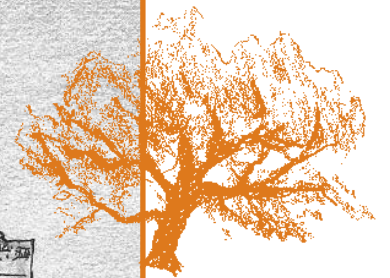
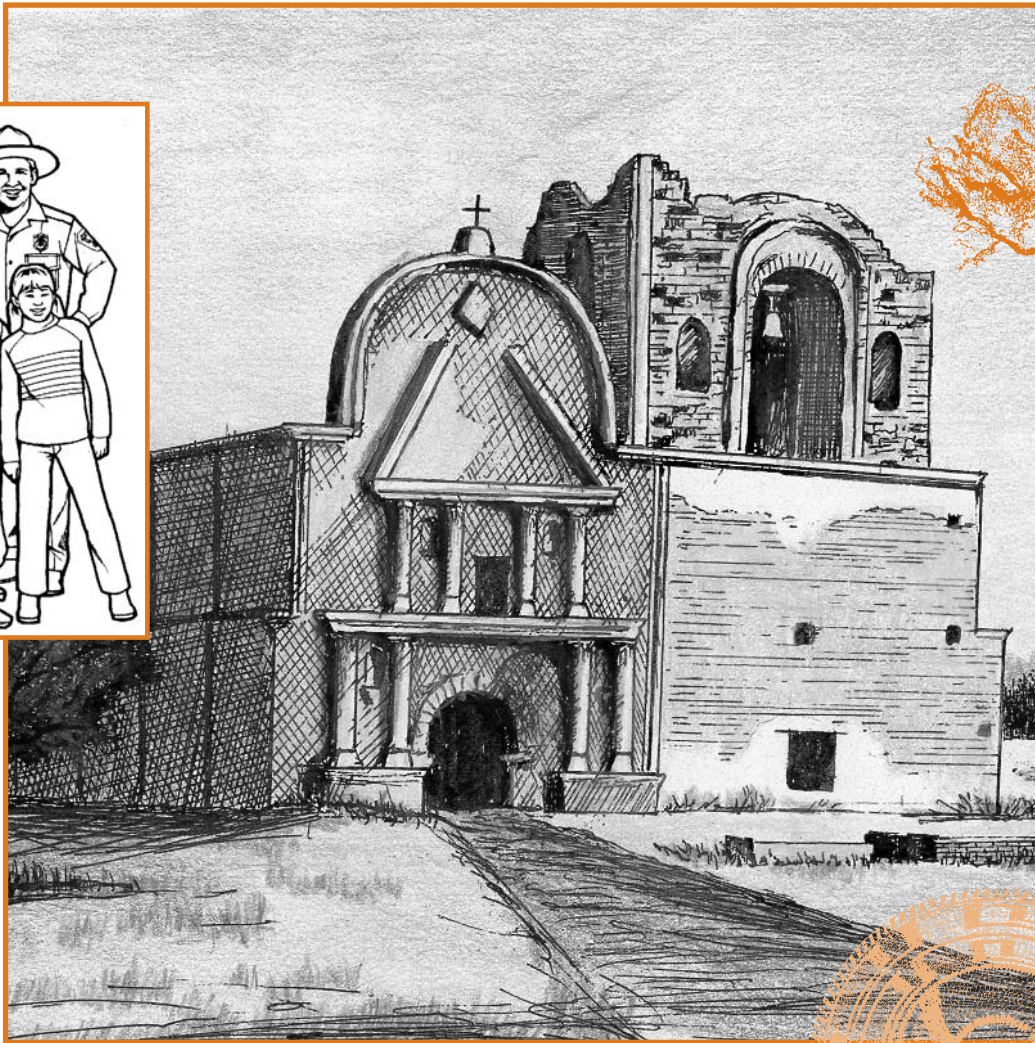


Tumacácori National Historical Park



JUNIOR RANGER GUIDE

REMEMBERING TUMACACORI NATIONAL HISTORICAL PARK



Now that you've completed the photo hunt, you know about the O'odham people, missionaries, priests, and other people who have lived in this region over the last centuries. With this Junior Ranger booklet you can continue your adventure!

How This Book Works

Use the key below to find the activities that go with each tour.

Feel free to do all the activities or use the key below.



O'odham Tour



Mission Tour



Do these as a family or with a group.

(Adult guidance may be needed)

O'ODHAM GAMES

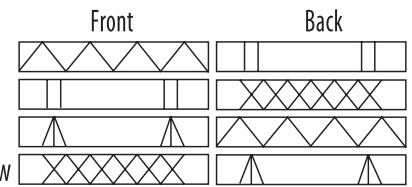


Ginz: An O'odham Stick Game

You will need:

- Four flat sticks (*popsicle sticks work well*)
- Crayons, a pen or pencil
- Small rocks or other objects for markers

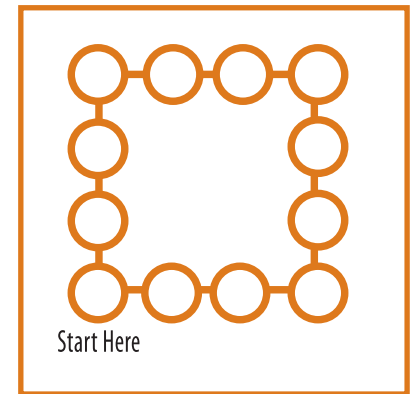
Move one space forward
Move two spaces forward
Move forward to the end of the row
Move backward to the end of the row



Draw designs on each stick, front and back, as follows:

Make a game board by drawing a square on the ground or a piece of paper. Make marks for twelve stops around the square as shown.

