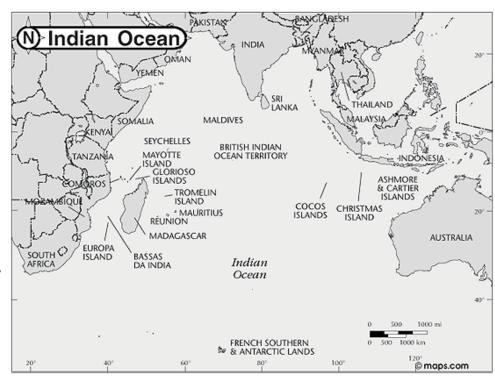
# Day 1

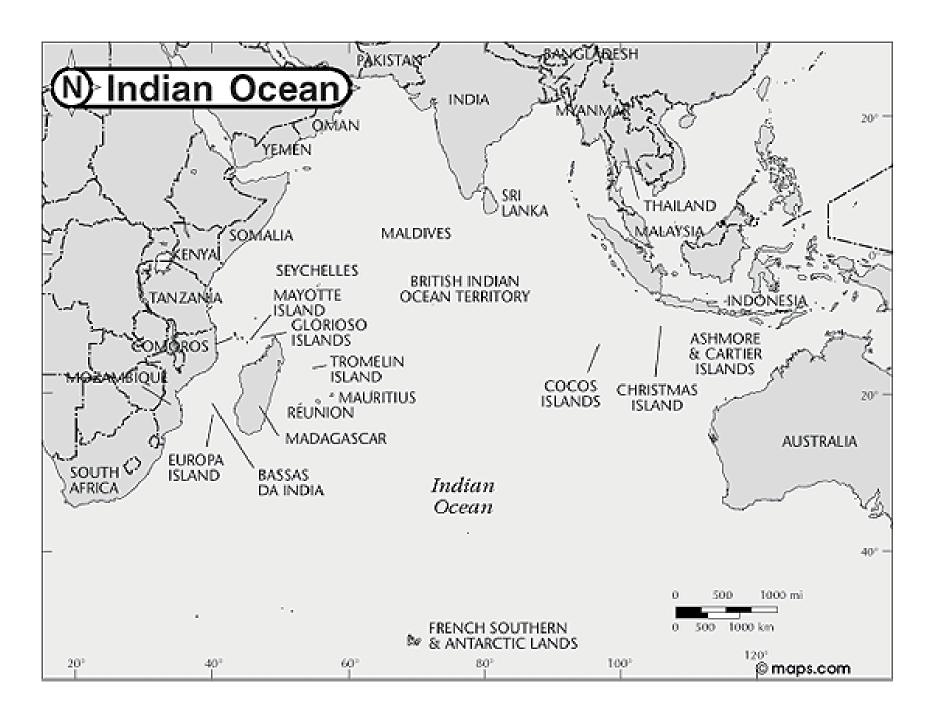
# Sit by Indian Ocean City Teams

Port/Market	Region	Team Members
Kilwa	East Africa	
Mombassa	East Africa	
Muscat	Southwest Asia	
Aden	Southwest Asia	
Hormuz	Southwest Asia	
Calicut	South Asia	
Cochin	South Asia	
Palembang	SE Asia	
Malacca	SE Asia	
Guangzhou (Canton)	East Asia	

# Mapping your course...

- As a team take out your
  - poster, map, and demand schedule of goods
- Find and mark the location of all the cities on your goods schedule on your map
- Which region does geography favor? Why?
- Chokepoint?





#### Your mission...

 Amass (get) more wealth & trade goods that you need, technology, and knowledge than other traders

 Complete a religious pilgrimage and return to home city

# In your group decide...

- Decide who will be a
  - Port city merchant (stays in the city & buys & sells)
  - Maritime merchant (travels to other & buys & sells)
  - Pilgrim (travels to holy sites & trades)
- Divide up your goods
- Technology & Pilgrimage
- Which cities do you want to talk to? (pregame consult)

# Port Merchant Preparation

- Create a 8x11 sign for your city encouraging others to visit and trade. Your poster should include
  - Name of the city
  - Trade goods available
  - Symbol of the city
  - Access to holy sites (if any)
  - Other attractions

# Pilgrim Preparation

- Write a letter to a person of your religion in another city
- Inform them of when you (or someone from your city) might be visiting their city
- Request their assistance in obtaining a specific good

### Homework...

- Each team post on collaboration space (you can respond as well)
  - Your period, city
  - role
  - What you have
  - What you would be willing to trade for it
  - Where you want to trade

 "Ibn, per. 3 merchant from Mombasa has ivory and slaves to trade for ceramics. Meet me in Hormuz."



### Doc 4-"So what?"

#### **Ibn Battuta in Calicut**



#### In your city group

- Discuss document 4
- Which paragraph is most important to a merchant from your city? Write on your board
- What does it tell you?
- Write a headline to the merchants in your city about Calicut

## Calicut, the Travels of Ibn Battuta

Source: Ibn Battuta was an Arab Muslim from Tangier in North Africa, who traveled widely through Afro-Eurasia between 1325 and 1354 and visited Calicut several times.

