

TITLE: Culture & Food / Three Sisters-Connect 4!

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Grade band: 2nd / 11 & 12 **Subject:** Geo Civics **Topic:** Culture & food / Three Sisters

Introduction This activity focuses on Culture & Food for the 2nd grade level. For the 11-12 grade level this activity focuses on students creating connect4 tokens which then will be used to play connect4.

Purpose This activity may be used to activate pre-existing knowledge during instruction on culture and food / three sisters.

Materials

- Connect4 game
- Templates provided
- Scissors
- Tape



Instructions

Setting up the Game

1. To set up the game carefully remove the grid legs and slider bar from the plastic frame.
2. Insert slider bar into the bottom of the grid.
3. Insert legs into the side of the grid.

4. Tape images according to lesson grade being played on the Connect4 pieces

How to play

1. Place the board flat on the table to play.
2. The youngest player goes first!
3. Every player takes turns dropping one of their discs into any slot in the top of the grid.
 - a. **2nd Grade Lesson**—make sure the players take turns discussing the cultural foods, cultures, and traditions from the connect4 tokens
4. Take turns until one player gets 4 of their color discs in a row-horizontally, vertically, or diagonally
 - a. **2nd Grade lesson**—the objective of the game is to get 4 of their color discs in a row-horizontally, vertically, or diagonally (for extra challenge make them connect4 of the same type of nourishment: beans, corn, and squash)
 - i. After each turn the player must talk about the food that is on the piece (Do they eat it, do they know where the food is from culturally, etc.)
 - ii. Players must engage in discussion about the cultural foods, where they are from and if they have ever had the opportunity to try them.
 - b. **11-12th Grade Lesson**—the objective of the game is to get 4 of their color discs in a row-horizontally, vertically, or diagonally (must follow the proper order in which they were farmed by indigenous cultures “three sisters” and buffalo at the top)
 - i. After each turn the player must take a card that will affect their next move. They must follow instructions on the card and continue the game taking turns.
 - ii. When losing a crop or buffalo player must cover their piece with black circle making that piece unplayable. Similarly when gaining a crop or buffalo the player can uncover any piece previously covered.
5. The first player to get 4-in-a-row wins!

Activity Materials & Answer Keys



Lesson 2nd grade (Print these images 4 times)



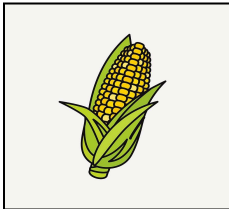


Lesson 11 & 12th grade (Print these images 24 times)



The Louisiana Purchase has caused many settlers to move West. Congress initiated the Federal Indian Removal Act and you have been **forced to relocate** from Native territory.

Lose a Corn Crop



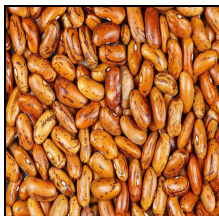
In your new home you have become **dependent** on the government rations. You now have a high risk of diabetes.

Lose a Buffalo



Your crops were burned and animals were killed. You are forced to leave and **relocate** to Fort Sumner on the long walk to Bosque Redondo.

Lose a Bean crop



You started to use **polyculture agriculture** to farm.

Gain a Crop or Buffalo



You have been **relocated** into a reservation. The government issues food rations to you now. Lard, flour, coffee, sugar, and canned meat have replaced your **cultural food**.

Lose a Squash crop



You started to use **monoculture agriculture** to farm.

Lose a Crop or Buffalo



The federal government discourages you from continuing your traditional hunting and gathering traditions. Instead they introduce **commodity** food into your diet.

Lose a Crop or Buffalo



Destructive efforts by the government continue. You chose to **migrate** since most buffalo in your territory have been killed. You manage to settle where there are buffalo remaining.

Gain a Crop or Buffalo

