

NEW WORDS:

separate
companion
situation
mournful
accidentally
slyer
aspen
quaking
gust
buckbush
gunnysack
convince

COYOTE AND COWBOYS

Developed by members of the Fort Hall Reservation Committee

GEOGRAPHICAL AREA: Plateau Region

STORY TYPE(S): Indian Values

Summary:

Coyote and Cowboy decided to have a contest to see which of the two was the trickiest. Coyote tricked the pants right off Cowboy before the contest even began. Coyote used the excuse that he had to go home to get his power to be tricky. When the Cowboy's horse would stop, Coyote asked Cowboy for more of his possessions until he had them all.

The Cowboy became very angry when he discovered he had been out-smarted and when he caught up with Coyote again, he hung Coyote in a gunny sack and left him to starve. Coyote, however, convinced another cowboy to trade places with him by telling the cowboy that he would receive a beautiful wife if he was in the gunny sack.

Cowboy had decided to prove himself better than someone else, in this case Coyote. One should be satisfied with his or her own powers. It is not necessary to always have to prove that a person is **better** than someone else. Each individual has unique gifts. Each is better than someone in something. Because Cowboy had to prove himself better than another he made himself look foolish and lost all in the end.

Coyote is a rascal who merely took advantage of another's foolishness. Unfortunately, there are always sly and tricky people who should be treated with caution.

Teacher Guided Activities:



1. Discuss the idea of having to prove one's ability. When is it necessary to do so? When is it not necessary? Ask students to list the things which they can do well.

Which of those things listed have they had to prove or demonstrate? Why? Have them star those items. Ask them to identify things which they are not good at doing and would not want to prove or demonstrate.

Discuss how each might improve those areas where they lack confidence. What does practice do to one's abilities?

Student Activity Card(s):

See Magic Tricks Card (22A-22B).