



Dunwoody Nature Center

Third Grade Nature Activities

Native American Life

Take a Hike Back in Time

Brainstorm how Native Americans used the land for food, water, shelter, clothing, etc. before modern day technology and resources. Many indigenous people learned from observing animals and other natural phenomena. For example, after observing the Great Blue Heron's fishing technique, Native Americans designed spears and practiced stealthy behavior in order to catch fish themselves. Try observing nature for yourself along your hike. Ask yourself: What other animal behavior could I learn from in order to survive? What natural materials could I use – for shelter, clothing, food, etc.? Think outside the box!



Native Tribes of Georgia

Georgia is home to several Native American tribes. The two main tribes in the current Atlanta area are the Cherokee and the Creek. The Chattahoochee River acted as a border between the two tribes' territories.





Native American Games

Why did Native American children play games? To learn valuable skills for hunting, fishing, fighting, and for entertainment as a fun pastime. Try the game below with your family!

BEAN GAME For two or more players. Equipment: A shallow basket (paper plate), seven flat-sided beans or peach pits marked with paint or marker on one side only (or other flat objects such as poker chips or coins). Play: Object of game is to toss and catch beans flipping them from unmarked side up to marked side up. Before play, decide how many turns each player will take. Players alternate turns, but scores for each turn are totaled. All 7 beans are placed plain side up on the bottom of the basket. Holding sides of basket, carefully toss beans up and catch them trying to flip beans over to marked side during the toss. Count the number of beans landing marked side up for your score. If any beans fall out of the basket player loses that turn and gets no score. After all players have taken the designated number of turns add the individual scores. Highest score wins. Tooth picks or corn kernels can be given to children as scoring pieces. Each child can count his markers at the end of the game. This game is good for young children learning to count.



Cordage Making

Make your own rope with natural materials

Use the instructions on the following link to try your hand at making cordage using natural materials or twine.

<http://www.primitiveways.com/cordage.html>

Story Telling

Indigenous groups all over the world created stories to explain the natural things they observed, such as how night and day came to be or how animals gained certain adaptations or features. Read this story about how animals assisted in creating the night sky:

<http://www.csun.edu/~jk596369/Myth%20webpage.htm>



Now pick something you have observed in nature and create your own unique story about how it came to be! Use your imagination. Share your story with your sibling or parent/guardian and encourage them to think of one of their own to share. Storytelling to family members of different generations is how these stories originally were passed through time, so that we can still know about them today.



More Resources & Fun!

**Launch a Virtual Learning
Journey about the Creek Nation
with Georgia Public
Broadcasting –**



<https://www.gpb.org/education/virtual/creek-nation>

Here is another Native American Game if you have more players!

Tender of the Fire Game: This is a version of one of the many training games played by young Native Americans. This game trains the player to use the senses, other than sight, to recognize a potential threat.

Seat your family in a circle and pick one person to be the tender of the fire. This person will be blindfolded and will sit or kneel in the middle of the circle. Place several sticks or pinecones in front of the tender of the fire, about a foot away from them. The tender's job is to guard the "logs" for the fire. The rest of the participants are the wood gatherers and sit in a circle around the fire tender. One person, the "instructor", will pick participants one or two at a time to try to steal the tender's logs. When the tender of the fire hears a wood-gatherer approaching, he or she may point in the direction of the gatherer. If s/he points at the wood-gatherer, the gatherer must return to the circle. If the tender does not point directly at the wood-gatherer, the game can continue. The wood-gatherer can use any method to gather the wood but remind the participants that this is a game of stealth and the tender of the fire should not be rushed. Parents and guardians would make the best judges during this game.