to give your land back to the Masonian Proprietors, and you will be expelled from it. You better get working!

Your friends have agreed that you will organize the land. To start, follow the numbered instructions below. Tips for a successful town:

- Read carefully! Reread if necessary.
- All instructions of what to do on your map are numbered. Cross them off as you finish them.
- Always use pencil unless something is colored.
- Keep your key up-to-date as you go to avoid confusion.
- If you have to answer a question, there will be a box on the paper. Write in the box!

### Let's settle the land

1. Decide upon the shape of your town. Outline it and make it large, covering most of the paper. It can be square or rectangle or another shape.
2. Divide your township into 50 shares. Make them as equal as you can even if they are not the same shape. Number the shares from 1 to 50 in the upper left corner. Make the numbers small so you can draw other symbols too. These shares are called **lots**, and each is 100 acres.
3. Make a compass rose somewhere to the side of the township. Mark all four directions: N, S, E, and W. Also select a place to the side of the map for your map key.

New Hampshire's land is heavily forested but with a lot of lakes and rivers. This means you'll need to dig fewer wells but that you will have many trees to clear in order to farm the land. But maybe you can make lumber?

So, let's set up your township. You don't have any settlers yet, but you need to get ready.

4. Draw a river across your township. It should not be too wide but should be large enough so that people will be able to still get water from it in the dry seasons (about one-thumb wide). The river will run through some lots. Color it blue and add water to your key.
5. Decide if you have a pond or lake in your town. Make one if you wish but don't make it too big or you won't have enough farming land! Is it connected to the river somehow? It may cover some lots. Color it blue.
6. Decide where your town highway will go. It needs to run from one side of the township to the other and should cross the river at some point. You are not building the highway now (you can't do that by yourself!); you're just deciding where it will



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go. It should go in between lots, not through them. Make a brown dotted line to show where it will go. Add it to your key.

7. Decide where your town center will be. In the town center, you and the townspeople will eventually build a meeting house for worship and town gatherings, a school, a commons to be used for training and pasturing animals, and a cemetery.
  - a. Choose which lot will be the town center. It should be near the highway. Mark off a quarter of it and shade it yellow. Add yellow to your key to mean "town center."
  - b. Mark off another quarter of the same lot for the commons and the cemetery. Stripe it yellow.
  - c. Mark one lot next to the town center for the minister's use. Shade it yellow and write an "M" in it. Add "M" to your key for minister.
  - d. Mark one lot next to the town center to support the school. Shade it yellow and write an "S" in it. Add "S" to your key for school.
  - e. Reserve a half-share for the sawmill, which will be built later. It has to be next to the river. Shade half a lot yellow and write "SM" in it. Add "SM" to your key.

Great job! You have organized your township. You are ready for settlers! Gather your friends in Portsmouth where you will draw lots. This means that you will randomly select which pieces of land everyone will get.

First, of course, you have to set aside lots for Benning Wentworth, who is giving you the land. His goal is that within five years, you will have set up a town with settlers who are clearing land, farming, and creating lumber. Then, his lots will be worth money, and he can sell them to people who want to move to the town.

8. Choose 8 lots for Governor Wentworth. Choose them randomly but make sure a few are near the river and highway. Shade them orange and create a key for them in your map key.

Oh, something else. It is in your contract that any white pine trees need to be marked. In 1745, there were white pine trees in New Hampshire that were almost TWICE as tall as big pine trees today. They were very old and very valuable. What do you think they used these trees for? What needs really, really tall trees? The King's Navy, of course! Sailing ships required tall masts to hold the sails, and Great Britain was running out of big trees just when it was trying to build more ships for its navy. You have to reserve all white pine trees for the navy's use, which you don't mind doing since it's for your king.

9. Survey your land and mark where 15 white pines are (mark them randomly wherever). You'll have to keep track of them to make sure settlers don't cut them down. Mark them with a small pine tree symbol and add it to your key. They look like this →



Ok, it's time to draw lots! You and your 7 friends are ready to see what you get. Put the available lot numbers in a hat and have everyone pick one.

10. Choose 8 lots randomly and shade them green. Some lots may cross the river, but no lots may be in the lake. Add them to your key as settlers' lots and get your family ready to move!



Name \_\_\_\_\_

## Year One

In the first year, you and your friends and their families come to your township to live. You leave early in the spring with supplies so that you'll have time to clear land and plant crops with a full growing season. You all help each other to set up shelters so you have some place to live temporarily and begin to clear land.