- 1. We next came to into the country of Malabar [the southwest coast of India], which is the country of the black pepper. The pepper tree resembles that of the dark grape. They plant it near the coconut tree, and make a framework for it, just as they do for the grape tree... When the autumn arrives, it ripens: then they cut it, and spread it just as they do grapes, and thus it is dried by the sun, and not by boiling as some falsely claim.
- 2. From there we traveled to the city of Calicut, which is one of the chief ports in Malabar and one of the largest harbors in the world. It is visited by men from China, Sumatra, Ceylon [Sri Lanka], the Maldives, Yemen, and Samari [Zamorin]. He is an aged man and shaves his beard as some of the Greeks do...
- 3. Some of those that were on board [a shipwrecked vessel] drowned and some escaped...... Next morning. . . I saw the infidel, the sultan of Calicut [the Zamorin], wearing a large white cloth round his waist and a small turban, bare-footed, with the parasol carried by a slave over his head and a fire lit in front of him on the beach; his police officers were beating the people to prevent them from plundering what the sea had cast up [the wreckage from the ship.] At Calicut [the contents of the wrecked ship] are kept by its owners and for that reason Calicut has become a flourishing city and attracts large number of merchants.

# What a round of trading might look like...

If you could not speak the language?





# Building a network

- Write a letter to a person of your religious background in another city to arrange a trade tomorrow.
- Post it on the collaboration space

#### Trade route

Kilwa – Mombassa – Muscat-Aden – Hormuz-Calicut – Cochin – Malacca – Palembang – Malacca- Guangzhou

# Day 2-Trading Day

#### **Agenda**

- To prep for Indian Ocean Trade
- Get Tradin'!
- Debrief Trade

#### **Objective**

 To understand how the network of trade in the Indian Ocean served to spread material goods, religion, and technology to distant lands.

# Find your city

- Sit with your city team
- Take out your
  - yellow folder, city poster, yellow map, and schedule of goods

Leave the box alone for now!

# Your mission today...

Your city has 6 rounds to...

 Amass more wealth & trade goods that you need, technology, and knowledge than other traders

 Complete a religious pilgrimage and return to home city

Be able to return home and not be stranded

# In your group decide...

- Decide who will be a
  - Port city merchant (stays in the city & buys & sells)
  - Maritime merchant (travels to other & buys & sells)
  - Pilgrim (travels to holy sites)
- Divide up your goods
- Technology & Pilgrimage
- Who do you want to talk to? (pregame consult)

# Apply your preparation

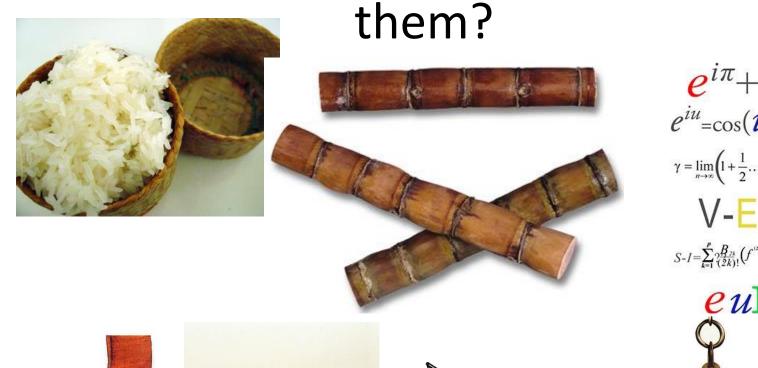
- Pilgrims-Deliver your letter
- Port Merchants-Post your advertising poster
- Maritime Merchant-Take out your navigational route

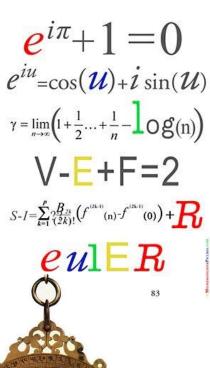
## Strategize

- What do you need and who has it?
- Who wants what you've got?
- What's the plan? How are you going to get what you want?
  - Maritime Merchant (MAP OUT YOUR ROUTE)
  - Pilgrim
  - Port City Merchant

YOU MUST HAVE THE TECHNOLOGY TO GET BACK HOME AFTER ROUND 6

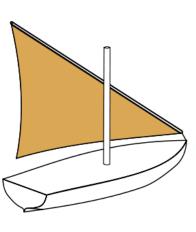
# What are these and where do you get













# **Technologies**

Technology	Point of Origin	Points of Diffusion	
Sugar Cultivation	SE Asia	SE Asia & South Asia	
Champa Rice	SE Asia	SE Asia	
Mathematics	South Asia	South Asia	
Stern Rudder/Magnetic Compass	East Asia	South Asia & East Asia	
Lateen Sail/Astrolabe	Middle East	Middle East & South Asia	

### **Trade Rounds**

- 3 minutes each-represents 2 months
- Each merchant/pilgrim may travel to one port per round
- 1<sup>st</sup> rounds can only visit city nearest you
- At the end of the round you STAY in the port you visited

