

# Aboriginal Peoples of the Plains

## DEAR TEACHER:

Thank you for allowing us to enrich your students' education with this program. We hope that our combined efforts will provide a worthwhile, enjoyable and 'smooth' Museum visit.

### Please note:

Enter your bookings in your Daybook (forgotten bookings are disappointing).

Class size is 30 students.

Double check your confirmation ticket for accuracy and inform us of any changes immediately.

### Cancellation policy:

7 days notice must be provided to avoid being charged for your program.

Call us at 988-0626 if you have any students with needs in your class or if you prefer to have particular areas of the program emphasized.

Divide your class into two groups before arriving. One supervisor per group is required to follow behind the students.

Arrive early out of courtesy to our volunteers and for an optimal experience.

Have the admission fees collected before arriving and make the payment at the Museum box office (located on the main floor) before the program's starting time. Please make cheques payable to The Manitoba Museum.

Class control remains the teacher's responsibility.

Lunches: A number of areas in the Museum complex or the surrounding area are suitable for lunch. Spaces cannot be booked in advance. For more information phone 988-0626

Jackets and lunches can be stored in pull-out racks located near the classrooms on the lower level of the Museum. Valuables should be left at home.

Call 988-0626 or write us if we can help you develop specific Museum activities or if you have questions, suggestions or concerns.

We appreciate hearing from the students and often display their posters and drawings if you would like to share them with us.

Enjoy your visit!

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## THE PROGRAM: Grades 4-6 (1 hour)

This program is a program designed to introduce students to the traditional lifestyle of the Plains. The program's emphasis is on the bison hunt, the preparation of skins and meat and the construction of the tipi.

### PROGRAM OUTLINE:

1. The class gathers at the main bison hunt diorama to introduce the students to the plains and this type of hunt.
2. The class is then divided into two groups. One group will look at and discuss the displays in the Grasslands Gallery (early hunting, uses of the bison, trade items, tools and equipment). The second group will enter the tipi, discuss its construction and examine some of the traditional tools.
3. The two groups then switch.
4. Under the direction of the interpreters, the class will assemble tipi models, three feet in height.

### PRE-VISIT SUGGESTIONS:

1. With the use of a map, determine where Plains people lived.
2. Have the students make a list and define terms that relate mainly to the traditional lifestyle of the Native people, such as travois, pemmican, babiche, fleshers, snowshoes and cradleboard.
3. Have students read stories about Native lifestyle before contact with Europeans.
4. Read or create your own legends about the bison.
5. Duplicate the cover and have the students complete the crossword puzzle.

