

Name _____ Date _____

Baltimore and the War of 1812 Worksheet

Activity 1

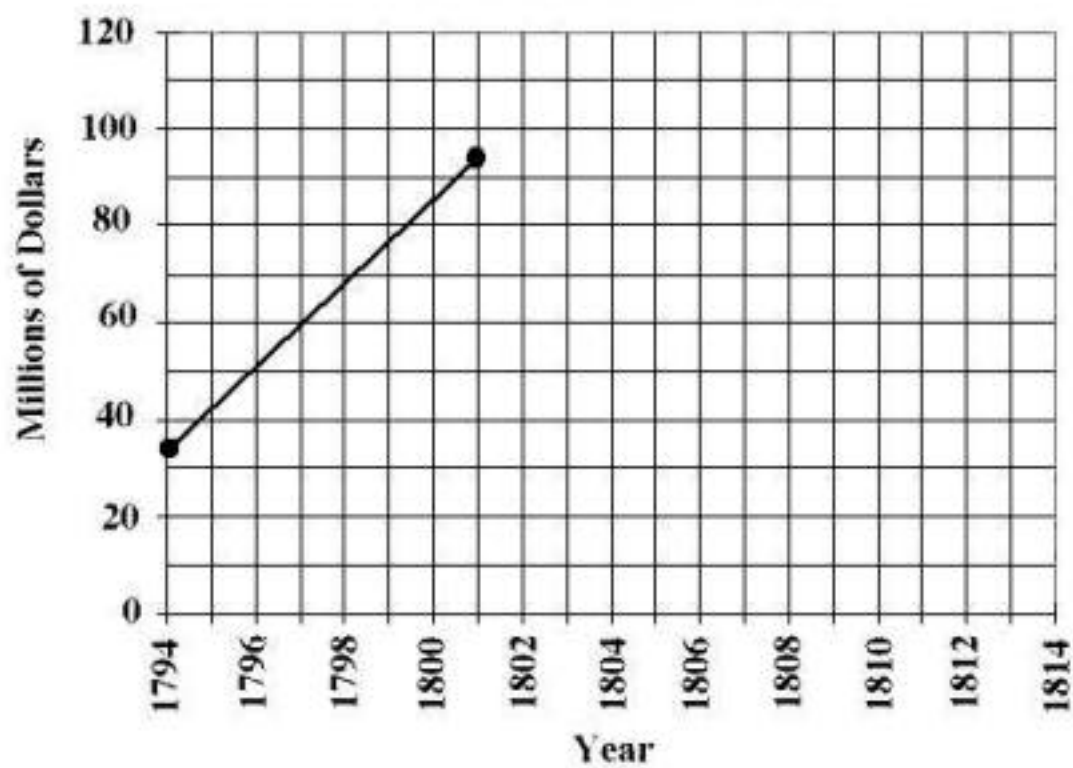
Make a line graph by charting the export values listed in this chart. Place a dot for each value on the graph, then connect the dots using a ruler. The first values have been charted for you.

Year	Export Value
1794	\$ 33 million
1801	\$ 94 million
1803	\$ 54 million
1807	\$ 108 million
1808	\$ 22 million
1811	\$ 61 million
1814	\$ 7 million

Important Dates:

British-French Wars	1793-1801
British-French Truce	1801-1803
British-French Wars	1803-1814
Embargo Act	1807-1809
War of 1812	1812-1814

American Export Values



Graph Key

- | | | | |
|--------------------------|----------------------|--------------------------|-----------------|
| <input type="checkbox"/> | British-French Wars | <input type="checkbox"/> | War of 1812 |
| <input type="checkbox"/> | British-French Truce | <input type="checkbox"/> | Napoleonic Wars |
| <input type="checkbox"/> | Embargo Act | | |

Activity 2

Here is a chart comparing the differences in the American and British navies:

Vessel Type	# of Guns	U.S. Navy	British Navy
Ship of the Line	64-120	0	124
Frigate	26-50	8	116
Smaller Ships	< 24	8	> 360

Here is a chart showing the average number of guns each vessel type carried.

