

POTE Key Concepts Summary

Canoeing Game

Goal of game: Unite the Bands (we only included Fort Hope and Moose Factory in the game, but there were 14 Bands that signed the treaty in 1905 and 1906).

Self-governance element: Education

Treaty items: Schools for children – teachers' salaries, buildings and equipment.

Negotiation strategies: There is strength in numbers, align yourself with like-minded people, be respectful, not arrogant or rude.

Key concepts: Seek Elder advice

Cree Terms: Wachiye (greetings)

Cultural Practices/Skills: Canoeing, portaging, finding food (wild rice, geese, fish)

Historical Facts: Treaty No. 9 – communications and transportation, logging, hydro electricity

Winning strategies: Be respectful to NPCs and they will tell you the correct route to take. The game plays like a simulation so you shouldn't bump anything with your canoe. Players must look for sites to land their canoe and portage.

Resources Game

Goal of game: Assume Player controls the land and must research and develop natural resources and balance profits with environmental impact while strengthening sovereignty.

Self-governance element: Economy

Treaty items: Money (\$8 initially, \$4 annually thereafter), freedom from interference on reserves (autonomy).

Negotiation strategies: Do research, align yourself with like-minded people, be respectful and build good will. Ask questions and be assertive.

Key concepts: Land claims, Homeland declaration based on occupancy and use, Royal Proclamation based on right of discovery, resource management, environmental impact, ecosystems, seek Elder advice, enforcing sovereignty (peaceful sit-ins, local police justice), encroachment (settlers, trappers, traders, railroad, loggers, miners), inflation.

Cultural Practices/Skills: Miteo (seer type) uses drum, sings songs and has visions in his dreams, housing (traditional tipi and western-style homes) - some families prefer to stay in traditional dwelling because the smell of tree bows, the fire pit and the close quarters was familiar to them, traditional medicines and cultural practices (sewing, bead work, birch bark biting, making snow shoes).

Cree Terms: Miteo (seer-type), mandaau (strangers),

Historical Facts: Lumber industry, mining, hydro electric dams, Trans-Canada railway (ONR historically built a line to Moosenee by 1930 – we're speeding up the time line in the game. Fictional railroad called Muskego Northland Railroad), encroachment, disease (need for modern medicine, need for food). Need to educate children (reading and writing), motivation for building homes and providing electric lighting (as above, enhanced cultural activities), Royal proclamation and formation of HBC, Rupert's land sale to Dominion of Canada, Government of Ontario, and Treaty No. 9.

Winning strategies: Ask the Miteo for advice and be careful about where you choose to build your sites for development. Only one miner and one logger will comply with the player's conditions to protect the environment. The others should be removed by peaceful sit-ins or local police officer. Use the money you make to enhance the village before the environment is destroyed.

Hunting Game

Goal of game: As hunting boss, the player will control the use of their hunting territory and be responsible for following and enforcing the rules and regulations of the hunting system and overseeing the sharing of the hunt's rewards.

Self-governance element: Security

Treaty items: Protection from non-native trappers and alcohol.

Negotiation strategies: Create an atmosphere of cooperation, use principled negotiation (win/win), and be respectful.

Key concepts: Control of land; Resource management; Rights and protocols for hunting; reciprocity; Keep promises; sharing; Seek Elder advice, subsistence lifestyle; sharing is the First People's only acceptable strategy for dealing with shortage of food.

Cultural Practices/Skills: Moose hunting (calls, wind, preparation); hunting songs (drumming and singing to honor and ask animals to present themselves); local knowledge (tracks, food, bedding grounds); role of men and women; skinning and preparing pelts; hanging animal bones and antlers in trees; offering some meat in fire (for ancestors and to create restorative justice for moose spirit for its gift); subsistence living; nomadic lifestyle; trapping; fishing; goose hunting; and First Nations People's diet.

Cree Terms: Okemauu (hunting boss),

Historical Facts: Over trapping, encroachment, need for food.

Winning strategies: Speak with your family members before you leave the winter camp. Explore and look for signs of moose (tracks, half-eaten bushes, moose droppings). Watch the wind indicator and approach moose or wait from a down wind position. Wait for the moose to approach within 100 yards. Only take what you need and share with everyone in the game (in the correct order). Make sure you ask the Okemauu for permission to hunt north of the lake.

Healing Game – Health

Goal of game: Learning about medicinal plants is part of the player's education as a village's spiritual and natural healer. The player is asked to discover, collect and administer 10 samples of medicinal plants that grow in the area.

Self-governance element: Health

Treaty items: Medical care, medicine

Negotiation strategies: Principled negotiation, be respectful, win/win, cooperate

Key concepts: Self reliance

Cultural Practices/Skills: Role of Miteo (seer type), traditional bush medicines (plant location, medicinal properties, preparation), offerings for Elder advice, syllabics, everyone is an elder to someone else.