You're pleased with the lot you have. It's near the river but not so near that floods might be a problem, and it's close enough to the town center that you can walk there in a few hours. You and your family work hard on the land and by the late spring, you have cleared enough of the forest so that you can plant crops. You've learned the animal signs around the area so you can track them, and hunting is good.

You and the other people in your town are doing well. Most everyone has been able to get enough crops in the ground for the summer growing season, and you have all worked together to build each other's houses.

You understand what the contract says: you have four years to get three acres of land cleared and to build a house that is 16 feet by 20 feet, with a chimney. You need more settlers, and you need to think about a sawmill. There are lots of other things to plan and build too, but for now, you've done enough, and hopefully, you will survive your first winter.

Mark a "1" next to your compass to show Year One is done!





Name \_\_\_\_\_

## Year Two

Whew! That was a long, cold winter. It certainly was different living here than on your farm in Massachusetts, which had been established 20 years ago. You made a lot of plans this winter and even got some work done while the snow was thawing. The good news is that a neighbor from a nearby settlement learned years ago how to tap maple trees and make syrup! You've sent two of your older kids to stay with them for a week to learn how to do it.

In the meantime, you and your family go back to the work of settling the town. You clear trees, cut them into lumber, plant fields, hunt for food, and finish building your house. By summer time, the 8 of you have met the requirements of a sizable house with a chimney and three acres of land cleared for farming.

11. On each of the 8 lots you and your friends are settling, draw a one-room house. This means that the requirements have been met. Add to your key. Congratulations! By the way, how big is 16 feet by 20 feet? That's how large your whole house is. You and your family eat, sleep, cook, and live together in this one-room house.

Guess what? Word has spread about the town you are building, and more settlers are coming to live there. This is good because your contract with Benning Wentworth says that by the time you have lived in your town for four years, you must have 15 families with houses built and land cleared, with 20 families living in the town at the end of five years. He sends his town manager to check on you sometimes . . . remember, you are an investment for him.

12. You have 5 new families ready to come work on settling your town. Choose 5 new lots randomly to shade. How many settler families total do you have now? Write your answer in the box. →

Ok, so that means you need two more families to come by the end of four years. You also need to encourage someone to come who can run the sawmill to cut boards for the community from the trees you are clearing. That person is called a **sawyer**. How do you think you can encourage families and a sawyer to come? Write your answer below.

As the second year continues, some lots are being used mostly for farming, and some are being cleared for lumber (you really need a sawyer). Your community has also spent several weeks working this summer on the highway and on making roads from houses to the highway.



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13. Show all these changes on your map.

- a. Choose 3 settled lots and put two diagonal lines in the left corner. This will show they are being used for lumber. Add to your key.
- b. Choose 5 settled lots and put a circle in one corner (they can't have both lumber and farming signs). This will show they are being used mostly for farming. Add to your key.
- c. Make half the highway a solid, thick brown line.
- d. Draw brown lines from 4 houses to the highway.

Good news! A minister has agreed to come live in your town and lead church services for the townspeople. At this point, everyone of European descent is Christian, and it is important to them to practice their religion and worship together on Sundays. All the settlers in your town are happy about this news, and before the minister even moves in, the townspeople build him a house. It's likely that having a minister will encourage more people to come to your town.

14. Draw a house on the minister's lot.

People liked coming together and working for the town. Everyone talked while they were building the minister's house and decided to build a bridge on the highway over the river.

15. Draw a bridge over the river on the highway.

It worked! 4 new families have come at the end of the summer. They brought a lot of supplies, but they don't have enough to survive through the winter because they don't have crops to harvest for food or good shelter to protect them from the cold and snow. A town meeting has been called to discuss what to do. You want more families to settle in the town so you can meet your contract requirements, but they aren't prepared for winter. What do you think the town should do?

During the town meeting, you shared your ideas with the townspeople. The people of the town decided together that they would help the new families. Four families with houses offered to have the new families stay with them over the winter. The townspeople agreed to share supplies so that everyone has enough. If people have time before the winter, they will help the new families get set up on their land. Fortunately, each of the new families that arrived at the beginning of the year have finished their house and cleared three acres.

16. Shade in 4 new lots in green.
17. In 5 of the green lots, add houses to show they have been developed.
18. Add a "2" next to your compass to show you've survived another year.



Name \_\_\_\_\_

## Year Three

As spring comes, you feel like things are going well. Your older children are out tapping trees to make maple syrup, and the hunting you did during the winter brought in a lot of deer and rabbit meat. You are going to try to build some fishing weirs to help you catch fish. You heard about them over the winter from an older settler who learned about fishing weirs from the Abenaki. You finished building your barn, which will protect the horses and cow you bought last fall. Now it's time to think about the township.