### The rules

- Maritime merchants get technology when they visit a site that has that technology
- You start with the technology in your region
- Once a merchant/pilgrim has acquired lateen scale, astroblabe, magnetic compass, and stern rudder
- Merchants must pay tribute (1 silver kiss) when they visit each port
- Pilgrims must pay 1 silver to get a ride (or go w/own merchant)
- Each city elite & merchant/captain must keep a log of transactions for each round
- Never sail an empty ship
- If you don't return to your home port after 2 rounds you must take a risk card

# Pilgrimage Sites

Islam-Mecca (Alexandria, Aden, Hormuz are closest sites)

Hindu-Ganges River (India is closest site on the Bay of Bengal)

Buddhism-Numerous sites in India and Sri Lanka (Calicut, Cochin are closest sites)

Confucianism –no pilgrimage site

# **Pilgrims**

#### Pilgrims

- First priority is making it to your pilgrimage city
- You can try to convert others if you are a universalizing religion
- No "floating." Make sure you have paid for a ride (one silver)
- Your team cannot win if you don't make it to your pilgrimage city
- Pilgrims may (and should) also trade

#### True or False

You have to visit all cities to win the game

 You have to visit a city that produces the trade good you need to win the game

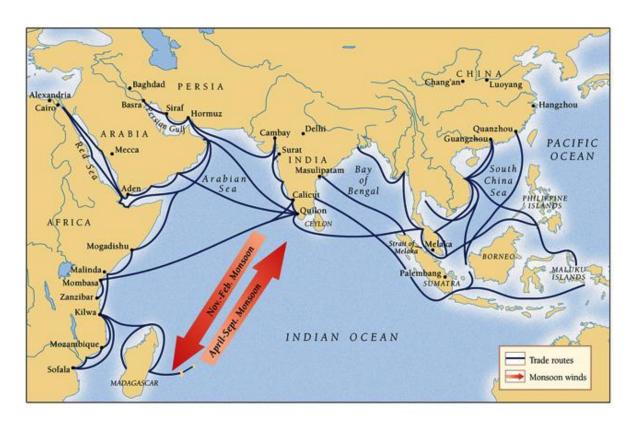
 Main question: How do get what other people want so that they will give me what I want?

## Risks

• Risk cards are drawn at random

#### Route

Kilwa – Mombassa – Muscat-Aden – Alexandria-Aden- Hormuz Calicut – Cochin – Malacca –Palembang- Guangzhou



# What a round of trading might look like...

If you could not speak the language?





# Score card

	Technology	Goods	Silver	Gold	Pilgrimage
Kilwa					
Mombassa					
Muscat					
Aden					
Guangzhou( Canton)					
Calicut					
Cochin					
Hormuz					
Malacca					
Palembang					

## Debrief

- Complete the reflection
- What happened?
- What do we know about the Indian Ocean Trade network?

Look at the color of the goods you had. Where did they come from?

# Where are your goods from?

- India/South Asia
- China

# Exchanges and Encounters in the Indian Ocean

- Monsoons dictated trade patterns
  - (Three circuits Arabia India, India Southeast Asia,
    Southeast Asia China)
- India was a relay station
- Diasporic communities grew up in trade cities
- Trade not conquest
- Desire for information/technology from India motivated contacts (in addition to trade)
- Many groups trading & interacting
- Islam common language, common rituals & beliefs helped foster cosmopolitan societies in trading cities

# RISK CARD

#### Which came from China? Which did China want?

















# Day 3-Indian Ocean Debrief

#### **Agenda**

- Sit by Trade City
- IOT Debrief
  - Complete reflection

#### **Objective**

 To debrief the Indian Ocean Trade simulation



### Debrief

- Review the IOT Questions
- What happened?
- What do we know about the Indian Ocean Trade network?

- 1. Assess how your team did during the simulation. Did your Port City Merchant conduct fair trade? What strategies were used? Did the Maritime Merchant obtain the goods you demanded? How? Did the pilgrim make it to the holy site for pilgrimage (if required)? Did the pilgrim convert anyone? How?
- 2. What challenged did you face while conducting trade? How did you deal with these challenges?
- 3. Did you have to "bargain blind" because you were not familiar with the culture or religion of a city? If so, how did that affect your trading strategies?
- 4. How did geographical location of the port cities make a difference in the goods that were traded there? What cities were in the <u>prime</u> location?
- 5. What happened to the price of goods as they changed hands throughout the network? Why?
- 6. What are the <u>advantages</u> of travel by sea (versus by land)? What are the <u>disadvantages</u>?
- 7. What or who is missing from this global trade network? Why?
- 8. In a clear thesis statement, answer the prompt, "Analyze the effects of Indian Ocean Trade on culture and technology during the 1400s."

# Exchanges and Encounters in the Indian Ocean

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# Syncretism

- The fusion (combination)
   of different cultural
   traditions to create a new
   tradition (e.g, Korean
   tacos)
- What is an example of syncretism in the Indian Ocean trade?
- Swahili (mixture of Bantu and Arabic)

Gandhara Buddha

