

TEACHER'S GUIDE
Review Questions Answer Key
Part 4: Broken Words
MISSION 3: "A Cheyenne Odyssey"

A NOTE TO THE EDUCATOR:

The purpose of these questions is to check the students' understanding of the action of the game and the history embedded in that action. Since the outcome of gameplay can vary depending on the choices the student makes, the answers to the questions might also vary.

Some students might learn information later than others, or not at all. If you choose to discuss students' responses as a whole group, information can be shared among all your "Little Foxes."

There may be more questions here than you want your students to answer in one sitting or in one evening. In that case, choose the questions you feel are most essential for their understanding of Part 4.

Feel free to copy the following pages of this activity for your students.

If you are not planning to have your students write the answers to the questions, you'll need to modify the directions.



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Name: _____

Date: _____

Directions: After you play Part 4, read and answer these questions from the point of view of your character, Little Fox. You may not know all the answers, so do the best you can. Write in complete sentences and proofread your work.

1) When you visited the Red Cloud Agency, what did your band receive from the white soldiers?

Little Fox's band receives annuities, which are supplies (blankets, clothing, tools, etc.) given in exchange for permission to use and travel through Indian land. They are also given rations, or food provided by the US government for Indians that camped near the agency.

2) In Part 4, you had the opportunity to attend the Sun Dance during the summer season. What is it, and why is it important to your people?

The Sun Dance is a traditional dance of Plains Indians tribes, such as the Northern Cheyenne, that celebrates life. It is designed to create a sense of unity and respect for tradition among members of the tribal community. All members, including elders, warriors, and women and children, gather around a campsite to dance, make offerings, and feast.

3) While attending the Sun Dance, whom did you meet?

Players meet Blue Feather, a woman that Little Fox begins to court.

4) When you arrive at the Red Cloud Agency to collect your annuities, a US government agent tells you that you must wait for a month to receive them. Did you choose to stay, or camp elsewhere? Why?

Answers may vary. Players who have depleted supply stores and a diminished population may choose to remain at the agency for security. They may also argue that federal troops stationed at Fort Robinson can protect them from enemy tribes. On the other hand, players who leave to camp at Otter Creek, the Hunting Grounds, or the Black Hills, may do so in order to resist white rule and demonstrate their tribal sovereignty.



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5) When attending classes at the school, did you resist Reverend Clarke's suggestion that you cut your hair and wear "civilized" clothes? Why?

Answers may vary. Players who accept and "assimilate" may feel that this is their best chance at coexistence with whites. These students will have the opportunity to learn English, and therefore acquire some literacy skills. By contrast, players who refuse may do so out of loyalty to their tribal ways and customs. For them, opposing white encroachment requires a rejection of white culture (language, attire, etc.)

6) At the hunting grounds, your band sees a group of white settlers building houses, which makes camping and hunting for buffalo difficult. How did you respond, and why?

Answers will vary, but students should share whether they, as Little Fox, chose to violate the Fort Laramie Treaty by attacking the settlers or their property, complaining to officials at the Red Cloud Agency, or camping elsewhere. They should also share the reasons behind their actions, and what they hoped to achieve (acquire food, redress grievances by appealing to white officials, etc.)

7) During a hunt towards the end of Part 4, what does Many Horses kill, and what is its significance?

Many Horses shoots and kills a white buffalo during a buffalo hunt. The Northern Cheyenne, and other Plains Indian tribes, consider white buffaloes to be lucky animals. As a result of this incident, five warriors join your band, along with their wives.

8) During your stay at the Red Cloud Agency, you receive a message from Chief Sitting Bull asking your band to leave the agency and join him. What did you decide to do, and why?

Answers will vary, but students should explain how they arrived at their decision. Those who join Sitting Bull's forces may do so because of the agency's failure to provide them with rations. Those who go to the agency at their own discretion may argue that they are awaiting the payment of annuities and rations for the use of land that is rightfully theirs.

9) At the end of Part 4, a scout warns you that the US government has ordered all Indians to move to reservations or be deemed hostile. Which choice did you make, and why?

Answers will vary, but students should draw a connection between their decision and its ramifications. Players who consent to resettlement onto the Great Sioux Reservation will be considered "friendly" to the United States. Players who leave the agency and make camp (i.e. with Sitting Bull at the Little Bighorn River) are considered hostile enemies of the US government, and will be forced to relocate.

