

PIONEERS

A Simulation of Decision-Making on a Wagon Train

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UNIT TIME CHART



PIONEERS

DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
<ul style="list-style-type: none"> • Administer PIONEER TRAVEL TRIVIA (Pretest) • Student Guide pages 1, 2, and 3 • Discuss CHALLENGE PROJECTS • Discuss western movement and overview of this simulation 	<ul style="list-style-type: none"> • Place students into four wagon trains • Discuss COOPERATIVE GROUP WORK RUBRIC • Assign identities • Each wagon train selects a wagon master • Discuss the type of people who settled the West 	<ul style="list-style-type: none"> • Examine AVAILABLE SUPPLIES LIST • Students select supplies to take west 	<ul style="list-style-type: none"> • Discuss Hacker Trail Map • Make Travel Diaries • Discuss DIARY ENTRY RUBRIC • Diary Entry 1: Moving West 	<ul style="list-style-type: none"> • Introduce Frontier Fates • Explain WAGON MASTER'S LOG • Discuss TRAIL DECISION RUBRIC • Trail Decision 1; analyze possible actions
DAY 6	DAY 7	DAY 8	DAY 9	DAY 10
<ul style="list-style-type: none"> • Trail Decision 2: Prairie Crossing • Read Frontier Fates 	<ul style="list-style-type: none"> • Diary Entry 2: Trail to Cheyenne Crossing • Introduce writing a research paper • Students choose research topics and begin research • Read Frontier Fates 	<ul style="list-style-type: none"> • Students continue research • Read Frontier Fates 	<ul style="list-style-type: none"> • Students complete research, organize note cards, and begin writing paper • Read Frontier Fates 	<ul style="list-style-type: none"> • Groups complete "pop quiz" • Students complete writing research papers • Read Frontier Fates
DAY 11	DAY 12	DAY 13	DAY 14	DAY 15
<ul style="list-style-type: none"> • Discuss and evaluate research papers • Diary Entry 3: Flood at Cheyenne Crossing • Read Frontier Fates 	<ul style="list-style-type: none"> • Trail Decision 3: Trail to Devil's Flat • Read Frontier Fates 	<ul style="list-style-type: none"> • Diary Entry 4: Devil's Flat • Read Frontier Fates 	<ul style="list-style-type: none"> • Trail Decision 4: Snow Pass • Read Frontier Fates • Complete simulation 	<ul style="list-style-type: none"> • Administer PIONEER TRAVEL TRIVIA (Posttest) • Conduct evaluation and debriefing

Your Westward Journey

You are about to become a member of a simulated wagon train heading for Oregon. You will begin to understand many aspects of frontier life. For example, why did people leave their relatively comfortable homes, pack all their worldly possessions into small wagons, and face the uncertainties of life on the trail? What did these adventurous people take with them? What problems did they face when they were far from civilization? When they had problems, how did they solve them? Your experiences in PIONEERS will answer these questions and many more.

Your Wagon Train

For the next three weeks you will be a pioneer traveling west on a wagon train. Each member of the wagon train will have a separate identity and family history. Your backgrounds and occupations will resemble those of travelers on actual wagon trains headed for Oregon between 1840 and 1870. Every member of your wagon train needs to work together to ensure that your train reaches Oregon as quickly and safely as possible.

Choose a Wagon Master

Before your wagon train leaves Fort Independence, you will choose a wagon master. The wagon master manages the wagon train and helps wagon train members solve problems. The wagon master completes tasks and provides leadership **every day** throughout the journey.



Wagon Master's Tasks

- Correctly complete the **Wagon Master's Log**
 - Enter all points earned by wagon train members
 - Keep track of the wagon train's Energy Factor (EF)
 - Calculate Delay Points (DPs)
 - Tabulate Total Trail Points
- Move your wagon train marker along the **Hacker Trail Map**

Wagon Master's Leadership Responsibilities

- Coordinate Pioneer Paperwork Folder
- Lead discussions of Trail Decisions; make final decision if wagon train does not all agree
- Help resolve any conflicts; encourage cooperation among wagon train members

Supplies

After receiving your identity, you will decide what supplies your family will take. This will not be easy because the number and variety of supplies is far greater than your small wagon can hold. Once you have made your supplies decision, you are ready to start west.

Traveling Along the Trail

Each day you earn points by completing assignments, making decisions, solving problems, or completing Challenge Projects. Good work by every member of your wagon train will speed you on your way. During your trip you will write diary entries about your experiences, make trail decisions (both as individuals and as a group), and complete a short research paper related to western history.

