How Horses Came to the Gros Ventre

AIM To learn to follow directions and be able to recognize syllables.

You will need:

. How Horses Came to the Gros Ventre Game Board Cards
. Die
. Game words

<table>
<thead>
<tr>
<th>Word</th>
<th>Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>horse</td>
<td>1</td>
</tr>
</tbody>
</table>
. Markers or Buttons or Smallmen or markers from other games.

1. Place one of the syllable cards on each empty space. (Answer side down)
2. Roll the die to decide who goes first. High roll begins.
3. Roll the die and move your marker the number of spaces shown on the die.
4. Say the word you land on and tell how many syllables there are in the word.
5. If you give an incorrect answer another player may challenge your answer. If you're incorrect you move back one space and try the word there.
6. If you are incorrect a second time you move back again and try again. You remain there even if you miss this word.
7. Play continues around the board in this way until one player returns home with the red otter skin.

When an elder speaks, be silent and listen, don't argue back as though you know more. When someone is in need, your responsibility is to help that someone and don't expect to get paid. Maybe someday in the future you will need help and someone will help you! Therefore, life is both giving and receiving.
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Will you let these activities help you to be a better reader or to be a better person in search of your own medicine bundle?

Draw a picture of the Sasquatch (Big Foot) of the Northwest. Write a story about your first meeting with Sasquatch. Take your story and follow these tracks.

Have a treasure hunt using written directions. Write your own directions to a buried treasure and see if a friend can find your secret object.

Can monsters be good monsters? Research stories of water monsters in your area.

Make a mural, filmstrip or comic strip of all the events or steps the young warrior took in the story, or mix up the events of the story and reorder them. (Place on separate cards and mix up.) Give them to a friend to arrange in the correct order.

Retell into a tape recorder your favorite monster show.

Draw a map of the Gros Ventre warrior's journey. Label areas such as: home, first camp, second camp, lodge where he fasted, island, lake, etc. At each location write a sentence about what happened at each place, thus condensing the story. This could be done individually on large drawing paper, or as a class endeavor on a large sheet of brown or white drawing paper.
Red Bird carries you to an island. Move to Island.

Water snake. Move to the next space. Otter Skin.

You helped a baby. Move to the next island.

You did not follow directions. Lose one turn.

Red Otter Skin bundle is rightfully earned. Move to second night.

Island. Lose one turn.
## How Horses Came to the Gros Ventre

### Syllable Cards

<table>
<thead>
<tr>
<th>topknot</th>
<th>venture</th>
<th>ravine</th>
<th>lodge</th>
<th>otter</th>
<th>crier</th>
<th>observed</th>
<th>country</th>
</tr>
</thead>
<tbody>
<tr>
<td>defend</td>
<td>noticed</td>
<td>dangerous</td>
<td>language</td>
<td>journey</td>
<td>search</td>
<td>different</td>
<td>appear</td>
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<tr>
<td>pray</td>
<td>sacred</td>
<td>guidance</td>
<td>intentions</td>
<td>vain</td>
<td>approached</td>
<td>prevented</td>
<td>pities</td>
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<td>bundle</td>
<td>medicine</td>
<td>discovered</td>
<td>pleading</td>
<td>desire</td>
<td>village</td>
<td>insisted</td>
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<td>circled</td>
<td>power</td>
<td>grasping</td>
<td>accomplish</td>
<td>unusual</td>
<td>powerful</td>
<td>enemies</td>
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<tr>
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<td>moccasins</td>
<td>continue</td>
<td>warned</td>
<td>slope</td>
<td>doctored</td>
<td>starving</td>
<td>clothing</td>
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</tbody>
</table>