Vessel Type	# of Guns	Average # of Guns
Ship of the Line	64-120	92
Frigate	26-50	38
Smaller Ships	1-24	12

2. Now you have the number of ships each navy had. You have the average number of guns each ship carried. If you wanted to find the approximate number of guns each navy had, what operation would you use? _____
3. Now use that operation to calculate the approximate number of U.S. Navy Guns.

Vessel Type	Average #	U.S. Navy Ships	U.S. Navy Guns
Ship of the Line	92	0	
Frigate	38	8	
Smaller Ships	12	8	
Total Guns			

4. Use the same operation to calculate the approximate number of British Navy Guns.

Vessel Type	Average #	British Navy Ships	British Navy Guns
Ship of the Line	92	124	
Frigate	38	116	
Smaller Ships	12	360	
Total Guns			

5. Write a sentence comparing the number of guns held by each navy.

6. So... which side would you want to be on? _____

Activity 3

While reading the *Pride of Baltimore II's* Web site on "Privateers" and the "*Chasseur*" answer the following questions.

7. How many British merchant vessels, or ships, were captured or sunk by American privateers during the war? _____
8. Who was the Captain of *Chasseur*? _____
9. When *Chasseur* returned to Baltimore, what was she nicknamed by the *Niles Weekly Register*?

10. Based on your answers, describe the importance of the Letters of Marque on the War of 1812.

War Games!

After you have read the rules of the simulation game, predict which side you think will win the encounter and why.

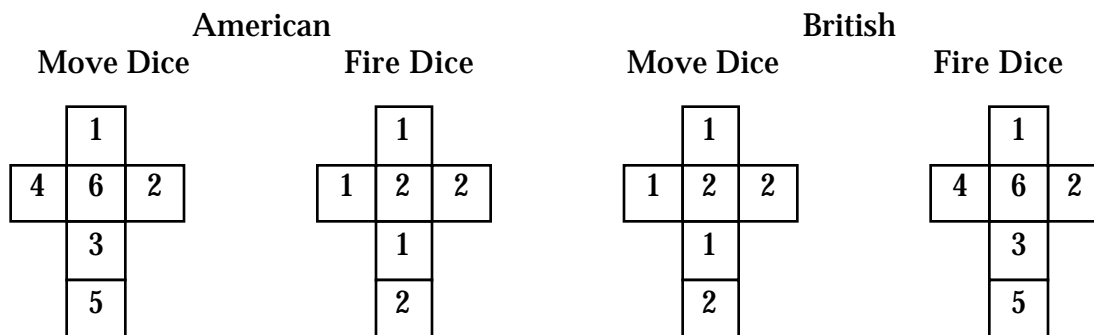
After you have completed your game, write a summary of your encounter, and compare the results of the game to your prediction.

Baltimore and the War of 1812

War Games! - Game Pieces & Board

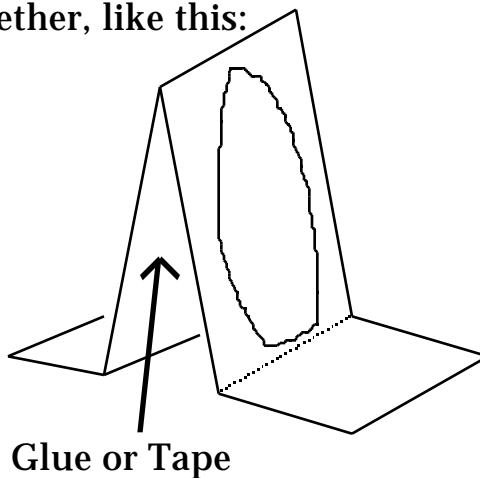
Additional Materials Needed:

- scissors
- crayons
- tape or glue sticks
- 4 dice of different colors -- can be made from wooden blocks sponge cubes, or cube cutout models (located on the last page of this section) – must be numbered as follows:



To prepare the game pieces and board, follow these steps:

