

Title:

Hu'tanacute (Who' tan a koo tay)

Grade Level :

First Grade

Theme:

Oceti Sakowin game for children

(O chay tee shock co ween)

Optional-bar graph/counting, recording

Duration:

40 minutes (2/3 class periods)

Includes: background, instructions, teacher demonstration for making Hu'tanacute, rules for game, class activity time (Optional-bar graph)

Goal:

1. The student will say the Oceti Sakowin (O chay tee shock co ween) game and Hu'tanate (who'ta na coo tay) correctly.
2. The student will follow directions to make Hu'tanacute.
3. The student will play the game using rules. (optional – bar graph/counting, recording)

South Dakota Standards:

Physical Education Standards K-2

Standard Four Indicator 1, 2 and 3

Common Core Standards :

Measurement and Data

Math 1.MD.4 Represent and Interpret Data

Cultural Concept:

Social Life - Organized game with rules and consequences for children.

Cultural Background:

The Oceti Sakowin peoples used objects found in nature. This object was first made from a bison rib, feathers, and a tie from leather or hair.

Student Activities:

1. Students will make a Hu' tanacute
2. Students will participate in the game Hu' tanacute

Resources:

Supplies per student:

- 1 wooden clothespin
- 2 feathers
- 1 rubber band
- Markers (for coloring the clothespin)

Directions:

Decorate your wooden clothespin with 4 colors

With a partner, wrap the rubber band around the end of the wooden Clothespin so that it is tight. Slide the feathers under the ends of the rubber band and wraps.

Put your name on your Hu'tanacu piece.

Assessment:

Students will complete the game piece, will participate in the class activity, count blocks or floor tiles, and record answers with the teacher.

References:

Buechel Memorial Lakota Museum, St Francis, SD

Standing Bear, Luther. My People the Sioux. *III Games*. (pp. 31

Game Directions

1. Divide into teams of 7 players
2. Teams form lines behind the first person (leave space behind player #1)
3. First student bends down and slides the game piece along the floor directly in front of them. (The game piece stays on the floor until each student has a turn.)
4. Then player #1 moves to the right
5. Player #2 moves up to the front, bends down and slides the game piece, then moves to stand behind player #2
6. When every student has had a turn, students count the tile squares and reports to the teacher/helper with the recording sheet and/or optional bar graph activity.

When every student has had a turn, students get their pieces. The next game begins in the same order with player #2 first. Player #1 goes to the back of the line. Play continues until everyone has had a chance to be first or time is called. Any student who throws instead of slides the piece has to wait until the next round to be able to play.

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