

TEACHER'S GUIDE

Essential Questions

MISSION 2: "Flight to Freedom"

Mission 2: "Flight to Freedom" is designed to help students think about the following questions, among others. Keep them in mind as your students play the game.

1. Why would an enslaved person risk running away when the chances of success were so small?

While we don't have precise numbers, more slaves tried to run away than ever made it North. Most runaway slaves went back to their plantation on their own or were caught and returned:

- Slaves often ran away for short periods of time to "cool off" or visit relatives.
- Slave patrols regularly kept a lookout for runaways, especially in Border States.
- Masters hired professional slave catchers with bloodhounds to go after runaway slaves.
- Slave owners posted runaway slave advertisements in newspapers offering substantial rewards.
- Most slaves could not read and write, and had minimal information about where to run to.

Would you still try to run?

2. How do big social and political changes – like ending slavery in the United States – happen?

- Who were abolitionists and why were they so unpopular?
- What other groups opposed slavery?
- What could slaves do (and not do) to end slavery?
- What causes a shift in people's opinions – is it events, arguments, persuasion, propaganda, or a combination of many factors?

3. Is running away a challenge to the system of slavery or just a way to escape it?

- Why were masters so angry when slaves ran away?
- Why did some whites in the North break the law and help runaway slaves?
- Why might a slave help another slave run away? Why wouldn't they?
- What roles could runaways play in the anti-slavery movement?
- Is going to Canada an act of survival or an act of selfishness?