

A Tribe's Journey to Reclaiming Their Rights

Game Designers:

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Content Areas:

Social Studies- Native American Education

Recommended Ages:

Middle School/6th grade

Ideal Group Size:

The game can be played as a whole class or the teacher can split students into groups. The tribe has 3 breakout boxes available for checkout to classes.

Suggested Time:

45 minutes-60 minutes

ITEMS INCLUDED IN THIS SHIPMENT:

- 3 large black breakout boxes
- 3 small black breakout boxes
- 3 hasp devices (multi lock holder)
- 3 3-digit locks
- 3 4-digit locks
- 3 directional locks
- 3 key locks
- 3 small keys for key locks
- 3 ABC locks
- 3 maps with colored backs
- 3 flashlights
- 3 Oregon Live articles
- 3 Oregon Live article question pages
- 3 poems
- 3 red card readers
- 3 red card documents
- 3 Smoke Signals articles
- 3 Smoke Signals article decoders
- Extra prizes
- Reflection Cards



Story:

You are reading the Oregonian newspaper and a headline catches your eye. It reads, “Grand Ronde wins right to keep Willamette Falls fishing scaffold”. You think to yourself, “Grand Ronde? Where’s that? Willamette Falls, I know that place! Are those two places even near each other? Why is it so important to the tribe to get 15 fish from Willamette Falls? Who cares about the tribe having a fishing scaffold at the falls?” All of these questions are running through your head and you aren’t sure where to look for answers.

You come to the realization that this is a current event and your history teacher just so happens to have given you an assignment to research a current event topic and present it to the class. Your presentation is due in 45 minutes! All of the answers to your questions are locked up tight in the box. It is up to you to break the codes to get to the answers so you can present it to the class in time!

Lock Combinations: What codes will open the locks on the box?

3-Digit Lock - 3 Numbers	332 (multiple choice questions)
4-Digit Lock - 4 Numbers	1023 (completion date)
ABC Lock - 4-5 Letters for the ABC Multilock	TRIBE
Directional Lock - 5 Directions for the Directional Multilock	Right, Left, Left, Up, Left
Key Lock - Where is the key hidden?	The teacher will keep the key for the key lock. This will be the final lock.



STEPS	
1	<i>The teacher will receive the Breakout Box with all of the locks set to their codes. Please do not change any of the codes to the locks.</i>
2	<i>Split students up into groups that work for your classroom. Give each group a Breakout Box. Read the story to the students so they know what their mission is. It is up to the teacher to decide on a time limit. The teacher will also need to go over the rules and expectations before letting students begin.</i>
3	<i>Rules for students: Do not take apart the locks. Do not take apart the black light. Do not change any of the codes to the locks. Return all of the items and clues to the box when finished. Do not cause any damage to the locks/clues or write on any of the clues. Work as a team. And lastly, enjoy the game!</i>
4	<p><i>Students will begin with one clue- the Smoke Signals article labeled, "A Cultural Milestone: Tribal members ceremonial fish from Willamette Falls platform" and the article decoder. This clue will open the first lock and lead them inside the large box where they will encounter the rest of the clues and locks on the smaller box.</i></p> <ul style="list-style-type: none"> ● <i>NOTES for TEACHER ONLY</i> <ul style="list-style-type: none"> ○ <i>ABC Lock - Smoke Signals article decoder</i> ○ <i>3-Digit Lock - answers to Oregon Live article questions</i> ○ <i>4-Digit Lock - poem</i> ○ <i>Directional Lock - map with colored back and black light</i> ○ <i>Key Lock - red card decoder</i>
5	<i>Allow time for students to solve the clues. It can be a competition or give everyone enough time to complete all of the locks.</i>
6	<i>After everyone has finished, go over the questions with students and begin the discussion. Teachers may decide to have students do a reflection or journal entry regarding the topic of the Breakout Box.</i>

Reflection Questions: When the game concludes, we encourage the use of Reflection Cards to have a debrief with the participants in addition to the reflection questions below. Please include 5 questions from the Reflection Cards that can be related to your game.

QUESTION	
1	<i>What is it important to work as a team?</i>
2	<i>Why was building the fishing scaffold at Willamette Falls important to the Grand Ronde tribe?</i>
3	<i>Why would the Grand Ronde tribe want to keep this tradition alive?</i>
4	<i>The tribe was met with controversy over the fishing scaffold. Who had an issue with the fishing scaffold and why?</i>