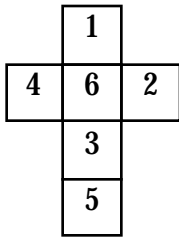
1. Cut the game piece paper in half so that each player can prepare their own materials.
2. Each player needs to make two dice to match the diagrams (unless already provided). Color code the key diagram with the dice.
3. Color the ships, cut them out, fold along the dotted lines, and glue the centers together, like this:



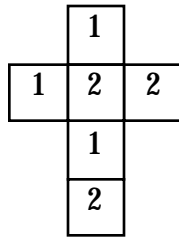
4. Use the movement diagram to remind you of the legal moves your ship(s) can make.

Baltimore Clipper Dice Color Key

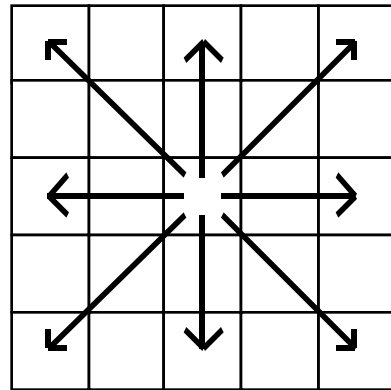
Move Dice



Fire Dice

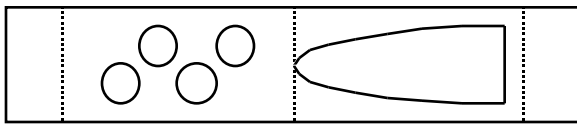


Legal Moves



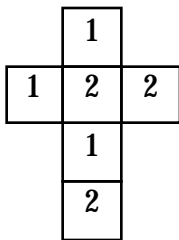
Baltimore Clipper Game Piece

“hit” segments

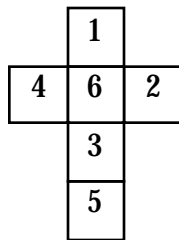


British Dice Color Key

Move Dice

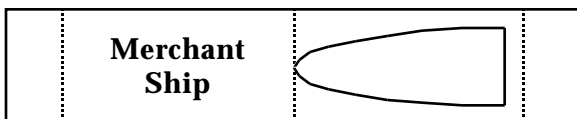
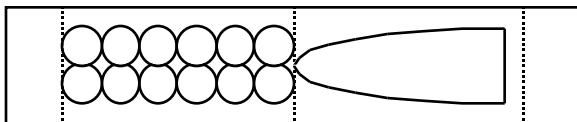


