

TEACHER'S GUIDE

About The Mission

Mission 3: "A Cheyenne Odyssey"

The mission focuses on the transformation of Northern Cheyenne life on the Great Plains from 1866 to 1876. The game is divided into five parts, plus a prologue that offers historical background, and an epilogue that extends the story into the twenty-first century.

Students playing the game assume the role of Little Fox, a twelve-year-old Northern Cheyenne boy. As the game opens, Little Fox is growing up with his band around the Powder River Basin (in present-day southeastern Montana and northeastern Wyoming). Little Fox's daily life is determined by the needs and traditions of his family and community. His everyday life, however, is soon impacted by the encroachment of United States military expeditions, railroad builders, and white settlers. As Little Fox grows older, the Northern Cheyenne way of life changes dramatically, as the tribe adapts to the United States' expansion into the West.



When students are reading a traditional text, such as the chapter of a book or a magazine article, they are all presented with the same information. However, as students play "A Cheyenne Odyssey," their experiences may differ slightly based on the choices they make and their behavior as Little Fox. As students make their way through the mission, they receive "badges" signifying the characteristics, values, and skills of their particular version of "Little Fox."



In the Prologue, a tribal elder, speaking in the Northern Cheyenne language, shares some of the early history of the Cheyenne. The elder tells the Cheyenne creation story before describing that the Cheyenne did not always live on the Great Plains, but rather grew crops and lived in woodlands prior to coming west. As the Cheyenne moved west, they

acquired horses. With the horses, they began hunting great herds of buffalo that covered the Plains. The player is introduced to Little Fox. In a few years, Little Fox will join a warrior society. His father was an Elk Warrior, but he died. Little Fox is cared for by his mother and uncle.

TEACHER'S GUIDE

About The Mission

Mission 3: "A Cheyenne Odyssey"

In Part 1, "Seeing Shadows," Little Fox and his band are living in relative isolation. Though white exploration and settlement of the West is underway, it is not impacting the daily life of Little Fox's band. Little Fox and his friend Crooked Rabbit are herdboys, whose job is to watch the band's herds of horses day and night. They discover that there are some missing horses that have to be found. Do they go back to camp to get help, or try to find the horses themselves? They are concerned that Crow or Pawnee raiders may have stolen the horses. In camp, Little Fox interacts with his family. His older sister, Calling Bird, is being courted by two men: Many Horses, a Lakota Sioux, and Black Moon, a Southern Cheyenne. A band of Lakota arrive to trade with the Northern Cheyenne, and a group of Northern Cheyenne boys challenge some Lakota to a race up a nearby hill.

When Little Fox completes the race, he sees a long line of United States soldiers and military supply wagons in the distance.



Part 2, "Friend or Foe?" takes place the following winter. More and more white men have come into Cheyenne lands. Soldiers have built forts without the Cheyenne's agreement. At the urging of Lakota Chief Red Cloud and Cheyenne Chief Morning Star, the Indians are fighting back. Little Fox's uncle returns home from battle, and tells him that he is still too young to go out and fight, but can play other roles; he can help with the hunting and trading necessary for war. His uncle has had a dream, in which he saw Little Fox on a journey with each of Calling Bird's two suitors. He decides Little Fox will fulfill this vision. When the weather grows warm, Little Fox travels to a trading post with Many Horses. At the trading post, Little Fox interacts with whites for the first time, as he bargains and attempts to make good trades for his buffalo robes.

In Part 3, "Raiding the Iron Horse," Little Fox travels with Black Moon, the Southern Cheyenne who is also courting his sister. Black Moon is intent on recruiting more warriors and finding more horses for the battles against the soldiers' forts. Black Moon and Little Fox encounter Porcupine, an old friend of Black Moon's. He informs them that a nearby village has been destroyed by white soldiers, and that his band has no food or shelter. Black Moon

TEACHER'S GUIDE

About The Mission

Mission 3: "A Cheyenne Odyssey"



and Little Fox meet up with fellow Cheyenne who are planning to raid a white man's train in order to secure supplies. After the raid on the train, the Cheyenne and other tribes negotiate a treaty—the 1868 Fort Laramie Treaty—with the United States. The white soldiers abandon their forts. Little Fox's sister marries one of her two suitors. The seasons change and turn, and Little Fox grows from a child

into a young man. He joins a warrior society and takes a new name. But more "iron horses" are travelling the "metal road" across Cheyenne lands, and the buffalo are becoming more and more difficult to find.

Part 4, "Broken Words," begins seven years later. The Cheyenne are determining the best strategies for survival under the terms of the 1868 Fort Laramie Treaty. Little Fox is now a little warrior chief, and must help his band survive life on the Great Plains. The band can choose to hunt, camp with other bands, raid enemy tribes or white settlers, or try farming at the Agency. The Agency is a US government outpost built to give an annuity—supplies like blankets, kettles, and tools—to Indian tribes once a year. Indians can also choose to take classes there to learn the white man's ways. Life on the Plains has become dangerous and difficult. In late 1875, Little Fox's band is told that because of treaty violations, all Indians must permanently settle on reservations the following year. If they refuse, they will be considered hostile enemies of the United States.

As Part 5, "Battle of the Greasy Grass," begins, Little Fox and his band start off in one of the following places, depending on the player's choices in Part 4: 1) at the Red Cloud Agency, where they are not receiving enough rations, and are hungry and tired; 2) on the Lakota reservation; or 3) with Sitting Bull on the Bighorn River. Little Fox hears that Lakota Chief Sitting Bull is preparing to go to war with the white men. Sitting Bull asks Indians to leave the reservation to join the fight. When Little Fox's band hears of a great battle in which a Cheyenne girl saved her brother, they decide—if they have not already done so—to join other Cheyenne and the Lakota on the banks of the Little Bighorn River. They battle



TEACHER'S GUIDE

About The Mission

Mission 3: "A Cheyenne Odyssey"

US troops under the command of General George Armstrong Custer at the Battle of the Greasy Grass, known to whites as the Battle of the Little Bighorn or Custer's Last Stand. Throughout the battle, the badges players have collected throughout the mission reveal special options and affect chances of success. Though Little Fox and the other Indians win a great victory at the Greasy Grass, several months later US soldiers burn the camp of Chief Dull Knife, where most of the Northern Cheyenne are gathered, forcing them to surrender.

The Northern Cheyenne are forced to relocate to the Darlington Agency, a thousand miles away to the south, in what is present-day Oklahoma. Cheyenne chiefs Little Wolf and Dull Knife refuse to tolerate the inhumane conditions at the Darlington Agency, and lead their followers back to their homelands in the North.

The Epilogue follows the story of Little Fox's descendants from the 1880s through the present. Players will learn that the Northern Cheyenne performed in Wild West shows, served in World War II, fought for their civil rights in the 1970s, and defended their land from outside business interests. The



Epilogue echoes the elder's words in the Prologue: "As the world changes, so do the Cheyenne."

During the Mission, students play through several "days" of Little Fox's life over a ten-year period. Each part of the game explores the post-Civil War transformation of the American West from the perspective of one Plains Indian tribe, focusing on change and continuity in history. Each student playing "A Cheyenne Odyssey" will have a unique gameplay experience based on individual choices, skill, and understanding of the period.