



Colony Model Specifications

- All models will be constructed to scale and should have (but are NOT LIMITED to) the following labeled parts:
 - Church
 - Kitchen
 - Barracks for soldiers
 - Housing for colonists
 - Kitchen garden
 - Larger fields for crops
 - Blacksmiths' forge
 - Other buildings of your choice
 - Pens for animals
 - Stockade fence with single entrance
 - Fresh water source
 - Deep water source

- All models will have the calculated distance from one building to another in **feet, meters, and footsteps**. All of these distances will be converted into the **time** it takes to walk from one to another. These calculations will be part of the Podcast/audio tour.

- All models will have correct calculations for the perimeter and area of the colony. (Some colonies have circular aspects. These must be calculated, too.)

- All models will have a well thought out and rehearsed audio tour explaining the use and importance of each building/area. The tour will be recorded in *Garageband*. These tours will be presented on (or about) _____.

I understand this responsibility and agree to guide my colonists in a quality project.

Captain's Name _____

Date of Signature _____