



## Mammal Study

### Merit Badge



### Outline

**Theme:** The prehistoric people hunted mammals as a way of survival for food and clothes.

**Goal:** (1) Scouts will learn the different mammals that the prehistoric people hunted. (2) Scouts will learn the different weapons that the prehistoric people hunted with. (3) Scouts will learn the difficulties that the prehistoric people faced while hunting.

**Objective:** To leave scouts with the understanding of the hardships that the prehistoric people faced hunting mammals while trying to survive.

- I. **Paleo (*cold climate*)**
  - a. **Environment**
    - Spruce and cedar trees
    - Grasslands and wetlands
  - b. **Animals hunted**
    - Mastodon (*most hunted*)
    - Woolly Mammoths
    - Giant Ground Sloths
    - Peccaries
  - c. **Weapon**
    - Spear
      - First weapon, short distance*
      - Flint knapping*

*Making spear points*

**II. Archaic (*warmer climate*)**

**a. Environment**

- Deciduous forests

*Modern day trees*

**b. Animals hunted**

- Deer

*Flint knapping tools from antlers*

- Black Bear

- Bobcat

**c. Weapon**

- Atlatl (*spear thrower*)

- spear

**III. Woodland (*cooler climate*)**

**a. Environment**

- Deciduous forests

**b. Animals hunted**

- Deer

- Black Bear

**c. Weapon**

- Bow and Arrow

**IV. Mississippian (*warmer climate*)**

**a. Environment**

- Deciduous forests

**b. Animals hunted**

- Deer

- Black Bear

- Rabbit

- Squirrel

**c. Weapon**

- Bow and Arrow

- Blow Gun

*Recorded by Spanish explorers*

## V. Conclusion

- Hunting with the prehistoric people

### *Questions and Answers*

#### **Game:**

#### **Black Bear Race**

In this race players imitate the loose, shuffling gait of a bear while racing between two points about 60 feet or more apart. Instead of rewarding the player who finishes first, reward the player who imitates the shuffling run of the bear best. This is not only to reward the player's nature knowledge but also to teach the players that the correct play-way is even more important than speed.

This is how the game is played:

The players line up behind one line facing second line about 60 feet away. When the signal is given, they place their hands on the ground and advance to the finish line by moving the left hand and right foot forward at the same time, then the right hand and left foot are moved together. Players can swing their heads from side to side as they walk. You watch to see that both hand and foot touch the ground at each step and that the correct hand and foot move forward together at the same time. There is a three minute time limit and the contestant who best imitates a bear is the winner.

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