Plants with medicinal properties

- 1) Labrador tea – **Kakike-pokwa**
- 2) Cattails - **Pashekanushk**
- 3) Sphagnum Moss - **Askey**
- 4) Cow parsnip - **Michimashk**
- 5) Tamarack - **Wakinakan**
- 6) Creeping Snow Berry - **Koonimin**
- 7) Red Willow - **Mihkopemuk**
- 8) Jack Pine - **Oskskik**
- 9) Birch - **Washkwhy**
- 10) Black Spruce - **Sesekahtak**

Props

- 1) Moccasins
- 2) Decoy
- 3) Walking Stick
- 4) Birch Bark
- 5) Doll
- 6) Red Willow branch
- 7) Goose Call

Offerings

- 1) Low Bush Cranberries – **Weesaki-mina**
- 2) Wild Blue Berries – **Oshawasko-mina**
- 3) Sweet Grass - **Shiwask**

Historical Facts: Contact with Europeans brought new diseases to the First People.

Winning strategies: Make offerings without being asked. Do chores and provide medical treatment as a way of giving something in return for the medicinal plant knowledge you seek. Healing other members of the band will restore player health.

Trapping Game

Goal of game: Tend the family trap lines, sell pelts at outpost and buy food for band.

Self-governance element: Culture

Treaty items: Livelihood will remain unaffected and the preservation of Cree traditional hunting grounds.

Negotiation strategies: Be assertive, not passive or aggressive; negotiate from a position of strength; principled negotiation (trading); create an atmosphere of cooperation; use authoritative standards; be respectful to others, but also respect yourself; don't underestimate your self worth.

Key concepts: Reciprocity, keep promises, seek Elder advice.

Cultural Practices/Skills: Family trap lines; trapping (animals, traps, scent, bate); hunting songs (to respect and ask animals to present themselves); local knowledge (tracks, dens, lodges); Shaman (spiritual and natural healer); traditional medicines (Labrador tea uses: arthritis, pneumonia, open wounds); food (rabbit, beaver, marten, fox); role of men and women; skinning and preparing pelts; snow shoeing.

Cree Terms: Ndaho (hunting and trapping in the bush), Wachiye (Greetings), neh stehs (cousin), Mitewin (Shamanistic powers).

Historical Facts: Hudson's Bay Company, fur trade, price of pelts and supplies, over trapping and the need for food, illness and lack of medical services, imported canned goods and packaged food, starvation leading to wolverine attacks.

Winning strategies: Talk to the NPCs. The Woman, Niipin, can teach you how to double the value of your pelts by preparing them properly. The Fellow trapper, Ndaha, can tell you the fair market value of your pelts (authoritative standards and norms). Renegotiate your pelt prices each time you visit the HBS outpost. Answer the Factor's questions with assertive (honest, self respecting, respectful) answers – key: Q.1 Start – A.2, Q.2 Greeting – A.3, Q.3 Trust – A.2, Q.4 Experience – A.3, Q.5 Skill – A3, Q.6 Price – A.2.

Negotiating Game

Goal of game: Re-negotiate Treaty No. 9 with representatives from the Ontario and Canadian government.

Self-governance element: Self-government

Treaty items: All self-governance elements

Negotiation strategies: Recap on all the negotiation strategies learned in the previous 5 paths; Planning and negotiation styles; know what you want before you negotiate; know your BATNA (best alternative to negotiated agreement), unity is strength, ask questions, know your negotiating partner, do research, win/win, cooperation.

Key concepts: Land claims, Aboriginal title; Cree homeland declaration based on occupancy and use: Royal Proclamation (1763) said natives must be compensated for their land before settlement and development could officially begin; enfranchisement/assimilation; oral and written agreements; legal contracts; learn to speak the language of the non-native culture (more than just language – laws as well), concurrence (Federal and Provincial governments).

Cultural Practices/Skills: Hunting as a metaphor for negotiation (study your negotiation partner and know your subject), the way of the hunter (cooperation in negotiation – friend not foe), Leaders consult the community in Band matters, spoken word is law

Cree Terms: Shatamakewina (promises), miichihiiwewin (assistance).

Historical Facts: Duncan Campbell Scott, Treaty No. 9, role of the HBC, role of Ontario government, encroachment.

Winning strategies: Consult the community every chance you get. Look for a member of the community that speaks fluent English. Have legal representation; Use the negotiation strategies you learned in the other games to reach an agreement with Duncan Campbell Scott. Learn to speak the language of the non-native culture – not only the language, but the importance of the written agreement. Chief Monias will not sign the original treaty. The lawyer must introduce the concept of the draft in order for the player to win the game. Add the voices of all seven community leaders to achieve the optimal outcome.