



### Survival

In 1587, John White, the founder of what would come to be known as the Lost Colony of Roanoke, returned to England to garner supplies needed for the survival of this colony. The type of supplies were never specified; White only reported that he would return to England “for the better and sooner obtaining of supplies, and other necessaries.” His return trip, however, was delayed by the Anglo-Spanish War, and upon his return in 1590, the colony was abandoned and the whereabouts of the colonists would remain a mystery to this day.

Now, imagine that you were a settler in the colony of Roanoke, but had a special power to warp to the future and bring supplies back to the Lost Colony, so John White could stay. Unfortunately, however, there are limitations to what you can bring back. See the rules below:

You cannot:

- Bring anything you cannot carry (you can't bring a refrigerator)
- Bring anything that requires power other than batteries
- Bring anything that requires an internet connection or cell phone service
- Bring more than five total items (you cannot bring a pack of batteries; a battery is a single item)

Your job is to bring back items from the future that would help the Lost Colony survive in the harsh elements of Roanoke Island. Describe the five items you've decided to bring and detail your reasoning for bringing them.

Item	Reasoning