

**Shinny Rules!**  
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**OVERVIEW**

Students read a brief description of the game shinny and write the rules for the game.

**STANDARDS**

- Language Arts Standard 2: Students write and speak for a variety of purposes and audiences.
- Language Arts Standard 4: Students apply thinking skills to their reading, writing, speaking, listening and viewing.
- History Standard 2: Students know how to use the processes and resources of historical inquiry.

**OBJECTIVES**

- Students understand that Colorado Indian children and adults enjoyed games of chance and skill.
- Students use their knowledge of games and game playing to write the rules of shinny.
- Students play their version of shinny.

**INQUIRY QUESTIONS**

- What purposes did games serve in the life of the Colorado Indian?
- How are games played today similar to those of the Colorado Indian? Different from those of the Colorado Indian?
- Are girls and women the only individuals who raced horses, ran foot races and played shinny? How do you know?

**MATERIALS**

- Doing History/Keeping the Past CD-ROM disk or web site -the section: Colorado Indians – Section: Community Life - Entertainment and Sports.
- Shinny worksheet.

## **PROCEDURE**

1. Use the CD-Rom or web site to introduce the students to the games and sports played by the Colorado Indians. Tell the children to view the pictures and read the accompanying text for an overview of recreational activities.
2. Ask the students what they learned. Use the inquiry questions to guide the discussion.
3. After the discussion have the students focus on picture 2. This picture shows a group of women playing shinny. A brief description of the game is provided in the text. Tell the class that their job today is to write the rules for playing the game shinny. Let them know that they will actually play the game with a set of the class's rules during recess or gym class (this would need to be set up in advance with the physical education teacher.)
4. Pass out the worksheet. Students may work alone, in pairs, or small groups to develop the rules for the game. Explain to the class that some of the information on the sheet has been filled in for them, based on the information found on the CD-Rom or the web site. Students can number their rules to show sequence or use time/order signal words to write the rules as a paragraph.
5. After the students have finished writing the rules for the game, have them share in small groups. The class needs to pick one set of rules to use for today's game.

## **EXTENSIONS**

- Different sets of rules can be used to see how it affects the game.
- The class can teach the game to another class.

## **ASSESSMENT**

Class evaluation of the game:

- Were the rules clear and easy to understand?
- Was the game fair?
- Was the game fun?
- Was shinny a game of chance or skill?
- What would you change about the game?

