Traditional Games Model Lesson Plan
Shinny – Lead-up Games (Chippewa and Crow) – Grade Six

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

- Working together as a team takes responsibility and self-control.
- Native people competed in their shinny game competitions to gain honor through their actions in the games.
- The games encouraged ways to help another teammate score, to protect a teammate who had control of the ball, and to show no anger or pain if struck in the shins by a stick.
- These ideas continue today as modern youth play their traditional Indian team games.

Essential Questions

- What does responsibility and control look like during team play?
- How is honor gained and how is it expressed?

Students will be able to…

- play two types of shinny games, Chippewa and Crow.
- exhibit two of the expressed values of the games (responsibility, control, honor, or protection).

Students will know…

- how to play the two types of shinny games, Chippewa and Crow.
- some of the expressed values (responsibility, control, honor, and protect) of those games.

Stage 2 Assessment Evidence

Performance Tasks

1. Participating as a team member in each of the two games, rotating to stations.
2. Discussing with teammates how the games were different or the same.

Stage 3 Learning Plan

Teaching Area

(Indoors or outdoors) 100’ x 50’ for 26 students in four teams with two teams on one field (half court) and two on the other half.

Equipment Needed

Station 1: Chippewa (Little Shell and Turtle Mountain). Shinny sticks about 24”-26”in length and a buckskin ball, flattened with median seam, 4 ½” diameter and painted with a cross in red on both sides and a red circle around the middle seam.

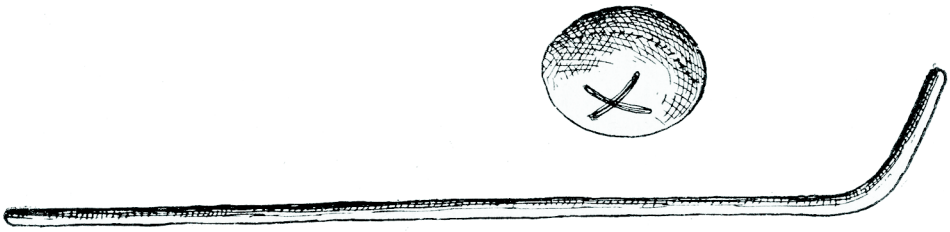

Fig. 798.

FIG. 798. Shinny ball and stick; diameter of ball, 4½ inches; length of stick, 24 inches; Chippewa Indians, Turtle mountain, North Dakota; cat. no. $\frac{59}{4723}$, American Museum of Natural History.

US. 305.8 SI 11 BAE, Vol. 24 (1902--1903). Holmes, W.H., *Twenty--Fourth Annual Report of the Bureau of American Ethnology to the Secretary of the Smithsonian Institution 1902--1903,* Washington Government Printing Office, 1907. Montana Historical Society Research Center Archives.

Station 2: Crow Shinny sticks are curved at end, 38” long, and are unpainted saplings. The ball is buckskin with median seam (two circles sewn at seam) and decorated with yellow on one side showing a bear’s foot in green on the other, 4” diameter) (page 637, *Games of the North American Indians*).

Fig. 819.

FIG. 819. Shinny ball; diameter, 3⅛ inches; Hopi Indians, Arizona; cat. no. 84286, United States National Museum.

US. 305.8 SI 11 BAE, Vol. 24 (1902--1903). Holmes, W.H., *Twenty--Fourth Annual Report of the Bureau of American Ethnology to the Secretary of the Smithsonian Institution 1902--1903,* Washington Government Printing Office, 1907. Montana Historical Society Research Center, Archives.

FIG. 828. Shinny ball and stick; diameter of ball, 2½ inches; length of stick, 39 inches; Oglala Dakota Indians, Pine Ridge reservation, South Dakota; cat. no. 22117, 22118, Free Museum of Science and Art, University of Pennsylvania.

US. 305.8 SI 11 BAE, Vol. 24 (1902--1903). Holmes, W.H., *Twenty--Fourth Annual Report of the Bureau of American Ethnology to the Secretary of the Smithsonian Institution 1902--1903,* Washington Government Printing Office, 1907. Montana Historical Society Research Center, Archives.

Game Rules

Station 1: (Chippewa) Two stakes are set up at each end of the field. The object of each party is to drive the ball through the goals of the other. Each goal is a "game." The object is to win the most "games" until the time is up. In the old days it was usually played until very dark. (Holmes p. 620)

Station 2: (Crow) 1901, Mr. S.C. Simms reported the game is played only in the spring, when the grass is green, the men on one side and the women on the other. The goals each consist of two blankets, spread side by side on the ground. A man or a woman selects one of the goals. The ball is tossed in the air among the crowd of players, at the opposite end of the field from the goals. The object is to drive the ball to the goal selected (by the men or the women). Today, this game can be played by boys against girls or by coed teams playing against each other. (page 637, Games of North American Indians) More information about Crow games in *The Crow Indians* by Richard H. Lowrie.

Vocabulary

Responsibility - Able to distinguish between right and wrong, and to think and act rationally and then to be accountable for one's own behavior.

Self-control - Control exercised over one's own emotions, desires, and actions.

Protection - To cover or shield from danger or injury; to defend; to guard.

Concepts

Shinny can be a woman's game or played by men alone, or by men and women together, or by men against women. It may be regarded as practically universal among the tribes throughout the United States. The ball may not be touched with the hand, but is both batted and in some games, kicked by the foot. The sticks are usually curved at the end, with some having greater length in the foot of the stick. Some are painted or carved with designs. Some have the original bark on the stick. Most sticks are made from hard wood saplings. The ball can be of wood, buckskin, bark peelings, or woven. The wooden ball occurs chiefly on the pacific coast and in the southwest. The buckskin ball is generally used by the Eastern and Plains tribes and is commonly flattened with a median seam. The opposite sides being painted and sometime with different colors. The goals consist of two posts at each end of the playing area. Some shinny games have single post goals, blanket goals, or "hole in the ground" goals. The distance was not always recorded but some that were reported were 100 yards to 1,400 yards. The game of shinny is frequently referred to in the myths. It was commonly played in the late 1800s without ceremony but may have had "power" ceremonial ways earlier. The shinny stick may be regarded as analogous to the club of the War Gods. (page 617, Games of North American Indians)

Concepts: responsibility, self-control, breathing capacity (wind/breath of life)

Resources

Books

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.

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

Traditional Games Video – see the games being played!