Fire Dice



British Game Pieces

“hit” segments

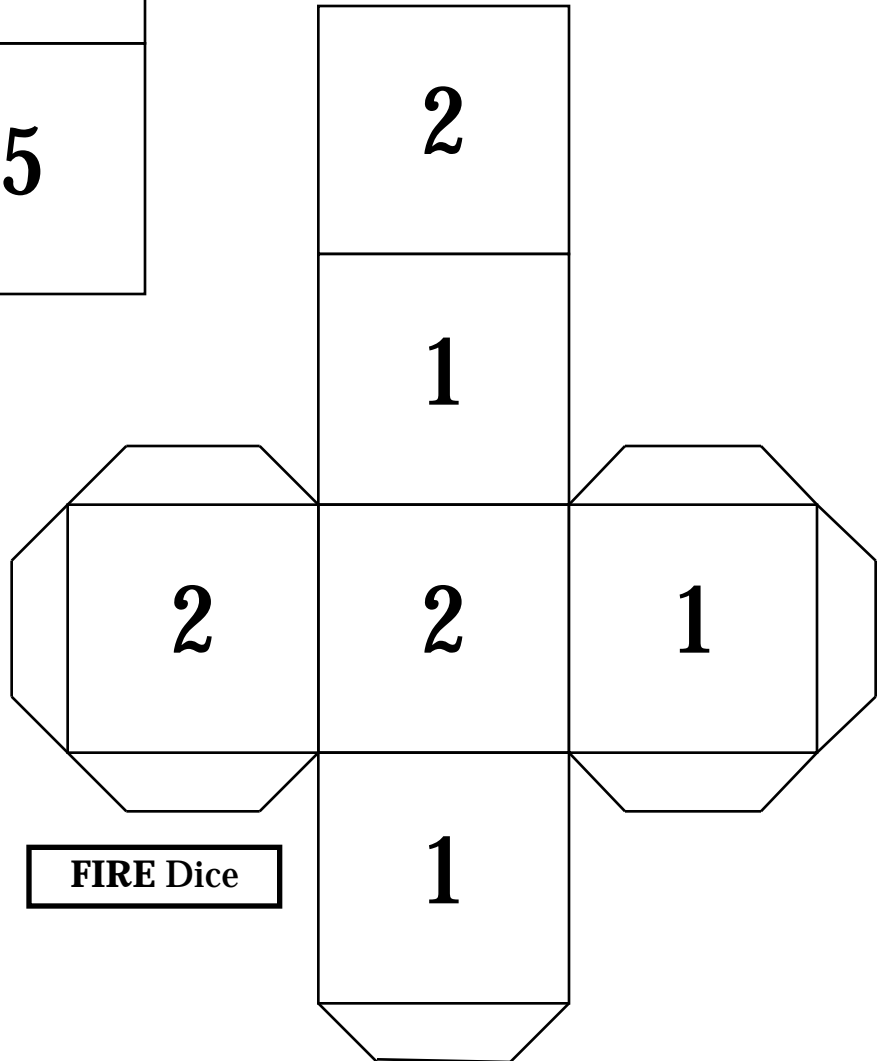
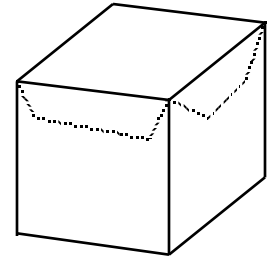
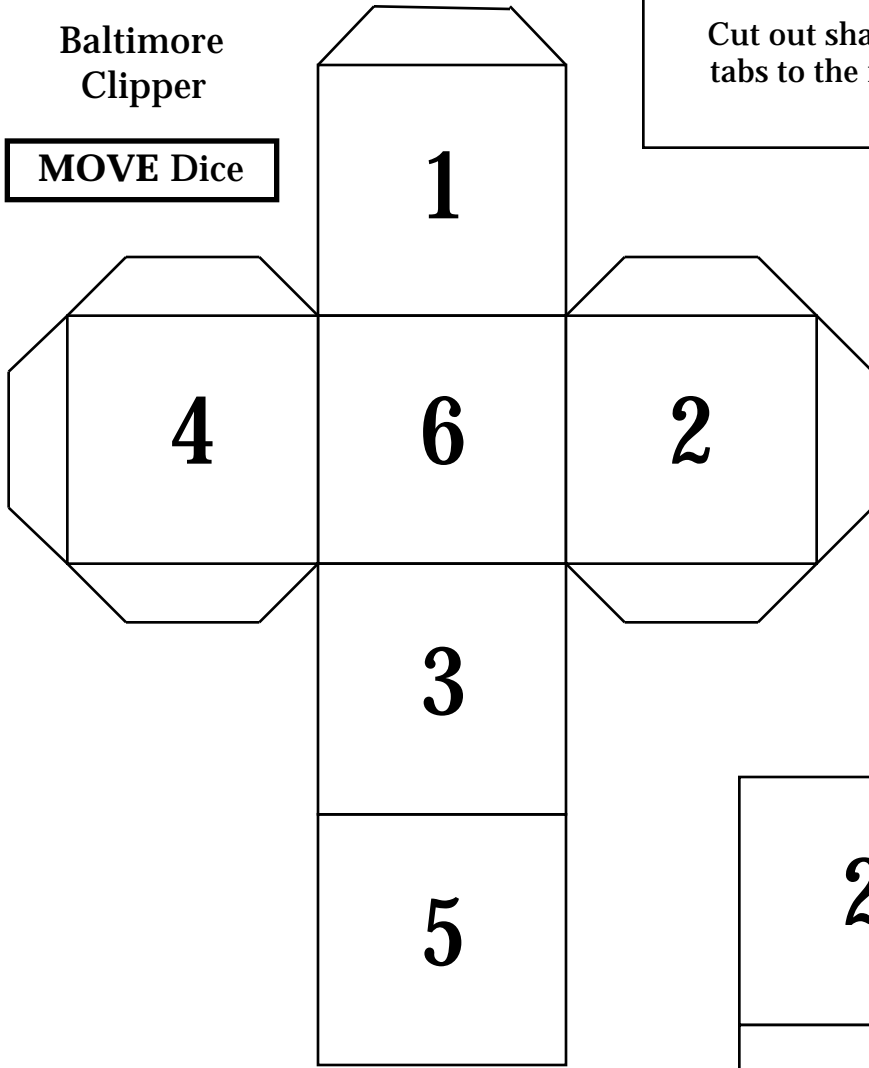


