



## Games of Chance

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### Lesson or Unit Plan Objective

This lesson will display an understanding that all ethnic groups enjoy and play games that involve chance, luck and strategy. It will explain two Aboriginal games: Hubbub and Moccasin. The students will demonstrate etiquette and fair play while playing as individuals and as a team. As the lesson proceeds, students will, hopefully, come to a realization that strategies need to be agreed upon to achieve a common goal. This will allow them to be more accepting of others.

🕒 **Time** Two to Three ½-hour classes

### ✂ **Materials**

- Teacher Handout 1: History of Games of Chance
- Teacher Handout 2: Hubbub
- Teacher Handout 3: Moccasin
- Student Handout 1: Hubbub Score Sheet
- Student Handout 2: Moccasin Score Sheet
- Moccasin Game
  - 3 moccasins or shoes
  - Stone
  - 40 toothpicks
  - Guessing stick-feather
  - Blanket
- Hubbub Game
  - Blanket (gymnastics mat)
  - Bowl
  - Five round flat dice (bottle caps)
  - 52 toothpicks
  - Straw

## Getting Started

### Knowledge Now

- As a think-pair-share activity, ask students to define the terms *stereotype* or *stereotyping* and to provide an example. Discuss student responses as a class. Possible examples are short people cannot play basketball, overweight people eat too much, and all Natives love to play bingo and gamble. Ask students: Are these stereotypes true? What effect do these stereotypes have on people? On nationalities?
- Read Teacher Handout 1: History of Games of Chance

### Engaging Interest

- Ask students to form groups of two by choosing a partner whose first name starts with the same letter as theirs. Ask students what it means to guess an answer and to have a “50/50” chance.
- Give one student in each group a penny and play “What Hand Is It In?” After 10 guesses have them switch roles. Ask to students to indicate by a show of hands which partner guessed the most correct answers.
- Ask each student to flip a coin ten times and have their partner guess “heads or tails”. Again, switch roles.
- Ask students if they think these games involved skill or luck or both.

## Learning Activities

Inform the students that they are going to be learning two Native games of chance: Hubbub and Moccasin.

### 1. Hubbub

Divide the class into groups of three by counting them off 1-2-3. Assign two of the students to be the players and one to be the lodge keeper.

Play the game according to Teacher Handout 2

Once the students have had a chance to play the game in groups of three where each student has taken on the role of lodge keeper, have them form larger groups and play the game again.

### 2. Moccasin

Divide the class into two groups. Each side is to choose one player to represent them as the Guesser of the Hider. Assign a different student to be the scorekeeper.

Play the game according to Teacher Handout 3

## Assessment/Analysis

- For the game Hubbub, ask the lodge keeper to record the score on Student Handout 1 Hubbub score sheet
- For the game Moccasin, ask the scorekeeper for each team to record the score on Student Handout 2: Moccasin score sheet.

## **Application**

- Once the students have played the game several times and are competent with the rules and scoring, invite another class in to learn and experience both of the games.

## **Activities for Extension and/or Integration**

- In language arts, students could read legends relating to Games of Chance from a variety of cultures and nationalities.
- In art, students could make their own moccasins and stones

## **Subject and Level Learner Outcomes for Subject and Level**

Physical Education Grade 7

General Outcome A: Activity

- Demonstrate more challenging strategies and tactics that coordinate effort with others (eg, team/fair play) in order to achieve a common goal.

General Outcome C: Cooperation

- Demonstrate etiquette and fair play
- Select and apply practices that contribute to teamwork
- Identify and demonstrate positive behaviours that show respect for self and others

General Outcome D: Do it Daily...for Life!

- Evaluate different ways to achieve an activity goal and determine a personal approach that is challenging

## **Safe and Caring Topics and Concepts**

Respecting Diversity and Preventing Prejudice

- Stereotypes Limit Our Perception and Understanding of Other People
- Stereotypes Leads to Prejudice, Discrimination and Conflict
- Recognizing and Appreciating that Individuals, Families and Cultures are Unique Build Respect for Diversity
- Respecting and Celebrating Our Unique Identities

Developing Self Esteem

- Respecting and Celebrating Our Unique Identities

## Teaching Strategies

Go to <a href="http://www.sacsc.ca/strategies">www.sacsc.ca/strategies</a> for strategy description	<b>Cooperative Learning</b>	<b>Inquiry Learning</b>	<b>Direct Instruction</b>
	<ul style="list-style-type: none"> <li>• Think-pair-share</li> </ul>		<ul style="list-style-type: none"> <li>• Demonstrations</li> </ul>

<b>Generalization and Transfer</b>	<b>Peer Teaching</b>	<b>Empathy/Affective Education</b>	<b>General Teaching Activities/Ideas</b>
	<ul style="list-style-type: none"> <li>• Cross grade peer teaching</li> </ul>	<ul style="list-style-type: none"> <li>• Skill practise</li> </ul>	

## Supplementary Resources

- Bruchac, J and J. 2000. *Native American Games and Stories*. Golden, Colo. Fulcrum.
- Culin, S. 1975. *Games of the American Indian*. New York: Dover.
- Whitney, A. 1977. *Sports and Games the Indians Gave Us*. New York: McKay.
- [www.collections.ic.ga.ca/games/intro.html](http://www.collections.ic.ga.ca/games/intro.html)
- [www.cynthiasplace.net/sections/books/American%20indians/Indian\\_Games.pdf](http://www.cynthiasplace.net/sections/books/American%20indians/Indian_Games.pdf)

## History of Games of Chance

Today, because of Indian casinos and bingo halls, Native American communities are often associated with the controversial practice of gambling. Many non-aboriginal people think that most Natives play bingo and like to gamble. But Native American games of chance were popular long before bingo and gambling casinos. In many cases, the original Native American “gambling” games were associated with traditional ceremonies. The objective in such games was not for one person to get rich. Instead, bowl games might be played to celebrate the victory of life over death and the end of winter. Having fun was more important than winning material goods. The community aspect of Native games of chance is very evident when you watch two sides taking part in such games, as many Native American nations still do to this day. Each side has its own chants and songs to encourage its players and bring them luck.