How many families have come to your town? \_\_\_\_\_

How many have managed to build a house and clear 3 acres? \_\_\_\_\_

You need 15 families to be settled on the land. That means they need to be done building their houses and clearing their land by the end of four years.

It's important too that everyone help to build roads in the community, clear the common area, get a school ready for a teacher, and build a sawmill. People are focused on working on their own land, but they work together to build the community as well.

Everyone agreed to work together two days a week during the summer to get things done for the community.

19. The town has finished the highway so you should make the rest of the highway a solid, thick brown line.
20. The town built the sawmill. Some people had started it because they needed trees cut, and now it's ready for everyone to use. You don't have a sawyer yet, but hopefully someone will come soon. Draw a small house on the river in the sawmill lot.

At the end of summer tragedy strikes your town! A sickness spreads through the town, and three people die. It's very common that people die from sicknesses at this time, but it is still sad. You'll need to set up the cemetery.

21. In the town center, where you striped a quarter-lot yellow, draw three small rectangles where you are starting your cemetery. Put a larger square next to it in the striped area to show land cleared for the commons.

You're glad the community has the minister to comfort people and bring them together. Everyone gets together every Sunday at the minister's house for church. At the end of the year, you feel prepared for winter. You have just one more year to meet all the requirements.

22. Write a "3" next to your compass to show you finished Year Three. Good job this year!



Lesson 4.1: Building New Hampshire's Towns

Name \_\_\_\_\_

## Year Four

As soon as the snow melted, Benning Wentworth sent his town manager out to check on you. The good news is that he brought a sawyer and his family with him! They move right in, and houses and fences are now being built more quickly because the sawyer owes the town labor. This means that the town gave him land and built the sawmill, so he will now saw boards for people. More families also came to settle land, and one of them has a school teacher in the family.

23. Shade in 5 more lots green to show 5 families came to settle in the town.

24. 3 settler families have finished their house and cleared 3 acres, so add houses on 3 lots that are shaded green.

25. Draw brown roads from any 5 houses to the highway.

The town manager would like to count the families who have met the requirements and check in on other items in the contract. Look at your map and fill in the chart below.

Settled families		Other requirements	
How many families have come, built a house, and cleared 3 acres? You can't count the minister's house or the sawmill.  You need 15 by Year Four.	Count green lots with houses on them.	Do you have a working sawmill? Required by Year Five.	
		Do you have a highway? Required by Year Four.	
How many families have come to settle and are still working on the requirements?  By Year Five, you need 20 to have met the requirements.	Count green lots without houses.	Do you have a meeting house? Required by Year Five.	
		Do you have a school? Required by Year Five.	

What needs to happen in the next year? You need to build a meeting house and a school! It's also necessary to figure out how people will pay taxes so the minister and school teacher get paid. Each family must pay into the town fund for this.

Four years ago, you started with nothing, and now there is a community that is growing year by year.

26. Put a "4" next to the compass and celebrate your hard work!



Lesson 4.1: Building New Hampshire's Towns

Name \_\_\_\_\_

## Year Five

It was a mild winter and an early spring in Year Five of your new town. Everyone is busy building and figuring out how to pay their taxes so the minister and school teacher will stay. At this point in new towns, people didn't pay what they owed in money; they paid in goods or labor. This was called the **barter system**, when people didn't use money but instead traded items of value.

Houses that do a lot of farming (circles in the corner) or clear a lot of lumber (two lines in the corner) can use those goods to pay what they owe to the minister and school teacher. Other families used honey from beekeeping, maple syrup, wool or leather from livestock, or other items. Some families work for the town and trade their labor. Mark on your map to show the building and development of the town that happened in Year Five.

27. 2 more families finished their houses and cleared their land. Put houses on 2 green squares.
28. Build a meeting house and school. Find the solid yellow quarter-lot in the town set aside for the school and meeting house and draw two small buildings. Label one with an "S" and one with an "M."
29. 2 more families pay the minister and schoolteacher with lumber. Put two diagonal lines in 2 green squares in the upper left corner.
30. 3 more families pay the minister and schoolteacher with crops. Put two diagonal lines in 3 green squares in the upper left corner.
31. 2 families pay with honey or maple syrup. Add a leaf to your key for honey and maple syrup and draw a leaf in the upper left corner of 2 green squares.
32. 2 families pay with labor. Add a stick figure to your key for labor and draw a stick figure in the upper left corner of 2 green squares.
33. Two families still have to finish their houses and clear 3 acres of land for the town to be finished! You call a town meeting, and people agree to help these families finish by the deadline. What a nice community! Draw 2 houses in green squares and add stick figures to the upper left corner because these 2 families pay with labor.
34. Draw roads from all the houses that don't have them to the highway.