American Side

Baltimore
Clipper

MOVE Dice

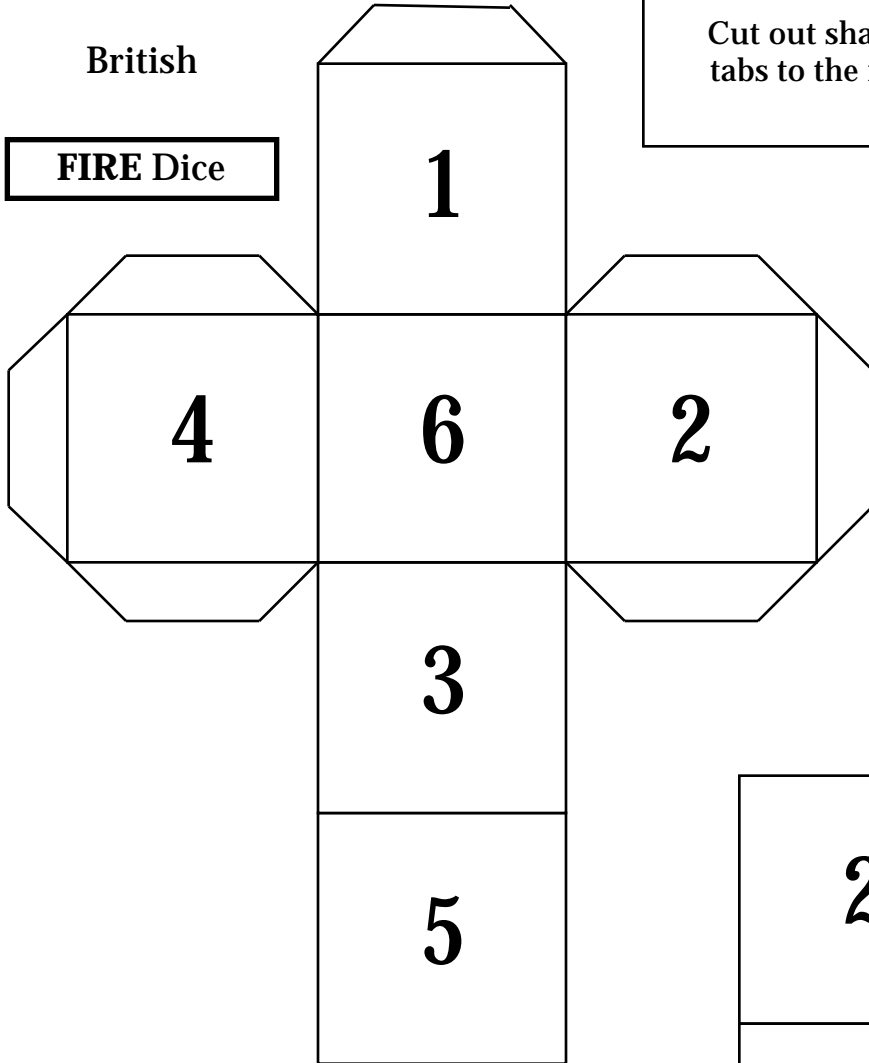
Cut out shapes, fold along lines, and glue tabs to the inside of form to create a cube.