PIONEERS Scores

Diary Entry10 points	Research Paper20 points
Trail Decision10 points	Challenge Project (extra credit) . . .20 points

Completing a **Challenge Project** will certainly speed the progress of your wagon train.

Energy Factor

When leaving Fort Independence, your train is at its strongest. The people and animals are healthy and strong, your wagon is full of supplies, and your spirit of adventure is high. Your wagon train begins the journey with an **Energy Factor** of 50. As you travel, you will use up or lose supplies, animals and people may get sick (some may die), wagons will break down, and people will become discouraged. To simulate this change in the condition of your wagon train, any misfortunes decrease your Energy Factor. Every day you will multiply your daily Energy Factor by any points your members earn for work accomplished. The resulting **Travel Points** move you along the trail each day.

Frontier Fates

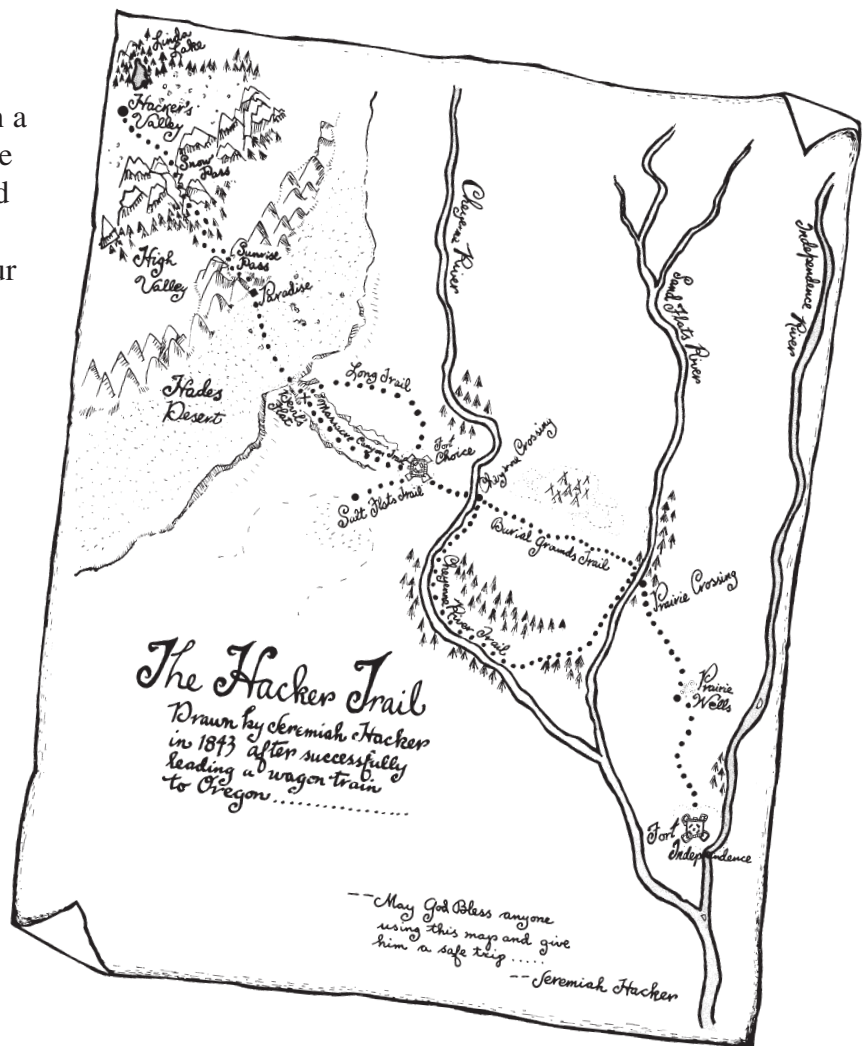
As your wagon train moves west, your teacher reads **Frontier Fates** representing events along the trail. Some of these **Frontier Fates** tell of good fortune while others relate disasters that have struck you. In either case your train's progress is affected. A **Frontier Fate** might present disease, death, washed-out trails, or floods; burdened by such a disaster, your wagon train moves more slowly. A **Frontier Fate** might instead help you across the desert to a cool, green valley with plenty of water; your spirits will be lifted and your wagon train moves faster.

Delay Points

Someone on your train may fail to complete an assignment, or your group may fail to solve a problem that arises along the trail. Not completing assignments and careless problem solving results in your train being given **Delay Points**. Remember, when you are miles from civilization any delay can be fatal! Every member of the wagon train must work hard to ensure that everyone reaches the end of the trail as quickly and as safely as possible.

