

**Fond du Lac Tribal and Community College
COURSE OUTLINE FORM**

Updated 11/25/14

Please return this form to the college vice president of academic affairs and the chairperson of the Academic Affairs and Standards Council (AASC)

1. Prepared by: _____

2. Date submitted: _____

3. Date approved: _____ Date revised 05/13/15

4. Department/discipline: American Indian Studies/Physical Education

5. Department(s) endorsement(s): _____

(Signatures of the person(s) providing the endorsement are required.)

6. Course Title: American Indian Hand Games

Abbreviated course title (25 characters or less): _____

7. Course Designator: AMIN/PE

8. Course Level: 1052

9. Number of Credits: Lecture _____

Lab 1

10. Control Number (on site) 40

Control Number (online) _____

11. Catalog/Course description:

This course provides an introduction to the history, rules, etiquette and skills of American Indian Hand Games. Handgames are a highly competitive game of skill and chance. The course focuses on both traditional styles of American Indian Hand Games played at the American Indian Higher Education Consortium Student Conference (AIHEC): Fathead and Cheyenne style. A traditional form of game among Indigenous people, the course also provides cultural awareness.

12. Course prerequisite(s) or co-requisite(s): Accuplacer scores/ Other courses

Prerequisite(s):

Co-requisite:

13. **Course Materials** (Recommended course materials and resources. List all that apply, e.g. textbooks, workbooks, study guides, lab manuals, videos, guest lecturers).

All materials are provided in class at the Instructors discretion

14. **Course Content** (Provide an outline of major topics covered in course)

Traditional styles of American Indian Hand Games played at the American Indian Higher Education Consortium Student Conference (AIHEC): Fathead and Cheyenne style.

Lecture and practice of both handgame styles.

15. **Learning Goals, Outcomes, and Assessment**

At FDLTCC we have 4 Competencies Across the Curriculum (CAC) areas. They are as follows:

- A. Information Literacy (the ability to use print and/or non-print tools effectively for the discovery, acquisition, and evaluation of information)
- B. Ability to Communicate (the ability to listen, read, comprehend, and/or deliver information in a variety of formats.)
- C. Problem Solving (the ability to conceptualize, apply, analyze, synthesize, and/or evaluate information to formulate and solve problems.)
- D. Culture (knowledge of Anishinaabe traditions and culture, knowledge of one's own traditions and culture, knowledge of others' traditions and cultures, culture of work, culture of academic disciplines and/or respect for global diversity.)

Course Learning Outcomes will fulfill the identified competencies.

Course Learning Outcomes

Upon completion of this course, the student will be able to:

1. Identify and describe the rules of play (B, C, D)
2. Identify and describe the roles involved in game play. (A, B, C, D)
3. Demonstrate the ability to play each of the following team roles for the handgame: hider, guesser, and singer (A, B, C, D)

15b. Cultural Compliance

In addition, each course in the AIS AA program must meet a minimum of 2 measurable learning outcomes for 3 different **Cultural Standards**. *If your course does not meet the Cultural Standards, please justify your rationale.*

- GI** Gikendaasowin
- GW** Gwayakwaadizin
- ZO** Zoongide'e'win
- AA** AAngwaamiziwin
- DE** Debwewin
- ZA** Zaagi' idiwin
- ZH** Zhawenindiwin

Indicate which Cultural Standard and sub-category are covered by the outcomes you've listed above by placing an X in the corresponding box:

Standard										
Need 2	A	B	C	D	E	F	G	H	I	Measurable outcomes Need 3
GI	X		X	X	X		X	X		
GW		X	X			X				
ZO										
AA	X					X				
DE		X	X	X						
ZA										
ZH	X	X	X		X					

16. Minnesota Transfer Curriculum (MnTC): If this course fulfills an MnTC goal area, state the goal area and list the goals and outcomes below:

See www.mntransfer.org

Goal Area(s): _____