

Teacher's Guide

Summary of First Video Section

This video features a discussion about the origins of the cowboy, its development in the New World, and its heyday. It also discusses what cowboys and cowgirls typically wore and the function of each piece of clothing, which leads into the first activity. Stop video at 5:21.

Activity 1- The Outfit

Here is a drawing of a figure wearing a typical cowboy/cowgirl outfit. The students can color the picture as they wish and they should draw lines from the piece of clothing to its respective word (i.e., draw a line from the cowboy's hat to the word 'hat'). The video stops with an image of the activity, along with an accompanying picture of what cowgirls typically wore in the late nineteenth and early twentieth centuries. You can choose whether or not to leave that slide up during the activity.

Summary of Second Video Section

This part of the video focuses on the heyday of the cowboy and on cattle drives in particular. It highlights the Chisholm Trail and discusses what life was like on the trail. All of this leads into the second activity. Stop video at 13:01.

Activity 2- The Chisholm Trail Cattle Drive Boardgame

(Due to Lockdown #3, it might not be possible to play the boardgame. You can encourage students to play with their households, or just skip this activity). This boardgame allows the students to recreate a cattle drive on the Chisholm Trail. Teachers will need to provide

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Savannah Pine

a dice and player tokens. The game works best with 2 to 4 players. Each group of players should have one die, tokens for each player, and something on which they can write in order to keep track of their herds.

Each player starts with 10 cattle and the goal of the game is to go from Fort Worth (the starting square) to Wichita (the ending square) without losing too many cattle. The player who has the most cattle by the time every player reaches Wichita, wins.

Description of squares:

(Most squares are self-explanatory, except for the 'steal cattle' square. Below is an explanation of that tile. Also, I have provided descriptions of the tiles since they replicate certain scenarios on the cattle drive).

- The first square is divided into two in order to represent the starting and ending points (Fort Worth, Texas and Wichita, Kansas, respectively).
- 'The day is perfect' square tells the player that they have made a great deal of progress on the trail that day and they get to roll again.
- The 'found a cow!' square tells the player that they found an errant cow while on the trail. They successfully wrangle it and get to add 1 cow to their total number of cattle.
- The squares with a cowboy hat and with cowboy boots are neutral tiles where nothing happens to the player.
- The 'a snake spooks your horse' square tells the player that their horse was scared by a snake whilst on the trail. The horse then scares some cows next to it, causing them to run away, and so the player must subtract two cattle from their total number.
- The 'steal cattle' square is a special tile where a player can try to steal cattle from another player. If the player rolls a 4 or higher, then they can steal one cow from one other player. If the player rolls a 3 or lower, then they are 'caught' and have to forfeit their next turn.
- The 'thunderstorm hits' square tells the player that a thunderstorm raged while they were on the trail and the lightning caused the cattle to stampede. The cowboys then wasted a day trying to herd all of the cattle back together, but they were missing 3 of them. The player who landed on the tile must subtract 3 cattle from their total number and move back one space.
- The state tiles tell the player where they are along the trail and nothing happens to the player on them.
- The 'ferry' square tells the player that they were able to use a ferry to carry all of their cattle across a river and that they can move forward one space.
- The 'sick cowboy' square tells the player that one of their fellow cowboys got sick and the entire group had to wait for them to get better. The player thus loses their next turn.

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- There are two fog squares. One tells the player that they got lost in the fog, but managed to find a shortcut, and, therefore, they can move forward one space. The other tells the player that they got lost in the fog and turned around and, thus, they have to move back one space.
- The 'unfordable river' square tells players that they were unable to ford a river and wasted an entire day moving up and down the river until they found a safe place to ford. The player must move back one space.

Summary of Third Video Section

This part of the video discusses the end of the cattle drive era with the introduction of barbed wire and refrigerated train cars. It then explains how the cowboy lived on through Wild West Shows, through acting as stuntpeople for Hollywood, and through rodeos. It discusses how the myth of the white male cowboy came about thanks to Wild West shows, Westerns, and novels. It then leads to the third activity which asks the students to use what they have learned to create their own Western movie or television poster. Stop video at 20:40.

Activity 3- Create Your Own Western Movie or Television Poster

Students are encouraged to create their own Western movie poster. I have included samples of some for them to use as a guide and/or inspiration. These are in a separate pdf document and in the video itself. You can choose to pause the video at 20:40 and thus, leave the samples up for the students.

Summary of Fourth Video Section

This section of the video introduces the fourth activity. Stop video at 21:47.

Activity 4- Cowboys and Cowgirls in the Newspapers

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This activity includes a number of newspaper articles from various Texas papers in the 1880s. The articles are organized into categories which correspond to some of the topics discussed in the lecture: the cattle business, Annie Oakley, and stampedes. The students are encouraged to discuss the primary source material in small groups or with the entire class. I have included some discussion questions for each article. The activity concludes with one article that demonstrates why doing history is fun: sometimes you find out something that makes you want to research that topic instead. In this case, Queen Victoria playing football.

Summary of Fifth Video Section

The last part of the video is a slide with resources for learning more about the actual history of the American West through museums, such as The National Cowboys & Western Heritage Museum in Oklahoma City, Oklahoma, the Black Cowboy Museum in Rosenberg, Texas, and the National Cowgirl Museum and Hall of Fame in Fort Worth, Texas.