Friend or Foe? Encounters on the Plains MISSION 3: "A Cheyenne Odyssey"

A NOTE TO THE EDUCATOR:

The purpose of this activity is to provide students with a tool for recording their encounters with other Indian tribes and non-Indians, how they responded to these encounters, and what happened as a result.

This tool supports students' understanding of the action of the game and the history embedded in that action. It also helps set up a rich classroom discussion around the range of interactions---some peaceful, some violent---that Northern Cheyenne had with other peoples. The concluding discussion prompts are designed to promote critical thinking about historical perspective, cause and effect, and change and continuity.

To better understand **historical perspectives**, students grapple with the particular benefits and risks of various encounters, and the range of motivations underlying the player's choices as Little Fox: did he act in his self-interest, for the sake of his family or band, or for the long term gain of the Northern Cheyenne?

By recording the player's responses to various encounters, students start to build an understanding of the causes and effects of the growing conflict between Indians and non-Indians on the Plains. The discussion will help students see the bigger picture, including the long-term effects. For instance, a player who participates in the destruction of the railroad might benefit in the short term (because they increase their supplies and status), but in the long term, the attack on the railroad will lead to certain terms being included in the Fort Laramie treaty that will prove detrimental to Indian control of the land.

The discussion also clarifies **change and continuity** in regards to the Cheyenne and their relations with other tribes and whites. In the beginning of the game, the Cheyenne's main enemy are the Crows, and their relations with whites are mostly peaceful and having to do with trade. However, this quickly changes in response to the arrival of soldiers and forts in the Plains.



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Name:	Date:			
Directions: As you play <i>A Cheyenne Odyssey</i> , use this chart to keep track of your encounters with other tribes and non-Indians. Depending on what actions you take as Little Fox, you may not meet all the people or groups.				
Part 1 Seeing Shadows	Friend or Foe? Cite evidence to support your answer	How did you respond? What actions did you take as Little Fox?		
THE CROW	Friend Foe Not sure What did people do or say to make you think this? If you are not sure, explain why.			
MANY HORSES	☐ Friend ☐ Foe ☐ Not sure What did the person do or say to make you think this? If you are not sure, explain why.			
BLACK MOON	Friend Foe Not sure What the person do or say to make you think this? If you are not sure, explain why.			



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U.S. SOLDIERS	☐ Friend ☐ Foe ☐ Not sure What did people do or say to make you think this? If you are not sure, explain why.	
Part 2 Friend or Foe?	Friend or Foe? Cite evidence to support your answer	How did you respond? What actions did you take as Little Fox?
BIG EARED WHITE MAN	☐ Friend ☐ Foe ☐ Not sure What the person do or say to make you think this? If you are not sure, explain why.	
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Part 3 Raiding the Iron Horse	Friend or Foe? Cite evidence to support your answer	How did you respond? What actions did you take as Little Fox?
PORCUPINE	Friend Foe Not sure What did people do or say to make you think this? If you are not sure, explain why.	



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RAILROAD WORKERS	☐ Friend ☐ Foe ☐ Not sure What did people do or say to make you think this? If you are not sure, explain why.	
Part 4 Broken Promises	Friend or Foe? Cite evidence to support your answer	How did you respond?
AGENT SAVILLE	☐ Friend ☐ Foe ☐ Not sure What did the person do or say to make you think this? If you are not sure, explain why.	
REVEREND CLARKE	☐ Friend ☐ Foe ☐ Not sure What did the person do or say to make you think this? If you are not sure, explain why.	

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SITTING BULL	☐ Friend ☐ Foe ☐ Not sure What did the person do or say to make you think this? If you are not sure, explain why.	
WHITE MINERS, SURVEYORS AND SETTLERS	☐ Friend ☐ Foe ☐ Not sure What did people do or say to make you think this? If you are not sure, explain why.	
CORPORAL DAWSON	☐ Friend ☐ Foe ☐ Not sure What did the person do or say to make you think this? If you are not sure, explain why.	

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How did you respond? Part 5 Friend or Foe? **Battle of the Greasy** Cite evidence to support your Grass answer ☐ Friend ☐ Foe ☐ Not sure What did people do or say to make you think this? If you are not sure, explain why. **U.S. SOLDIERS** ☐ Friend ☐ Foe ☐ Not sure What did people do or say to make you think this? If you are not sure, explain **ARAPAHO SCOUTS** ☐ Friend ☐ Foe ☐ Not sure What did the person do or say to make you think this? If you are not sure, explain why. **GENERAL MILES**



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Discussion Questions:

- 1) Which non-Indians did you view as friends? Foes? Did your attitude toward non-Indians change over time?
- 2) Which encounters provided the most benefits for you and your tribe? Which posed the greatest risks?
- 3) Long term, which person or group do think will help strengthen the traditional Cheyenne way of life? Which will threaten it?
- 4) How did you respond to the increasing presence of whites in Part 4? What do you think were the effects of your actions?
- 5) At the end of Part 5, you and fellow Cheyenne faced many difficult decisions.
 - How did you respond to the attack from U.S. soldiers? What happened to you personally? To the Cheyenne?
 - Why do you think Little Wolf and Dull Knife refused to cooperate with Agent Miles, and choose to escape from Darlington despite the risks?
 - Why did some Cheyenne eventually become Indian scouts for the U.S. Army?
- 6) Think about one example from the game in which you cooperated with another group, negotiated with another group, and fought against another group. What do we learn about Cheyenne strategies for dealing with other Indian tribes and white traders, soldiers, and settlers?

