Traditional Games Model Lesson Plan
Hoop and Arrow Games (Salish, Pend d'Oreille) – Grade Eight

Stage 1 Desired Results

Established Goals

The health education content standards for sixth through eighth grade are that each student will:

3. analyze behaviors that promote health enhancing strategies for issues such as substance abuse prevention, nutrition, sexual activity, exercise, injury and disease prevention, and stress management, including traditional and contemporary strategies from American Indian cultures.
5. identify characteristics of physical, mental, emotional, family, and social health, including traditional and contemporary strategies from American Indian cultures.

The physical education content standards for sixth through eighth grade are that each student will:

3. research the history and origin of various games, sports, and dance, including those of traditional and contemporary American Indian cultures.
18. cooperate with classmates on problem-solving initiatives during adventure activities, large group initiatives, and game play.

Essential Understanding 1: There is great diversity among the twelve sovereign tribes of Montana in their languages, cultures, histories, and governments. Each tribe has a distinct and unique cultural heritage that contributes to modern Montana.

Essential Understanding 3: The ideologies of Native traditional beliefs and spirituality persist into modern day life as tribal cultures, traditions, and languages are still practiced by many American Indian people and are incorporated into how tribes govern and manage their affairs.

Understandings

- The earth begins to awaken in March.
- Winter supplies of food were low at this time of the year and the men had to leave camp to find large game.
- The youth were taught the hoop and arrow games to become skillful at bringing down small game for the village while the men were gone.
- The hoop and arrow games taught *truth in scoring* and *means of survival* for camps.

Essential Questions

- Why were the skills of hoop and arrow, as played by youth, important to the Salish and Pend d'Oreille?

Students will be able to…

- move through two stations of hoop and arrow games learning the Salish and Pend d'Oreille rules.

Students will know…

- How to play the Salish and Pend d'Oreille hoop and arrow games.
- The differences in the Salish from the Pend d'Oreille games of hoop and arrow.

Stage 2 Assessment Evidence

Performance Tasks

1. Playing games with honesty, safety, and enjoyment.
2. Practicing the timing of hitting a rolling hoop.
3. Understanding the differences in Salish vs. Pend d'Oreille games.

Stage 3 Learning Plan

Teaching Area

(indoors or outdoors) 100' x 50' for 26 students in two teams, half on one throwing area and half on the other.

Equipment Needed

Station 1: Pend d'Oreille equipment is a ring, wound with buckskin, 2 ½" diameter, the interior set with colored beads: and two arrows 23 ½" in length, with points, the shaft of the arrow being wound with buckskin at the ends and the middle At least two playing stations should be set up for this game, six players per station.

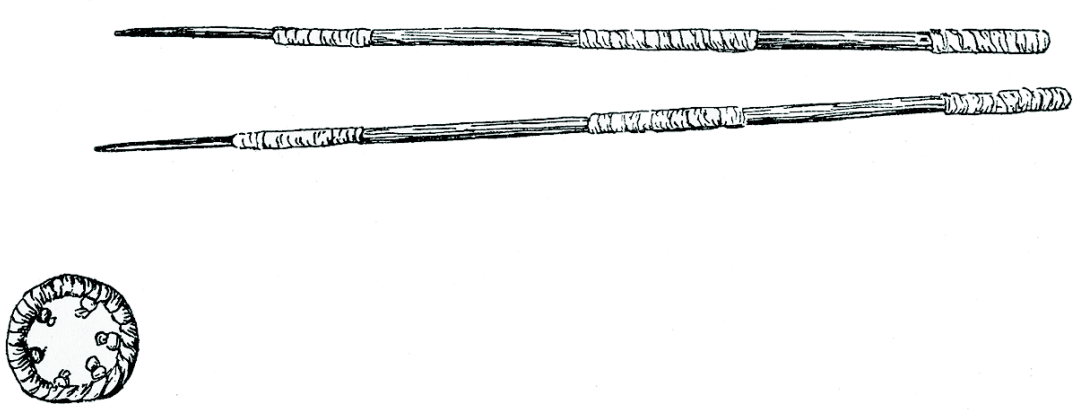


FIG. 640. Beaded game ring and arrows; diameter of ring, 2¼ inches; length of arrows, 23½ inches; Pend d'Oreille Indians, Montana; cat. no. 51793, Field Columbian Museum.

US. 305. SI 1 BAE, Vol 24 (1902--1903). Holmes, W.H., *Twenty--Fourth Annual Report of the Bureau of American Ethnology t the Secretary of the Smithsonian Institution 1902--1903,* Washington Government Printing Office, 1907. Montana Historical Society Research Center, Archives.

Station 2: Salish Hoop and Dart Game equipment consists of a netted hoop, about 12" to 18" in diameter, and laced in a "dream catcher" pattern but reinforced by three knots at each juncture. A reinforced hole remains in the middle. The darts are 18" to 24" slender, peeled, straight willow sticks, with four sticks for each player that are decorated all the same on the end of the darts with white on end for team one and green on end for team two. Each team member has a special symbol on each

dart that is different from other set of darts. Enough darts are needed for two teams of six players each (24 + 24 darts or 6 sets of four darts each).

