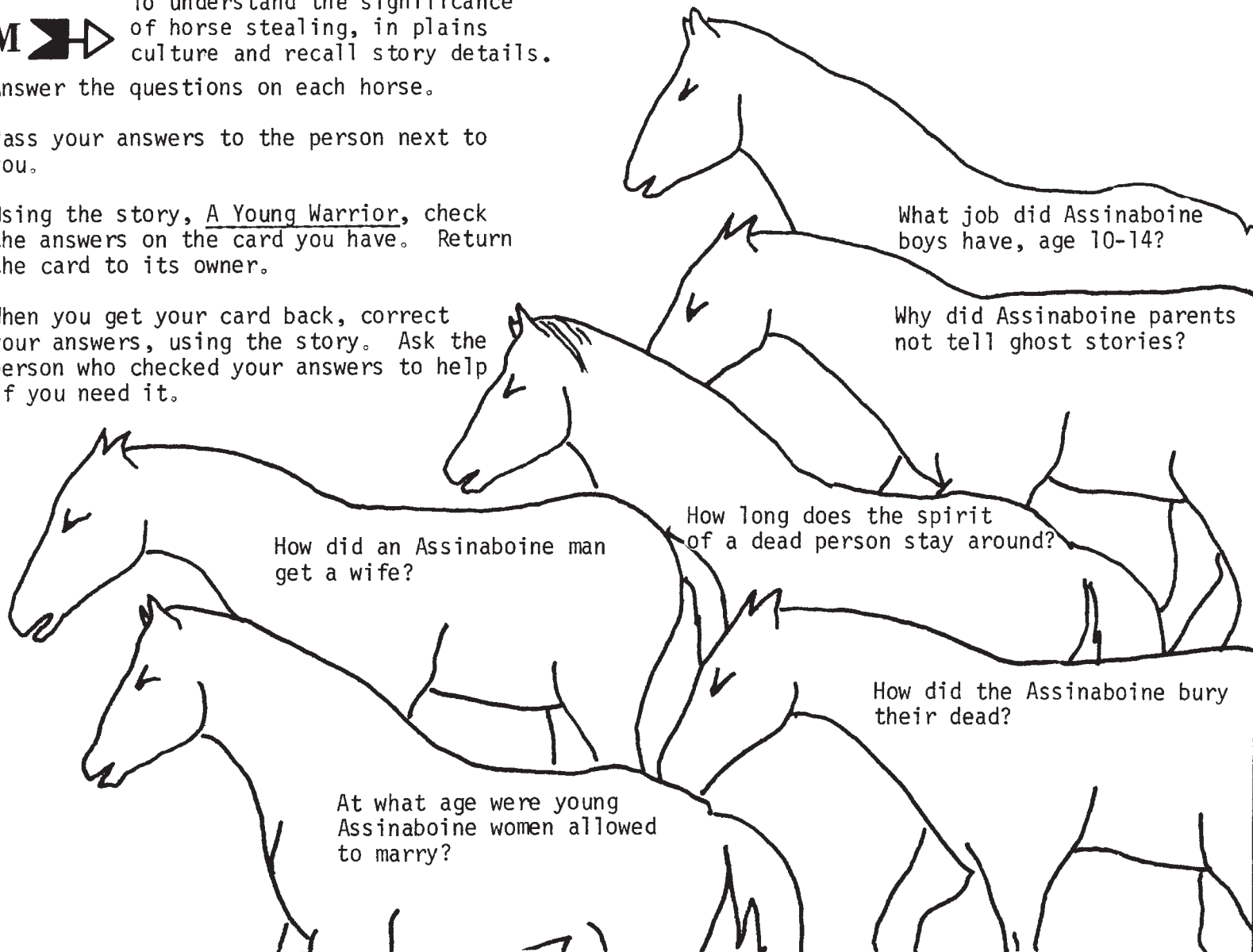


Horse Stealing

AIM

To understand the significance of horse stealing, in plains culture and recall story details.

1. Answer the questions on each horse.
2. Pass your answers to the person next to you.
3. Using the story, A Young Warrior, check the answers on the card you have. Return the card to its owner.
4. When you get your card back, correct your answers, using the story. Ask the person who checked your answers to help if you need it.



What job did Assinaboine boys have, age 10-14?

Why did Assinaboine parents not tell ghost stories?

How long does the spirit of a dead person stay around?

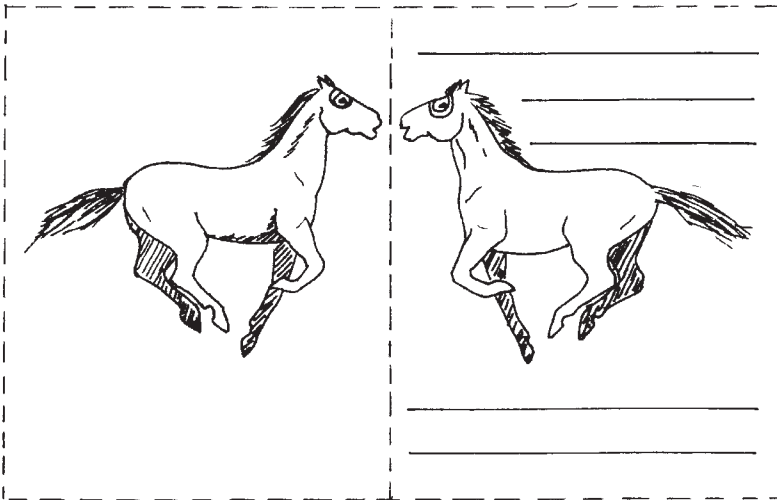
How did an Assinaboine man get a wife?

How did the Assinaboine bury their dead?

At what age were young Assinaboine women allowed to marry?

HORSE STEALING ON THE PLAINS

Horse stealing on the plains was considered a very honorable activity for young men to do. Horses were stolen from enemy tribes. The horse gave tribes a more stable economy and allowed hunters to travel further distances, usually in search of buffalo. They also enabled hunters to carry home more meat. Tepees were made larger because the horses could drag more weight than the burdens that had been carried by the dogs. As a result, horses became an important trade item. A man's favorite horse was often staked in front of his tepee. It was a very brave man that would dare to enter an enemy camp to steal the best horses. Plains people were among the finest horsemen in the world.



- Cut the horse card out, duplicate and fold on the dotted line so the horses show. Glue the insides together.
- On each card paint or color one horse. On the other horse, write a question from any story to the Indian Reading Series. Then write the answers.
- When all the cards are done, put them together to make a deck.

HORSE STEALING GAME

1. Pass out equal number of cards to all players. (2-5)
2. The purpose of the game is to steal horses from other players. To do this, take turns picking a card from any other player. They will read the question and if you answer correctly you can keep the horse in a pile on the table. If the answer is wrong, the card holder gets to keep the card in his/her pile.
3. When all the questions have been answered correctly, the game is over. Whoever has the most horses, wins.