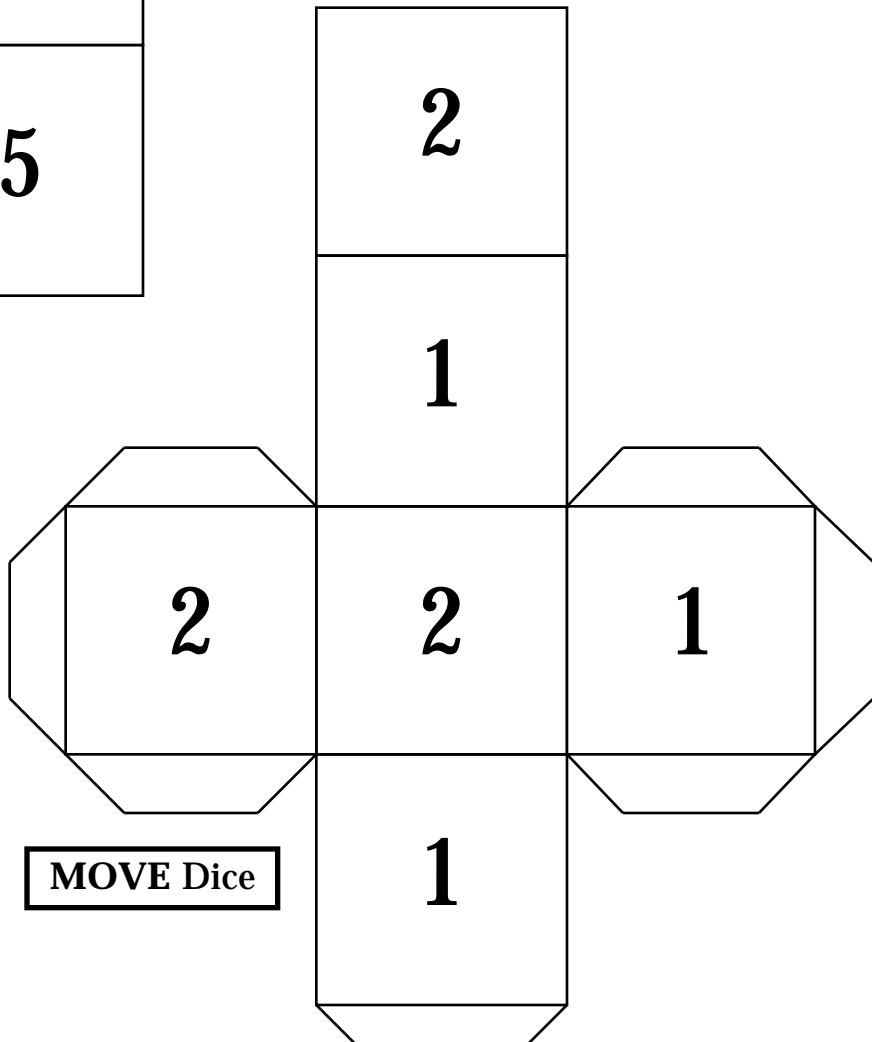
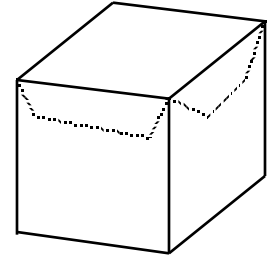
FIRE Dice

British

FIRE Dice



Cut out shapes, fold along lines, and glue tabs to the inside of form to create a cube.



MOVE Dice

Baltimore and the War of 1812

War Games! - Procedures & Rules

This is a simulation game of an encounter on the high seas between a Baltimore Clipper privateer and a British merchant vessel with a British Naval escort.