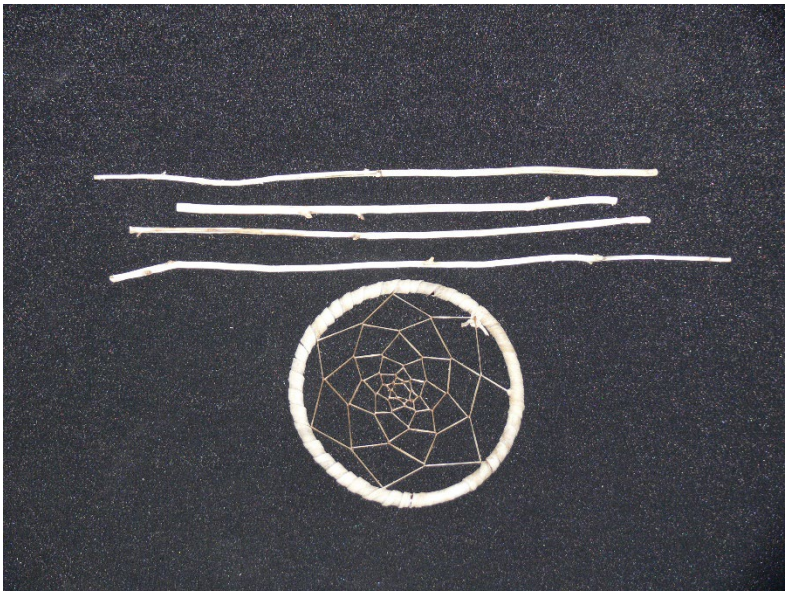


Photo courtesy of DeeAnna Brady-Leader

Game Rules

Station 1: Pend d'Oreille Hoop and Arrow game. A long pole is laid on the ground about 15' from the players. The ring is rolled by a non-player toward the pole so it will hit the pole and fall down. The two players throw their arrows toward the place where they think the ring, after it hits the pole, will fall on an arrow, thereby awarding them the number of points as assigned to the color of the beads touching the arrow. The six beads are different colors and represent different points *as agreed upon by the players before starting the game.* Players seek the highest number of points per round for a win. Points may be added together for a team vs. team game.

Station 2: Salish Hoop and Dart game. Six players from each team line the opposite sides of a 30' long x 10' wide alleyway and attempt to throw their dart through a netted hoop that is thrown to roll down the alleyway. Players toss their darts at the rolling hoop in an attempt to slow it and make it fall on their own dart. The dart must be in the netting in order to score points. Points are awarded by 1 for anywhere in the netting and by 3 for the center hole in the netting. Points are gained by the team by adding individual scores together. The team with the most points by the end of the playing time will win. (Game presented to ITGS summer camp, 2000 by Kathy Felsman and Arleen Adams.)

Salish Hoop & Arrow Game
Indoors or Outdoors

Six players on each side, with 4 darts each. Tape near bark handle shows color of team.

X X X X X X

THROWER OF HOOP → ← **THROWER OF HOOP**

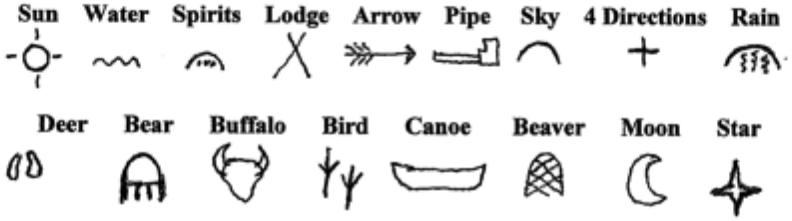
O O O O O O

Hoop is 12" TO 16" with dream catcher pattern

Four Darts per person with team color next to handle and one symbol per set of four darts.

Green Team **Red Team**

Symbols/Pictographs for use on each set of darts



When we judge others, it is from our own cultural context.
"***There is no right or wrong way to play hoop and arrow games, just different ways.***"
International Traditional Games Society

Vocabulary

Truthfulness - The honest presenting of facts.

Trust - The receiving of or giving of *confidence* in words or deeds.

Survival - To remain alive after or during a threatening event.

Resources

Books

Cajete, Gregory. *Spirit of the Game: An Indigenous Wellspring*. Skyand, NC: Kivaki Press, 2005.

Culin, Stewart, *Games of the North American Indians*. New York, NY: Dover Publications, Inc., 1975.

Holmes, W.H., *Twenty-Fourth Annual Report of the Bureau of American Ethnology to the Secretary of the Smithsonian Institution 1902-1903*. Washington, DC: Government Printing Office, 1907.

Oxendine, Joseph B. *American Indian Sports Heritage*. Lincoln, NE: University of Nebraska Press, 1995. Pp. xv – xxiii.

Traditional Games Video – see the games being played!