### Congratulations! You've done it!

Benning Wentworth and his town manager come for a town meeting. He says that he's proud people are building such successful towns in New Hampshire. He's very pleased with the development of the town and expects to sell his lots in the next few years for a profit. You are now allowed to establish your town government. You are to hold your yearly town meetings the second Tuesday in March, when the snows have begun to melt, but people aren't planting fields yet.

You've been such an essential part of the town development that he would like you to name the town! What will you call it?

--

# THE WHITE PINE TREE

One of New Hampshire's most valuable natural resources was the white pine tree. The colonists and the king disagreed over who should be able to use them. What was so special about the white pine tree?

## THE SIZE

In the 1700s, there were very old white pines that had grown 240 feet tall and 8 feet across! Most white pines in New Hampshire today are less than 140 feet tall.



## THE LAW

People living in the colonies could not cut down trees wider than 2 feet across. If you got caught with boards wider than 23 inches in your house or barn, you'd be in trouble!

## THE USES

These trees made perfect masts for sailing ships. England had the most ships in the world, so that was a lot of masts! Colonists wanted to build with the trees and sell the wood.



## THE IMPACT

Colonists would try to sneak around and cut down the marked trees without getting caught. It made them angry that the king was keeping something worth so much money for himself.

240 FEET

THEN

## THE MARK

Trees that had to be saved for the king were carved with a mark called the King's Broad Arrow. If someone cut down that tree, they could be fined 100 pounds, which was a lot of money.

