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| * Privy Council
* Colonial Governors
* Raw materials
* Triangular trade
* Southern colonies – warm climate and long growing season
* Cash crops
* Appointed or elected advisory councils
* Slavery
* Fishing
* Shipbuilding
* Colonial assemblies
* Fur trade
* New England colonies – harsh climate, rocky soil
* Town meetings
* Skilled crafts
* Colonial courts
* Staple crops
* Middle colonies – good growing season and rich land
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| Government | Economy | Geography |
| 1.2.3.4.5.6. | 1.2.3.4.5.6.7.8.9. | 1.2.3. |