You will face many hazards during your perilous trip to Oregon. Cooperate with your wagon master and your fellow travelers. Get ready for your new life. **GOOD LUCK!**

Moving Along the Hacker Trail
Energy Factor x Points earned = Travel Points



DIARY ENTRY 3: FLOOD AT CHEYENNE CROSSING

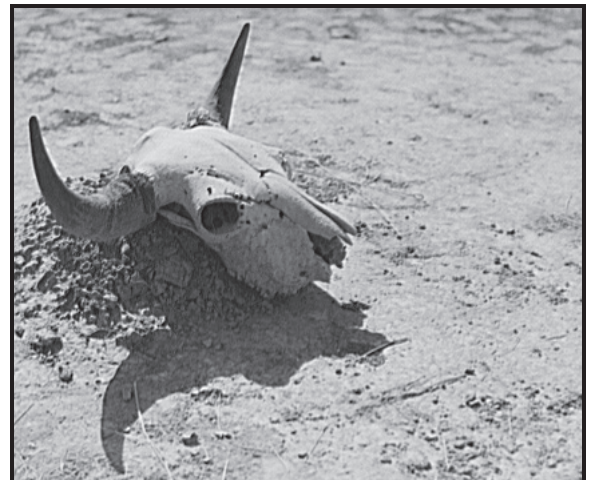
Situation You have been on the trail for nearly three months and have faced many challenges. After previous water problems such as dried-up water holes and armed guards denying you water, now the summer rains have finally come. It has rained steadily for the last three days. The mud makes the trail almost impassable at times. Your wagons have been bogging down in deep mud holes, small streams have grown wide, and now you have reached the Cheyenne Crossing. As you look across the river through falling rain, you see a normally small, peaceful river that has been swollen by the heavy rains to a width of one-quarter mile. Its current seems to be running dangerously fast.

Entry Write a diary entry about your travels since you left Fort Independence. Include the following:

- Relate recent events that happened to you and other members of your wagon train.
- Tell about the rains and how they changed your trip.
- Respond to the following questions:
 - As you look across the raging Cheyenne River, do you believe you can cross it safely?
 - What do you expect to find along the rest of the trail?

DIARY ENTRY 4: DEVIL'S FLAT

Situation Five months have passed since you left Fort Independence. The trip has taken its toll on you and the other members of your wagon train. There have been broken wagons, sickness, lack of water, and other terrible problems. Since you left Fort Choice, the trip has become even more difficult and dangerous. The trail has been much narrower, the threat of attack has been almost constant, and now you are in the middle of Devil's Flat. Ten days ago you filled your water barrels at the last water hole on the trail. Now those water barrels are almost empty, the livestock are thin and sickly, and a few cattle have even died. Your wagon train's scouts report that there is little chance of water for six or seven days. Daytime temperatures have hovered between 95 and 100 degrees, making travel by day almost impossible.



Entry Write a diary entry concerning your trip since you crossed the Cheyenne River. Include the following:

- Relate recent events that happened to you and other members of your wagon train.
- Describe Devil's Flat; use vivid descriptive words so that your reader can feel the heat and see the oven-like desert, the dry water holes, the empty water barrels, and the dying stock.
- Explain how you expect to get through Devil's Flat.
- Write about what you expect to encounter between Devil's Flat and Oregon.

Directions

1. Read the **Situation**.
2. Fill out **The 5 Ws** chart. (List *who* is involved, *what* the problem is, *where* the action took place, *when* the action took place, and *why* it is a problem.)
3. Follow the steps outlined in **Analyze the Possible Actions**.



Situation

Two weeks ago your wagon train left Fort Independence and traveled west toward Prairie Wells. Normally wagon trains stop at that small community to water the stock and fill water barrels. Since there has been little rain this spring, most streams have been dry and water has been scarce. You and the rest of the members of your train have been looking forward to the fresh well water from Prairie Wells.

Even though you are all tired when you finally reach Prairie Wells, you go directly to the wells to fill your water barrels and water your stock. You are shocked to find four armed men guarding the wells. These residents of Prairie Wells inform you and the others that the water level is low. With water so scarce the once-free water is now going to cost you \$10 a barrel.

Several people on the train say they cannot afford \$10 for even one barrel, but most people need four barrels (two for themselves and two for their stock). Tired and discouraged, you return to your encampment just outside Prairie Wells to decide what to do.

The 5 Ws

Who

What

Where

When

Why