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# UNIT 5

## GAMES AND RECREATION

### Objectives/Process Standards

- a. *The student will be able to see similarities in the needs for all people to play and enjoy their time.*
- b. *The student will learn a variety of ways Mandan, Hidatsa, and Arikara people played games and used leisure time during the Knife River days and the present.*

**Strands:** Language Arts; Visual Arts; Social Studies

#### State Objectives/Standards

**Language Arts:**

(S-2 Reading) k.2.18;k.1.18;1.2.11;1.2.12;1.2.13;3.2.7;3.2.8;4.2.1;4.2.3;4.2.10;5.2.10;  
6.2.8;7.2.10;8.2.4;

**Visual Arts:**

(S-4 Visual Art History and Culture) 4.4.1;8.4.1;

**Social Studies:**

(S-8 Sociology and Psychology) 4.8.1;4.8.2;8.8.1;8.8.2;S-7  
(Culture) 4.7.1;4.7.2;4.7.3;8.7.1;8.7.2;8.7.3

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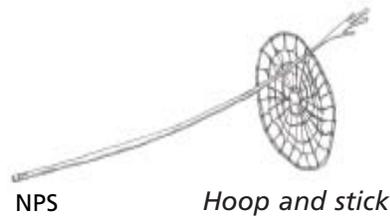
## Games and Recreation

All people find ways to entertain and enjoy themselves. The Hidatsa as well as other plains tribes were very social; they played a variety of games. As with many cultures, children play games that emulate the activities of adults. Girls played with dolls made out of buckskin as well as cradles made of willow branches with small tanned gopher skins sewed together for blankets. Young boys played hunting and war with small bows and arrows resembling those of their fathers and male relatives. Like children of other cultures, this play prepared them to take on their roles when they became adults.



*Doll*

The children also played games of physical skill and prowess. These games were fun and required coordination, strategy, and social interaction. The girls played a game with a ball stuffed with antelope hair which they kept in the air with their feet. They would bounce it and see how long they could keep it in the air. They also had a game where fifteen to twenty girls held on to a large hide with handles made of holes with wood sticks twisted in them. The girls were tossed in the air and the object of the game was to keep their balance and remain upright on the hide. This is similar to jumping on a trampoline.



The children played stickball games with sticks and balls which developed physical coordination and team work.

Storytelling was a major form of recreation in the colder months. When all the crops had been harvested and the snow was on the ground, time for entertainment with stories was at its height. There are many different kinds of stories and they have specific rules that are all defined within the culture: Who can tell these stories? When can you tell these stories? Who can hear these stories? Stories about Coyote who is a sometimes greedy, lying, and silly person are particularly fun. Sometimes he resembles characters like Spongebob Square Pants. He can make silly decisions and do things for the wrong reasons. Listening to stories about him makes you fear making the same mistakes. Other stories may teach important facts, events or spiritual lessons. These stories are similar to how present day children go to school or church and learn about important values that the family wants their children to know. Many Hidatsa families continue the storytelling tradition in their families.

Hidatsa behavior is governed by how you are related to one another including who you can talk to and if you can tease them or not. Sister-in-laws can be teased by the brother-in-laws and vice versa. However, sisters cannot tease their brothers nor brothers tease their sisters. This will ensure that there will always be respect between them. This is just an example. The clanship system of the Hidatsa

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includes what people may refer to as a “teasing clan.” These are all the people in your father’s clan. These are people that can tease you and you can tease. This is also a form of behavior management because you know that if you do something that is not right you may not hear the end of it for a long time when your “teasing clan” finds out. If you get mad, then everyone will tease you harder and you will make yourself look foolish. Although it can be harsh if need be, most times it is just fun and is a way of enjoying yourselves with each other by teasing. These teasing customs are still practiced today by the Hidatsa.



**Hand Game teams  
Fort Berthold Community College**

Hand games are another game that can be played by all ages. It is a guessing game where, if you can guess who on the other team is hiding the bone, then you gain points in the form of sticks until your team wins all the other team’s sticks.

Hand games are very important ways of socializing with some tribes. Many tribes visit each other and play hand games. This is a pastime that continues into the present time.

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# Questions

1. Discuss some of the games you play. Are there any similarities to the games shared in this unit?
2. What type of dolls do you have? Has anyone made a doll for you?
3. What kind of doll would you make?
4. What is your favorite game? Does it cost any money? Do you have a game that does not cost anything to play?
5. Can you name a story where you learned a lesson?

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# Activities

## Pre-Visit:

1. Create a game that does not cost anything. What do you call your game and what are the rules?
2. Make a doll, design the clothes and name the doll.
3. Read the entire *Waheenee* book and write and or share what you learned about her way of life.
4. Play a hand game. Rules are included in the kit.

## On Site:

1. Ask a Park Ranger how to play the hoop and stick game.
2. Discuss what games were strictly for boys or girls.

## Post-visit

1. Write a reflection of what you learned from this Unit. Share with the class.
2. Do you agree with having games only for boys and or girls? Explain.