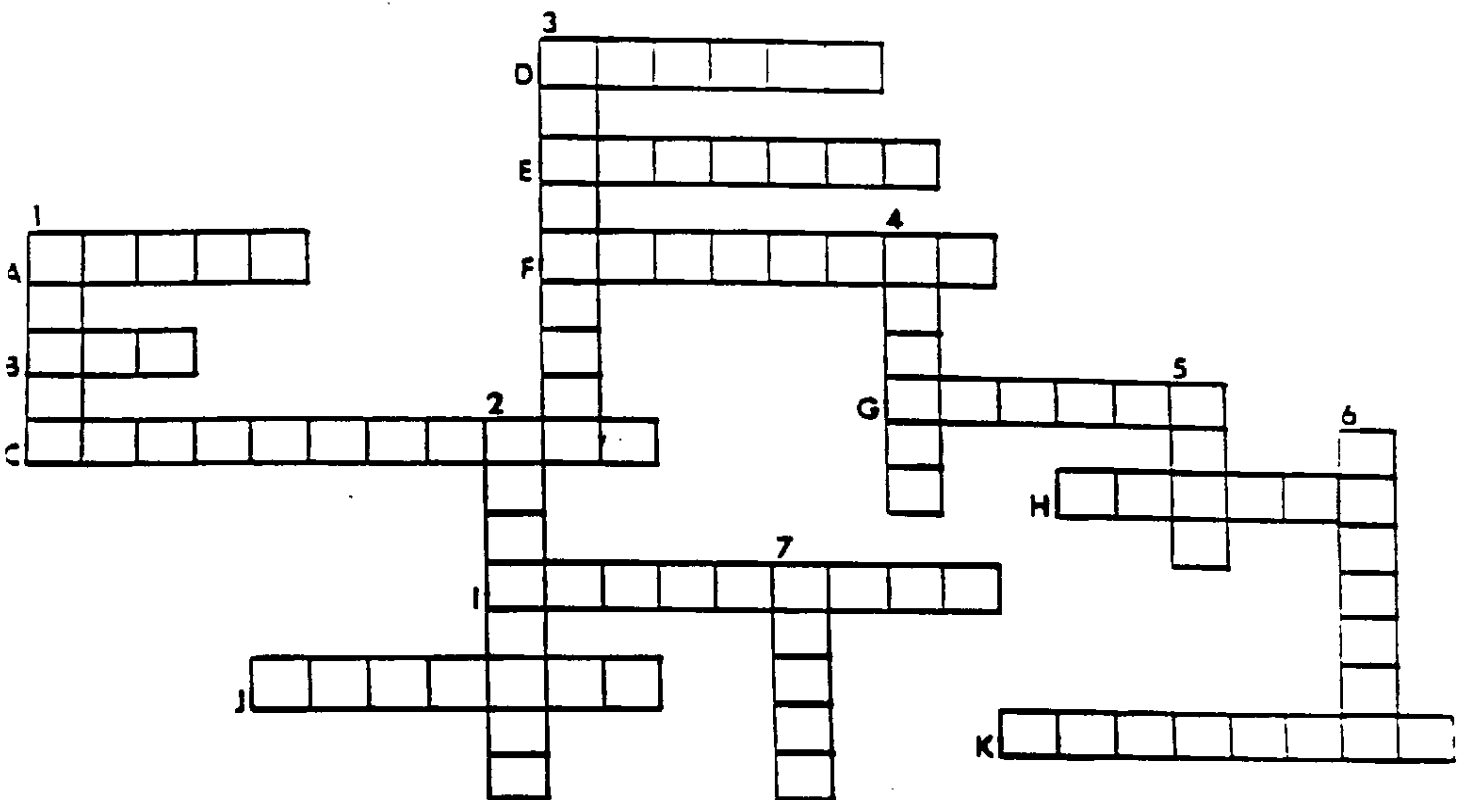
### FOLLOW-UP ACTIVITIES:

1. Construct your own encampment. The students may research the types of activities that would be part of this camp.
2. Create a mural depicting an early bison hunt using students' drawings or magazine photographs
3. Have a class discussion on the extent to which the introduction of the horse changed the lifestyle of the Plains people. Discuss the benefits and the possible detrimental effects of horses.
4. List all the components of the bison and how each was used (hide, sinew, hair).

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## Crossword Puzzle



### ACROSS

- A. Animal hunted by the Plains People.
- B. Tool used for piercing holes in skin.
- C. Tool used to clean hides (two words).
- D. Tribal gathering.
- E. Untanned animal skin.
- F. Ball and stick game; Canada's national sport.
- G. Charm used to bring luck in the hunt, war games and daily life.
- H. Material other than stone used to make projectile points.
- I. Footwear made of skin.
- J. Thin strips of rawhide.
- K. Piece of furniture made of sticks.

### DOWN

1. Decorative objects obtained from fur traders.
2. Dried meat mixed with berries and fat.
3. Case used for storing food and clothing.
4. Knife case.
5. Dwelling of the Plains People.
6. Vehicle of transportation pulled by dog or horse.
7. Material used for sewing skins.

### TEACHER'S KEY

- |                 |              |
|-----------------|--------------|
| A. Bison        | 1. Beads     |
| B. Awl          | 2. Pemmican  |
| C. Skin Scraper | 3. Parfleche |
| D. Pow Wow      | 4. Sheath    |
| E. Rawhide      | 5. Tipi      |
| F. Lacrosse     | 6. Travois   |
| G. Amulet       | 7. Sinew     |
| H. Copper       |              |
| I. Moccasins    |              |
| J. Babiche      |              |
| K. Backrest     |              |