There are many types of Games of Chance that require individual teams or teams of many sizes. The size of the team is not as important as what the team members do during the games.

These games are played for excitement, amusement and to practise social skills and values. However, to become very good at them, one must be good at predicting what the opponent might do next.

## **Hubbub**

Hubbub is a game that directly involves two players but it may involve a large number of others divided into two sides to back up the principal players.

To play hubbub you need a blanket (mat); a bowl; five round, flat dice marked with a black patten on one side and unmarked on the other; 52 sticks of the same size (toothpicks) and one slightly larger stick (straw). The sticks are used as a counter, with the 52 sticks representing the people in the village and the longer stick representing the sagamon, the village leader. A bowl-shaped basket can be substituted for the bowl. The dice could be made from bone, stones, dried peach pits, wood or even bottle caps.

### **Starting**

To decide who goes first, one of the die can be tossed up and a team assigned to call black or unmarked. If successful, that team goes first.

### **Winning/Ending**

The last stick to be won out of those held by the lodge keeper is called the sagamon the village leader. However, the sagamon can only be won on a double score. When one side has won all of the sticks and the sagamon, the game is over. If only a certain amount of time is allotted to the game, then the side with the most sticks wins when the time expires.

### **Playing**

A blanket (mat) is placed on the ground between the two players who sit on their knees or cross-legged across from each other. The first player takes the bowl, which contains the five dice and begins to shake it. The player then strikes the bowl with both hands against the blanket making the dice fly up into the air. The dice must be trapped back inside the bowl. If the dice land on the blanket they become invalid.

While the player is getting ready to do this, all of the students on the player's side can chant together, "Hub, Hub, Hub, Hub." The chant should end in a great shout when the player strikes the bowl onto the blanket.

### **Scoring**

The sticks are placed to one side where an impartial judge, the lodge keeper, keeps score and acts as a referee. When one side scores, the lodge keeper awards the appropriate number of sticks and records the score on Student Handout 1 Hubbub score sheet.

Example:	four of one colour, one of the other	No score	No sticks
	three of one colour, two of the other	single (1)	Two sticks
	five of one colour	double (2)	Four sticks or the Sagamon (if it is the last stick)

## Moccasin

Moccasin is a popular game of both skill and luck that can be played in different ways. The two opposing teams each chose a player to represent their side each time the stone is hidden. The player hiding the stone is on one side, the player guessing where the stone is hidden is on the other side of the blanket. You can use actual shoes or moccasins to hide the stone.

Each side is given forty counter sticks (toothpicks) at the start. The game continues until one side has won all the sticks. Among the different tribal nations, the moccasin game is played at night near the fire. That is when, according to traditional stories, the first game took place between the creatures of day and the creatures of night. It is also harder to guess where a stone is hidden at night when it is more difficult to see.

### RULES

1. The two sides sit in twos approximately four feet apart on either side of an imaginary fire (blanket). One side is the day; the other is the night. They are not allowed to cross to the other side of the fire. The three moccasins are placed in the centre with the toes pointing out.
2. Each side chooses its guesser and hider. One player keeps on guessing or hiding until they lose.
3. The player who is the hider takes the stone, shows it to the other team, and then hides the stone. The hider can move the stone from one hand to the other, and then pretend to place it in one moccasin or another. The stone can be hidden in one of the three moccasins or kept in the hider's hand. The hider has twenty seconds.
4. While the hiding team is deciding where to hide the stone, everyone on the guessing team slowly counts aloud together from 1 to 20.

5. When the signal count is reached, the hider must place his or her hands down on the ground behind the moccasin, in front of the knees.
6. The guesser must then indicate his or her choice by reaching forward and tapping it lightly with the guessing stick (feather). It is important to note that the guesser NEVER wants to find the stone in a moccasin on the first try because it is believed to be bad luck.
7. The hiding side continues to hide the stone until the other side makes a winning guess.
8. Record the number of guesses on Student Handout 2 Moccasin score sheet.

## Hubbub Score Sheet

Lodge keeper \_\_\_\_\_  
Player 1 \_\_\_\_\_  
Player 2 \_\_\_\_\_

Combinations	Score	Sticks Awarded
four of one colour, one of the other	NONE	NONE
three of one colour, two of the other	single	Two
five of one colour	double	Four or the Sagamon

NO score = whenever one or more dice fall outside the bowl



Duration of Game: 10 Minutes

Lodge keeper is to record the points under each player after each turn/

Player 1 \_\_\_\_\_ Player 2

## Moccasin Score Sheet

Scorekeeper: \_\_\_\_\_

Team Day

Team Night

The scorekeeper has to keep close track of who the hider and who the guesser are because the roles change throughout the game.

After every round circle the D or N to indicate who was guessing and who was hiding.

Put an X under the appropriate number of guesses it took to discover the stone.

Game Duration:        7 Rounds for Day and Night Teams

			1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>
1.	Guesser Hider	<input type="checkbox"/> D or N D or <input type="checkbox"/> N		X	
2.	Guesser Hider	D or <input type="checkbox"/> N <input type="checkbox"/> D or N			X
3.	Guesser Hider	D or N D or N			
4.	Guesser Hider	D or N D or N			
5.	Guesser Hider	D or N D or N			
6.	Guesser Hider	D or N D or N			
7.	Guesser Hider	D or N D or N			