

Final Project: Age of Exploration Travel Brochure

Name: _____ Date: _____

LEARNING OBJECTIVE

Students will synthesize the quarter's learning by creating a persuasive travel brochure for a Renaissance-era voyage.

MATERIALS NEEDED

- 1 sheet of paper (folded into thirds like a brochure)
- colored pencils or markers
- ruler

HANDS-ON ACTIVITY

1. Fold a sheet of paper into thirds to create a 6-panel brochure, and choose one explorer's voyage (from Week 4/5) to 'advertise' as if recruiting sailors or investors to join.
2. On the front panel, design a title and cover illustration featuring the ship and destination.
3. On the inside panels, include a hand-drawn map of the route (using your Week 5 map as a reference), a list of at least 3 reasons someone should join (using God/Gold/Glory motivations), and 2-3 real facts about the explorer or destination.
4. On the back panel, write a short persuasive paragraph (4-6 sentences) convincing a reader to invest in or join the voyage, using at least 3 vocabulary terms from this quarter (e.g., Renaissance, Columbian Exchange, colonization, trade route).

QUESTIONS

1. Which explorer and voyage did you choose for your brochure?

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2. List the 3 reasons you gave for why someone should join the voyage, and which motivation (God, Gold, or Glory) each represents.

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3. What 3 vocabulary terms did you use in your persuasive paragraph?
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4. Looking back at this whole quarter, what do you think was the single most significant effect of the Age of Exploration on world history, and why?