## Material Resource Kit

Pictures or artifacts of games from Knife River  
Set of hand game pieces  
Sample dolls  
CD of hand game songs  
Hand game rules (included)

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# Hand game Rules



Hand Game teams at  
Fort Berthold Community College

- Rosters can list up to 12 players with one being designated as the team captain.
- A minimum of 6 players must be present during each game.
- Additional people may help sing, but are not allowed to hide or guess.
- This is a double elimination competition. After the first loss, the losing team moves into the loser's bracket. After the second loss the team is eliminated.
- Teams must be ready to play when called upon. **NO EXCEPTIONS!**

## TEAM CAPTAINS

1. Captains are responsible for getting 1 judge for each of their games. Judges can be a player from another team's roster.
2. Captains will notify judges of their guesser(s) and hider(s)
3. Captains select 2 hidiers each time the 'bones' come into their team's possession.
4. Captains are responsible for giving out and collecting the bones.
5. Captains can change hidiers only after possession of both sets of bones have been lost.
6. Captains are responsible for telling their team's hidiers when to hide and when to open their hands and reveal the bones. If the hider reveals the bones before the guess, 1 stick will be forfeited.

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## GUESSERS

In the interest of time, when there are two (2) hidiers, the guesser will always guess both at the same time AND there will be a time limit for hiding, not to exceed 1 minute. When there are two hidiers, the guesser can use any of the following hand signals (except when there is only one hider, then the guesser can only choose right or left):

- OUTSIDE- With the thumb and index finger pointed outward in opposite Directions. (Guessing the outside of the hands of the hidiers)
- INSIDE- With a flat vertical hand, making a down ward chopping motion.(Guessing the inside of the 2 hidiers)
- RIGHT-With the thumb down, pointing the index finger to the right (Guessing The right hand(s) or 1 or 2 hidiers)
- Left-With the thumb down, pointing the i ndex finger to the left. (Guessing the left hand(s) of 1 or 2 hidiers)

Guessers keep guessing until possession of bones are regained or hiding team scores all available points. Guesser can pass his/her guessing to a fellow teammate in between guesses as long as the Team Captain notifies the judges and the opposing team captain.

## HIDERS

1. Once the hidiers are selected t hey are the teams' hidiers until the team loses possession of the bones
2. Hidiers will each be given a set of bones (1 marked and 1 unmarked). The guesser will be trying to find the MARKED BONES.
3. Once the bones are hidden hidiers must keep both hands in view of the opposing guesser.
4. The hider will open their hands and reveal the bones when the judges indicate that the guess has been made.
5. The hider reveals the bones before being guessed, one (1) stick will be forfeited.
6. Hidiers will continue to hide as long as the opposing teams keep guessing in-correctly.
7. When hidiers are guessed by the opposing team, they return the bones to the team captain.

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## TEAM SPIRIT

1. Teams can use shakers, clap, etc. but can not block the guesser's view.
2. Teams may use any means (within reason) to distract the guesser, but can not touch opposing teammates with any objects during the game.
3. Once instructed or warned by a judge to clear the guesser's view, one (1) stick may be forfeited.

## SCORING POINTS

1. The team who wins the coin toss before the game begins will get to hide first.
2. Only the hiding team who has possession of the bones is able to score points. The guessing team is only able to regain possession if both bones are guessed.
3. The objective for the guesser is to find the "MARKED BONES" of the hider.
4. If a hider brings up their hands to be guessed, then puts their hands back together or conceals hands again one (1) stick will be forfeited.
5. Hiding team continues to hide until both sets of bones are lost.
6. Guessing team continues to guess until both sets of bones are won.
7. If the guessing team correctly guesses two (2) hidiers correctly, they regain possession of the bones and the opportunity to score points.
8. If the guessing team guesses two (2) hidiers incorrectly, the hiding team remains in possession of the bones and the opportunity to score points.
9. If the guessing team guesses two (2) hidiers incorrectly, the hiding team maintains possession of the bones and scores two ( 2) points.
10. If the guessing team incorrectly guesses one (1) hider and correctly guesses the other hider, the hiding team scores one (1) point and the hider who "fooled" the guesser hides again and is the game is played with one hider. If the guesser misses the next guess, both hidiers resume play.
11. The game continues on until all available points have been scored.

## SCORING

1. 2 two sets of bones for each team. (2 marked and 2 unmarked for each team)
2. Only the bones provided by the tournament coordinators may be used.
3. Identical point set for each game or two (2) sets of scoring sticks (5 stick set for each team plus one kick stick).

**(American Indian Higher Education Consortium Rules)**

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**Resources:**

[www.mha.com](http://www.mha.com)

[www.kstrom.net/isk/maps/houses/hidatsa.html](http://www.kstrom.net/isk/maps/houses/hidatsa.html)

History and culture of the Three Affiliated Tribes Mandan, Hidatsa and Arikara Nation: Resource Guide. (1994). New Town, ND: Three Affiliated Tribes.

MHA Times. New Town, ND: Three Affiliated Tribes.

Three Affiliated Tribes Museum New Town, ND: Three Affiliated Tribes

Fort Berthold Library, Fort Berthold Community College, New Town, ND 58763

*Waheenee*

*GoodBird The Indian : His Story Book*

*The Way to Independence*

AIHEC American Indian Higher Education Consortium