Procedures:

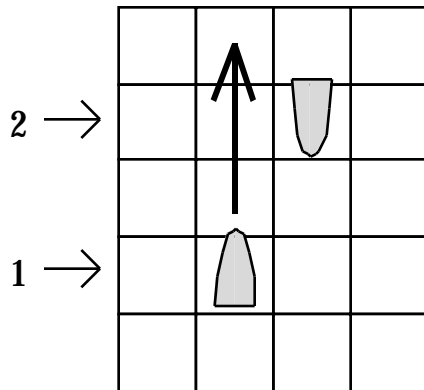
1. Read the game rules. Then predict which side will win, and why. Record your prediction on your Worksheet.
2. Find a partner to play the game with, and decide who will play the Baltimore Clipper and who will play the British ships.
3. You and your partner will prepare your game pieces and board.
4. Play the game.
5. Write a summary of the battle on your Worksheet.
6. On your Worksheet, write a newspaper article summarizing the role of Baltimore and Baltimore Clippers on the War of 1812.
7. Compare your game results with the rest of the class.

The game rules are based on general characteristics of the different ships. The Baltimore Clippers were faster and more agile than the British ships. But the British Naval ships held many more guns, so they could do much greater damage when firing. The British merchant ships typically carried few if any guns.

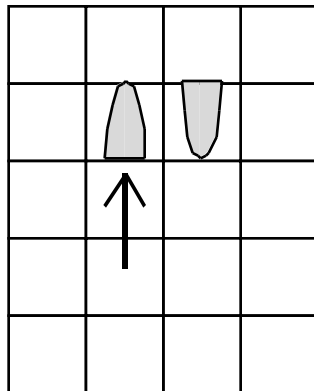
Game Rules:

1. Each player places their own ship(s) on any square on their own starting line.
2. Roll one dice to see who goes first, then take turns.
3. The player rolls the **MOVE** dice, and moves that many spaces in any straight line. The Baltimore Clipper may move diagonally, but the British ships may not.
4. If, during the move, your ship comes next to the enemy ship (diagonals are allowed only for the Baltimore Clipper), stop. Roll the **FIRE** dice. That number of "hit" segments is then marked off of the enemy ship.

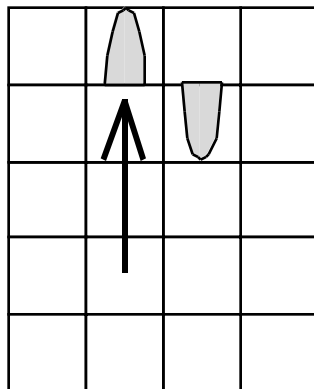
5. Once firing is completed, if the move wasn't finished, finish moving the ship in the same straight line.
6. Movement may not dead end at an enemy ship unless all move spaces are finished. In other words, move cannot be made if an enemy ship blocks the complete path.



EXAMPLE: player 1 rolls the **MOVE** dice, rolling a 3.



Player 1 moves ahead 2 spaces, until he/she is next to the enemy ship. Player 1 stops, rolls the **FIRE** dice, rolling a 1. One "hit" segment is then marked off of Player 2's ship.



Player 1 then finishes moving. He/she has only moved 2 of the 3 spaces, so now moves the final space.

7. The Baltimore Clipper has a total of 4 hit segments, the British Naval ship has 12 hit segments.

8. If the Baltimore Clipper and the British merchant ship ever come in contact, the Baltimore Clipper captures the merchant ship and wins the encounter.
9. If firing fills all of the remaining “hit” segments, the ship is sunk, and the firing ship wins the encounter.
10. When movement is finished, the play then turns to the other player.
11. The British player will roll the **MOVE** dice twice, once for the Navy ship, once for the merchant ship. Because the merchant ship cannot fire, only the Navy ship will use the **FIRE** dice.
12. If the enemy ship is next to your ship at the beginning of your turn, you may fire before moving.
13. The game is over when either:
 - All of the ship’s “hit” segments have been filled, thus sinking the ship, or
 - The Baltimore Clipper pulls up next to the British merchant ship and captures it.