

# Introduction to the Slave Trade

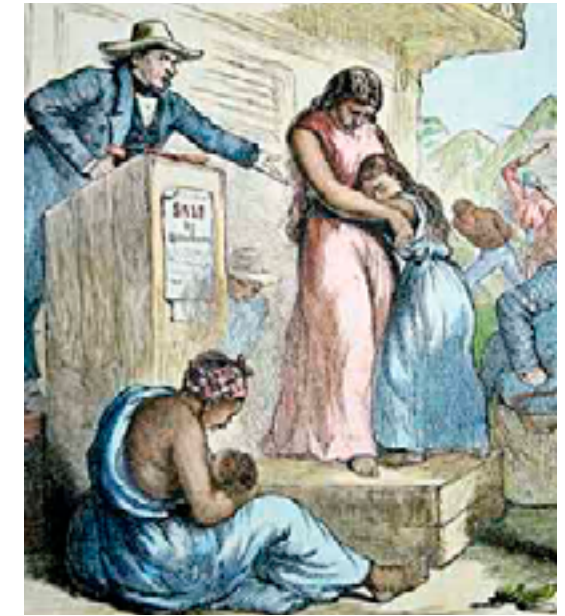
## Character Cards Activity

### **A Missionary**

You have been spreading the Gospel in Jamaica for two years now. Some slave owners drive you off their land. You have been in prison twice. Many slaves have become enthusiastic converts. You promise them a better life after death. You hope to visit West Africa soon.

### **A Soldier**

You have been a soldier now for two years. Before that you worked as an indentured labourer in the tobacco plantations in Virginia. You spend most of your time chasing runaway slaves in Cockpit Country. You have survived two ambushes. The Maroons know the country well, and are well armed.



### **An Anti-Slavery Reformer**

You live in Glasgow. Many merchants in the city have become rich from selling tobacco and sugar from plantations in the Caribbean. You believe that no human being should be slave to another. You belong to a radical group and have to watch out for government spies. Many ministers of religion disagree with you.

# Introduction to the Slave Trade

This activity was first developed in the eighties and was based on resources published by ACER the African Caribbean Education Resource Centre set up by Len Garrison and funded by the ILEA. Len's obituary can be found on the Guardian website:

<https://www.theguardian.com/news/2003/feb/28/guardianobituaries.highereducation>

When the government closed down the ILEA in 1988, ACER went too, but there is a record available in the Black Cultural Archives:

<https://blackculturalarchives.org/>

<https://artsandculture.google.com/story/2wWBny6CCazBpQ>

Paradoxically the "same" government is now telling us they are supporting the teaching of Black History so we are going to take advantage of this window of opportunity to produce a more comprehensive set of role cards along the lines of those we produced for King John's government:

<http://www.collaborativelearning.org/kingjohnsgovernment.pdf>

We would like to invite you and your students to contribute role cards for artefacts, places, building and of course people. We hope to have more than thirty and we are aiming for KS2 up.

This activity was last updated 14th June 2020

Webaddress:[www.collaborativelearning.org/slavetrade.pdf](http://www.collaborativelearning.org/slavetrade.pdf)

**Good for all pupils!**

**Vital for EAL pupils!**

**It's empowering to talk an idea through before you write about it!**

COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

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**Basic principles behind our talk for learning activities:**

**Oracy in curriculum contexts!**

Build on children's own prior knowledge.

Move from concrete to abstract.

Ensure everyone works with everyone else.

Extend social language towards curriculum language.

Provide motivating ways to go over the same knowledge more than once.

# Introduction to the Slave Trade: Instructions

Everyone in the class takes or is given a character card. Everyone should read the information on the card two or three times. You do not have to remember the card word for word, but have a good idea about the information on it.

Put the card in your pocket or out of sight and then find someone else in the room with the same coloured card as you. Pretend to be the character and introduce yourself to your new partner:

eg. "Hello! I am a Maroon and I live in Cockpit Country.....".

Your partner should do the same to you. Remember! if either of you get stuck, you can take out your card and look at it. But only if you are stuck. Listen carefully to each other. If you know any more about your character you can mention this too.

Now go to find another two people with the same colour card as you. Now you are four, you have to introduce your partner to the others, and they have to introduce each other to you.

eg: "Hello! Can I introduce you to my partner He is a Maroon...."

<p style="text-align: center;"><b>A Maroon</b></p> <p>You were once a slave, but you escaped four years ago, and ran away to the 'Cockpit Country'. Your owner has offered a reward for your capture. Sometimes you fight when government soldiers come to look for runaway slaves. Sometimes you help other slaves to escape.</p>	<p style="text-align: center;"><b>A Slave</b></p> <p>You were captured in West Africa, packed into a stinking ship, and taken to the Caribbean. You survived. Many did not. You were sold to a sugar plantation owner. You work from sunrise to sunset. Your wife and child were sold a year ago, so you will never see them again. If you are caught running away, they will cut off your toes.</p>	<p style="text-align: center;"><b>An Anti-Slavery Reformer</b></p> <p>You live in Glasgow. Many merchants in the city have become rich from selling tobacco and sugar from plantations in the Caribbean. You believe that no human being should be slave to another. You belong to a radical group and have to watch out for government spies. Many ministers of religion disagree with you.</p>	<p style="text-align: center;"><b>A Missionary</b></p> <p>You have been spreading the Gospel in Jamaica for two years now. Some slave owners drive you off their land. You have been in prison twice. Many slaves have become enthusiastic converts. You promise them a better life after death. You hope to visit West Africa soon.</p>
<p style="text-align: center;"><b>A Slave Owner</b></p> <p>You own a plantation in Barbados. Bankers in England lent you money and you still have to pay them regularly. You have seventy slaves for which you had to pay a lot of money. The climate is too hot for white indentured labour. The slaves grow all the food they eat, except for red herrings which come from England.</p>	<p style="text-align: center;"><b>A Liverpool Merchant</b></p> <p>You own three ships. You make money from selling iron cauldrons in West Africa, taking slaves to the Caribbean and bringing cotton, sugar and tobacco to Liverpool. You earn most of your money from selling slaves. It is a risky business. Last year over half of a shipload of slaves died of typhoid.</p>	<p style="text-align: center;"><b>A Captain</b></p> <p>Your ship is part-owned by you and part-owned by a merchant in Bristol. The ship is old, and may only survive one more three leg journey. The insurance is expensive, and it is tempting to scuttle the ship in the middle passage. You have made good money lately selling muskets to slave collectors on the Ivory Coast.</p>	<p style="text-align: center;"><b>A Soldier</b></p> <p>You have been a soldier now for two years. Before that you worked as an indentured labourer in the tobacco plantations in Virginia. You spend most of your time chasing runaway slaves in Cockpit Country. You have survived two ambushes. The Maroons know the country well, and are well armed.</p>