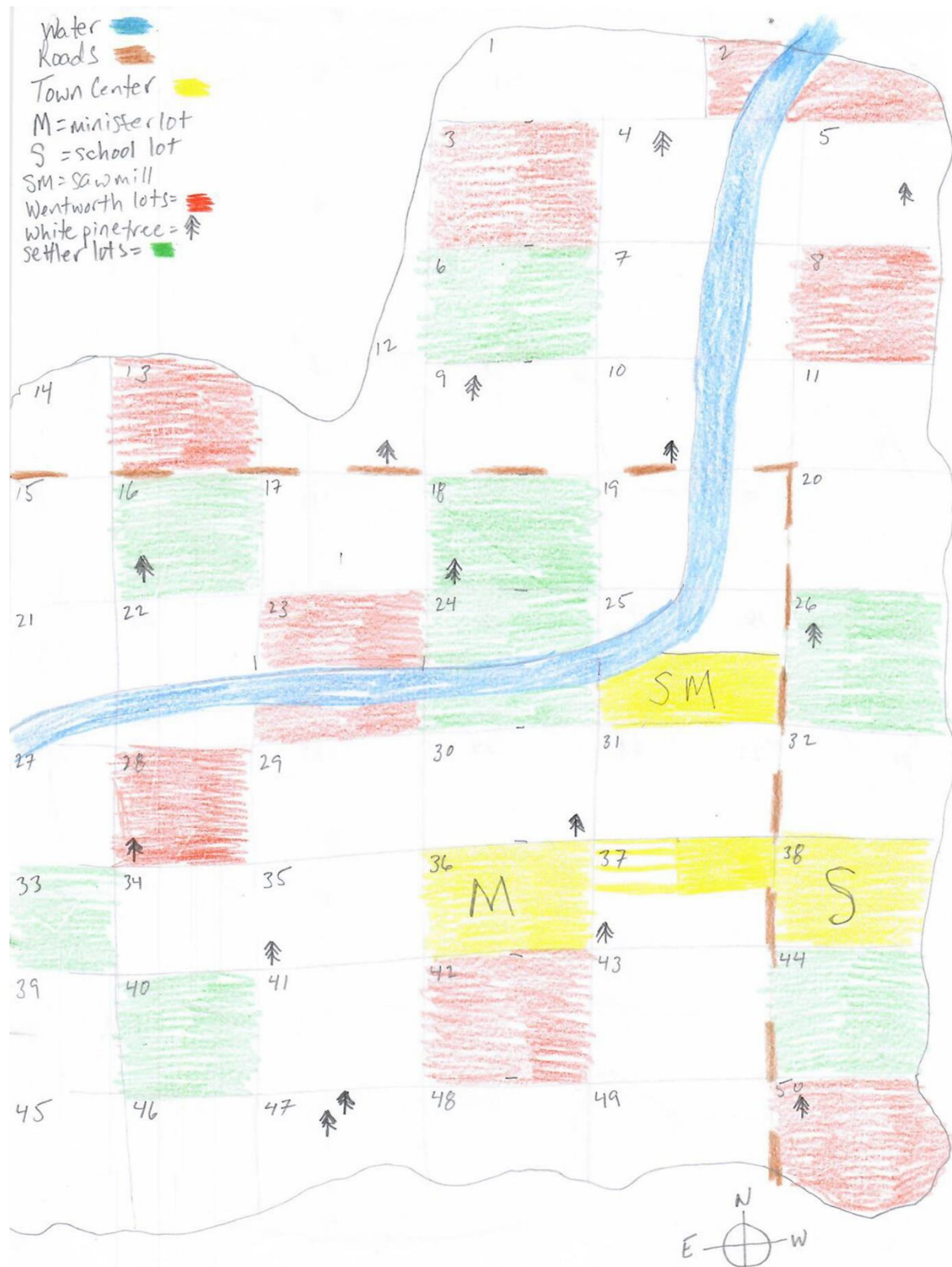
8 FEET

NOW





Lesson 4.1: Building New Hampshire's Towns



**Possible set up of town:  
"The Beginning"**



Lesson 4.1: Building New Hampshire's Towns



**Possible set up of town:**  
**"End of Year Two"**



Lesson 4.1: Building New Hampshire's Towns



**Possible set up of town:**  
**"End of Year Three"**



Lesson 4.1: Building New Hampshire's Towns



**Possible set up of town:**  
**"End of Year Five"**



Lesson 4.1: Building New Hampshire's Towns



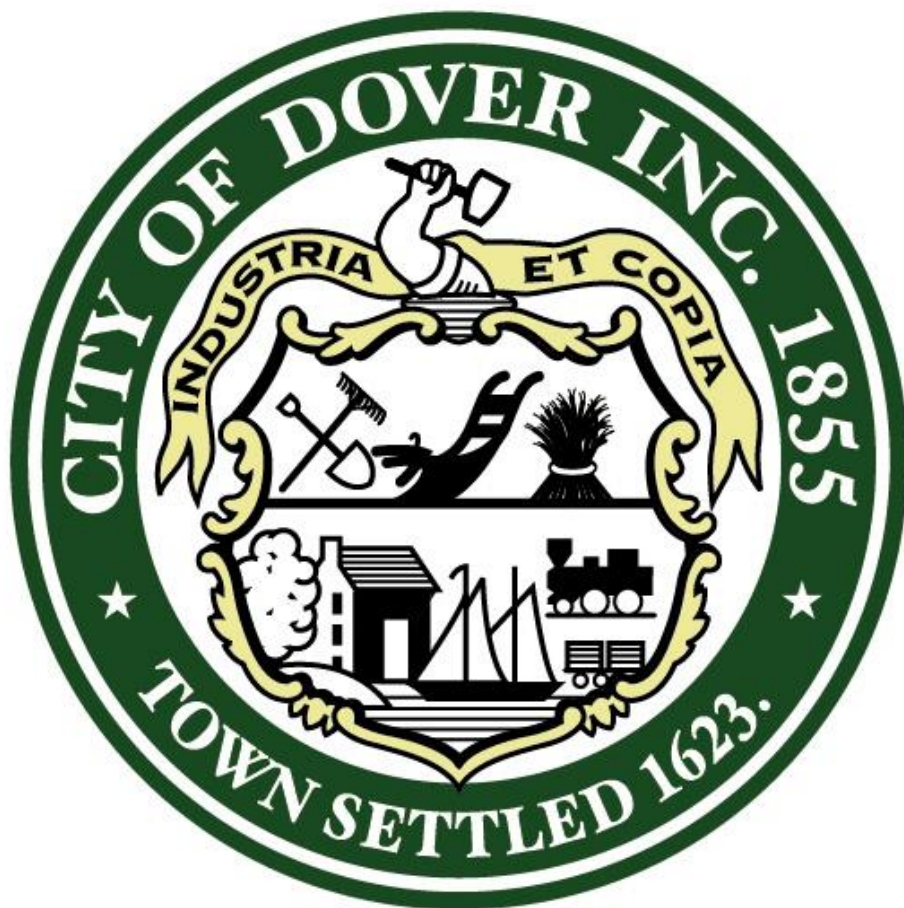
Hampton Town Seal  
Source: Wikimedia Commons



Exeter Town Seal  
Source: Wikimedia Commons



Lesson 4.1: Building New Hampshire's Towns



Dover Town Seal  
Source: Wikimedia Commons



Portsmouth Town Seal  
Source: Wikimedia Commons



Lesson 4.1: Building New Hampshire's Towns

Name \_\_\_\_\_

\_\_\_\_\_ 's Town Seal

