

Guiding Question: How did a young Cheyenne determine their future paths and roles in their communities?

Decision Tracker

As you play the Prologue and Part 1 as Little Fox, think about the many decisions you make and which ones feel most consequential. Record at least one decision you made in each of the following situations in the Prologue and Part 1.

What did you do, and why?		What happened, or may happen, as a result of this decision?
...When you discovered the horses were missing		
...When Crooked Rabbit told you that you are doing baby work		
...When you spoke with one of your elders		
<i>Add your own:</i>		

Which of the following values, if any, connect most strongly with one or more of the decisions you recorded above?

Preserve the Northern Cheyenne way of life

Adapt to a Changing World

Resist the Encroachment of White Settlers

Focus on Your Family

Circle a value and then explain how it connects to a decision you recorded above.

Time: At least 20 minutes

Instructions

You Are, and You Aren't Little Fox

Explain to students that as they play *A Cheyenne Odyssey* they will be asked to make many choices that will determine the outcome for Little Fox, the character they are playing. They can choose what type of person they want their Little Fox to be through the choices they make. Part of the value of role-playing games is the ability to take on different personalities and explore different options.

Assure students that there are no right or wrong answers and that it is fine to make choices that may be considered risky or bold. Explain that the process of thinking about different choices and their possible outcomes can help them to gain empathy—an understanding of the feelings of others—especially for historical characters. Ask students to consider how Little Fox as a Northern Cheyenne boy in the 19th century may make different decisions than young people today.

Introduce the Decision Tracker

Ask students to record their progress as they play the Prologue and Part 1 on this **Decision Tracker** (later sections of the game have different Decision Tracker handouts). They should identify at least one decision they make in

A Cheyenne Odyssey Prologue and Part 1 **Teacher Guide**

	<p>each of the situations listed on the handout. They should make a short note whenever they make a key decision, pausing to think about the following:</p> <ul style="list-style-type: none">• Why are they making that choice?• Is this the choice they themselves would make or that they think a Northern Cheyenne boy in the 1860s and 1870s would make?• How might Little Fox's gender, culture, age, and other aspects of his identity shape the choices students make for him?• What happened as a result of the decision?
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