



The Traveling Medicine Show outreach program was launched in January of 2007 as a collaborative project between the Glacier Art Museum (formerly Hockaday Museum of Art) and members of the Blackfeet Nation. This program features an exhibition of ancient, traditional, and contemporary art and artifacts chosen to tell stories of the original inhabitants of the Great Plains. With a focus on the Blackfeet perspective, explorations begin with an interactive presentation that makes connections between over 150 items. Additional features such as artist demonstrations, art making projects, traditional native games, and other activities may be included upon request. Participation by a Blackfeet artist or tribal cultural consultant is included when possible.

Each Traveling Medicine Show visit is unique and crafted to have the biggest possible impact for the audience. Desired informational focus, requested activities, audience location in relation to historic Blackfeet territory, size of group, and space for exhibition and activities are considerations that determine the resulting program.

SET UP & SAMPLE SCHEDULE

The TMS program is available to schools, libraries, private groups, etc. This is an example of a possible school visit. We can do something entirely different. Times can be adjusted to fit school schedule and participating student groups. Set up for exhibit display takes approximately 1 ½ hours and may begin as early as 7:30 am. Driving time to location factors into start and end of day.

8:00 am **SET UP** exhibit display for presentation

- Ideally art and artifacts need four 6 ft tables or equivalent for display. In front of a wall is best since photographs, prints, and paintings need a place on which to hang. We bring cloths to cover the tables, desks or whatever is available. Let us know the size and kind of space we will be working in - we are flexible.
- Set up takes a minimum of 1 ½ hours – more if we have to move desks or set up tables. For this reason, the exhibition cannot be moved to new locations throughout the day. The display needs to be secured when Museum staff is not present (as sometimes happens when doing projects in a different area). If necessary, we can utilize student lunch time to put items away.



9:30 am **PRESENTATION**

- Presentations are tailored to grade levels and school schedule but are a minimum of 1 hour...1 ½ hours or longer is more realistic in order to talk about the majority of items. Time to stretch or move about is included.

10:30 am or 11:00 am **GROUP TIME**

- Ideal project time is 50 or more minutes. Some may not be completed in the time allotted, so teachers will need to finish them with their class. We always add related cultural information as project instruction is given, so more time is beneficial.

12:00 pm **LUNCH BREAK**

1:00 pm **GROUP TIME**

- It is not necessary for all groups to do the same activity. See activity section for more details.

2:00 pm **GROUP TIME**

3:00 pm **TAKE DOWN & PACK UP** exhibit display and project materials

- This usually takes an hour or more. A small group of students may help during all or part of this process.



ACTIVITY FOCUS & GROUP PROJECTS

You may arrange groups in whatever way works best – but projects are designed for 30 or fewer students at a time. If you have more than 3 groups for projects, we suggest that you schedule two days for your TMS visit or limit the projects to a single grade level while inviting students in other grades to join the exhibition presentation.

It is not necessary for all groups to do the same activity. You may combine small classes of different grade levels for project groups. Choose your focus area and project that is ability appropriate. Group time may be used to play traditional games with no project making.

It is sometimes possible to schedule concurrent project groups if a Blackfeet artist/cultural consultant is present. One group may be doing an art project while another group listens to cultural stories or plays games in a different location. Some schools utilize teachers to assist/lead projects to facilitate group rotation stations. The following projects were shared by Blackfeet artists for use in our TMS visits. Other projects are possible, let us know if you have a specific need.

PAINTED LODGES & TIPI ETIQUETTE



Students learn about Blackfeet lodge construction, origins and meanings of painted designs, etiquette and responsibilities. Each student will create a personal tipi design. Possible projects:

- Draw your own tipi design (all ages) **30-45 minutes**
- Paper plate tipi (grades K and up) **30-45 minutes**
- Make and paint a miniature cloth covered lodge (grades 4 & up) **45-60 minutes, may need additional time to finish with teacher**

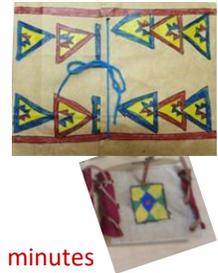


PAINTED DESIGN: ANCIENT/CONTEMPORARY



Students learn about traditions related to painted designs. Add additional time to include optional earth paint making demonstration. Possible projects:

- Paper bag parfleche (grades 2 and up, no actual painting involved) **45-55 minutes**
- Rawhide painting framed in a twig ring (grades 4 & up) **45-60 minutes**
- Painted miniature rawhide parfleche (grades 7 & up) **45-60 minutes**
- Winter count on paper buffalo hide (grades K & up) **40-60 minutes**
- Ledger Art– contemporary art inspired by ancient traditions (grades 3 & up) **45-60 minutes**



TRADITIONAL CLOTHING & ORNAMENTATION



Students learn about clothing with a focus on different styles of moccasins and decoration. Possible projects:

- Make a paper moccasin with “rice” bead designs (grades K and up) **40-50 minutes**
- Sew a pair of felt moccasins. Make personal sized pattern, cut out and sew. (grades 5 and up) **45-60 minutes, additional time is needed to finish sewing with teacher**
- Beading basics–design patterns on graph paper, sew a simple geometric design using beads (limited to groups of 10 or fewer students, pony beads grades 3 and up or glass seed beads grades 6 and up) **45-60 minutes, may need additional time to finish with teacher**



TRADITIONAL GAMES AND TOYS

Students learn about and play Traditional Native Games. Our game playing collection includes run and scream, ring the stick, hoop and arrow, rock in the fist, tops, doubleball, shinny, stone house game, feather darts, make the stick jump, sticks in fist, and horse relay races. **30-60 minutes for playing time**

Possible projects: **15-30 minutes making time depending upon game**

- Each person will make a game to take home. Possibilities include Run and scream stick, Ring the hoop, Rock in fist. (all ages)
- Each person will help make games for a set to keep at school. Possibilities include Run and scream, Ring the hoop, Rock in fist, Hoop and arrow, Make the stick jump, Sticks in fist, Stone house game. (all ages)



Contact the Glacier Art Museum at education@glacierartmuseum.org or 406-755-5268 ext226 with any questions. To schedule a Traveling Medicine Show visit please submit a completed TMS request form.