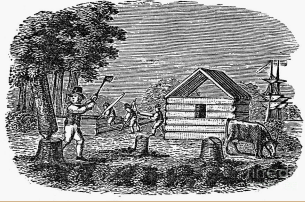


4.2 ~ Life on a Farm


- 9 out of 10 lived on family farms
- farm provided - food, drink, clothes
- single room home -- cooks, eats, sleeps
- fireplace only source of heat -- cooking is dangerous
- everyone shares the work, cutting wood, feeding animals, clearing land, tending crops, building fences, making furniture or tools, gathering eggs, sewing clothes, making candles, cooking, cleaning, and caring for babies



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4.3 ~ Life in Cities


- 1 out of 20 lived in a city
- heart of city - waterfront
- marketplace - merchants - gossip
- streets lined with shops - blacksmith, clock makers, silversmith
- Sounds? Smells?
- Bucket brigade? What is it and why would they need it?



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4.4 ~ Rights of Colonists


- colonists believed they should have the same rights as colonists in England
- 1215 - Magna Carta -- the power of the monarch, or ruler, was limited - no one was above the law
- 1265 - Parliament created - lawmaking body w/ power to approve laws + taxes proposed by K/Q
- 1689 - English Bill of Rights - power to make laws and impose taxes belonged to the people
 - > also included a list of rights (petition, trial by jury)



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4.4 ~ Rights of Colonists continued


- colonial assemblies passed own laws defining crime and punishments (religion)
- murder, treason, piracy - cursing their parents --punishable by death
- robbery, forgery - jail, whipping branding
- public drunkenness - working on the Sabbath or not going to church = fines, jail, public humiliation



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4.5 ~ Life for African Americans


- slavery in the colonies begins in Virginia / plantations
 - > New England - Middle - Southern Colonies
 - > cheaper to hire workers
- cloth, guns, rum from colonies brought to West Africa to trade for slaves
- Worked hard in crops - some as nurses, carpenters, blacksmiths, drivers, servants, gardeners, midwives
- little hope of making a better life -- some rebelled



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4.6 ~ Religion


- important to colonial life - live lives according to the Bible
- Drum / horn summoned people to church -- sat in pews; pulpit in front (town hall)
- services could last as long as five hours
- 1730s Great Awakening - movement spurred by a feeling that people had lost their religious faith
 - > revival meetings - fiery sermons to huge crowds
 - > powerful effect on the colonies - spread the idea that all people are equal in the eyes of God
 - > liberty, equality, self-reliance - paved way for Am. Revolution



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4.7 ~ Education

- Southern colonies - hired teachers / tutors or sent away if any
- Middle Colonies - different religious groups decided what was best - home school
- New England Colonies - towns required to provide public schools - wanted children to read Bible
- MA - every town with 50 families - required to hire an instructor -- families contributing money, food, wood
- one-room building -- pencils / scarce - no boards
- New England Primer - alphabet, syllables, prayers
- Colonists believed boys needed more education than girls



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4.8 ~ Colonial Families


- families; granparents, aunts, uncles, cousins, step-children

Marriage

- married in early-mid 20s
- indentured servants could not marry until gained freedom
- men outnumbered women - all received marriage proposal

Large Families

- lg. families - 7-10 children
- religious / cultural backgrounds influenced on how to raise
- lots of children, but lots of death / disease = blended families
- extended families - took care of each other



- life as wife / mother proved to be harder than life of a indentured servant

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4.9 ~ Leisure

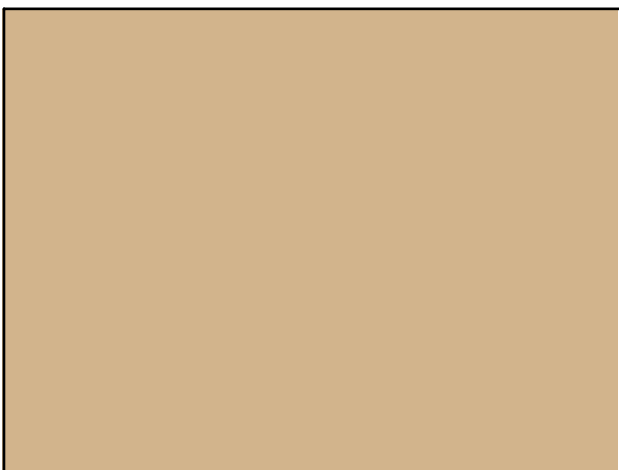
- leisure -- time away from work; recreation
- "bees" and "frolics" -- combining work and play
 - > clearing land, raising a barn, quilting, corn-husking
- toys; dolls, tops, marbles, games; tag, stoolball, sledding / winter
- adults - bowling green, tick-tack (backgammon), trock (billiards), fox hunting, card-playing, horse racing
- fairs - foot races, wrestling matches, dance contests, catching a greased pig, or climbing a greased pole



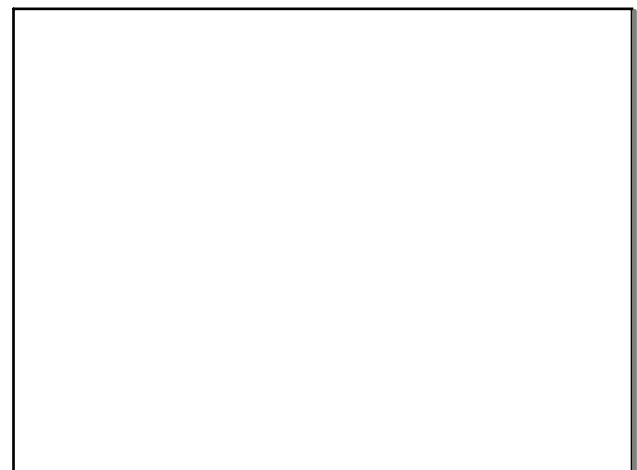
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