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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. |