

# Trading Posts of the Future

You live in the year 3022. On New Year's Eve, in 2022, a large meteor hit the Earth causing catastrophic changes in the climate and environment. Over the following 1000 years, the Earth's temperature has reached unbearable temperatures, and much of the earth's natural resources have all but disappeared.

These extreme conditions have forced humankind to search for resources in other places that could be harvested and sent back to earth; luckily, after some scouting missions by scientists, they have determined that other planets now maintain liveable conditions (the meteor really shook things up!) and contain a wealth of natural resources. However, these planets already house a community of... Aliens? Woolly mammoths? Teenagers? Your choice! You will have to negotiate with them in order to share the planet successfully. Remember that they have natural resources you need, and perhaps you can trade some of your earthly goods with them.

Keeping in mind what we have learned about trading posts in the past, your task is to build and operate a "trading post of the future." This project encourages creativity, but also requires you to provide sound reasoning for your choices!

## Part One: Question and Answer

- 1) What planet will you travel to and what kind of people / things already inhabit that place? What will be the name of your fort?
- 2) Trading posts in the early 1700s were built mostly out of wood, as that was an abundant material in Canada at the time. What will you build your trading post out of?
- 3) Trading posts in the early 1700s were built close to rivers to allow for easy travel for voyageurs. What will your trading post be built close to and why?

- 4) Voyageurs were responsible for traveling to various communities to carry out trades. They traveled by canoe for weeks at a time, surviving off of a bland and minimal diet. Who will be traveling to communities on your planet, and what would their day look like?
  
- 5) Trading posts in the early 1700s were built around beaver pelts as the main commodity. What will be the main commodity at your trading post? In other words, what resource will you be trading for on this new planet? Why is it valuable?
  
- 6) As we learned, the fur trade declined over time as resources (beavers, other animals) were over-harvested and became rare. How will you ensure that your futuristic trading post is sustainable in the long run?

## **Part Two: Creating**

- 1) Create a “price list” for your trading post. What commodity will be your main currency? What are you willing to trade back to the communities on this planet? Include at least 5 fair trades on your price list, along with a short explanation.
  
- 2) Create a model of your trading post. This can be done virtually (Minecraft, photoshop, etc.) or physically (drawing, 3D model, etc.). Consider the materials you have access to and any protective measures you need to secure your resources.