The players take turns tossing the sticks in the air and letting them fall. To move around the square, the player may choose the order in which they make the moves shown on the sticks. The first player to get completely around the board three times is the winner.



Apache Moccasins Game

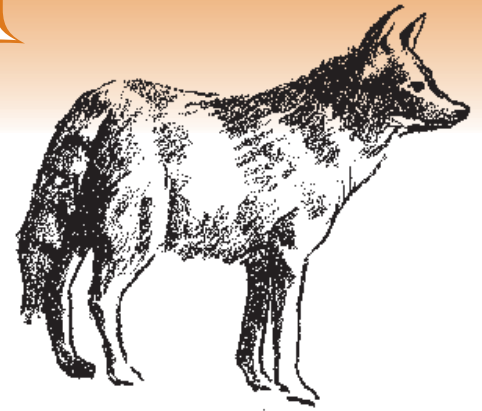
You will need:

- 2 Moccasins (shoes or cups work too)
- Marble or coin
- 20 small sticks

Play with two teams of two or more people. One team closes their eyes or turns around while the other team hides the bone (small object) under one of the moccasins. The moccasins are then moved around to confuse the other side. The second team then guesses which moccasin hides the object and wins a point if they are correct. Then they get to hide the object. If the guess is incorrect, the first team gets to hide the object until the second team guesses correctly. Teams should sing songs to confuse their opponents. Play until one team reaches ten. You can use small sticks as counters for scorekeeping. (*Paper and pencil works too.*)



SPEAKING O'ODHAM



CAN YOU COUNT TO TEN IN O'ODHAM?

After you say the word, write the number in the box.

Hemako (huh ma co)

one

Gook (goo ook)

two

Vaik (vah eek)

three

Giik (gee eek)

four

Hetasp (huh tasp)

five

Chudp (choo dp)

six

Vevaak (vuh vah ahk)

seven

Gigi ik (g-eeg-ee eek)

eight

Humukt (hoo moo kt)

nine

Vestman (vuest mahn)

ten

HOW DO YOU SAY...

Tumacácori

(too maw caw co ree)

Akimel O'odham

(ah ki mur oh oh dom)

Tohono O'odham

(toe on no oh oh dom)



Tumacacori Tales




Storytelling is important to the O'odham people. It's entertaining and a fun way to remember vital lessons from parents and grandparents. These stories typically feature local animals (although their actions might sound a lot like things people do!)

Help the storyteller.



Say the O'odham name when you get to each symbol.


The O'odham Story of Ca Kai Choo and Bun


 is the home of  and .  often played tricks on .




One time they took some of his body fat while he slept.  awoke and was angry!



He chased the  but they flew to safety into their little holes along the .

 went to the first hole and reached in. He grabbed the first  and growled, "Are you the one who did this to me?" A tiny peep, "No! Try the next hole,"

was heard. And so  went from hole to hole until he came to the last one. "Was it

you?" Again a tiny peep, "No! Try the next hole."  stuck his paw into the next

hole full of  !  howled with pain as the  ran away with glee and

laughter. Again  had gotten the best of  their worst enemy!

—As passed down to Nathan Allen from the Akimel O'odham Nation



Tohono (toe ooh no)
desert



Bun (bahn)
coyote



Jurum (ju ru m)
bear



Ca Kai Choo
(kah hey choo)
quail



Akimel (ahkimer)
river



Hanum
(ha num)
Cholla

NAMES



In the O'odham language, sometimes you can tell which are men's and which are women's names by their endings. Men's names often end in TUOT (too oat) and women's names end in OSI (oh see) or UBI.

Anostuot means Brave Man • Tuburimubi means Tall Woman • Aahiosic means Horn Woman

Circle the men's names and underline the women's names. Have fun pronouncing the names.

SIVURSTUOT

TORIOSSIC

TUTPAMUBI

VUUTUBI

SSUSUOSSIC

TUBACTUOT

HUOSTUOT

COOBIZAARI

TORIMTUOT

TOACTU

HUBASU

GUMOSSIC

TUBACSI

BATUUBI

UBURITUOT

AAGUOSSIC

MAMSSIOSSIC

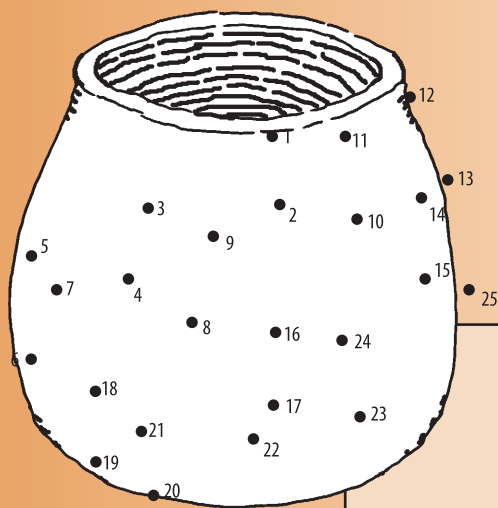
YATOO

COCORUBI

IQUITUMTUOT

CUBIMUBI

O'ODHAM OBJECTS

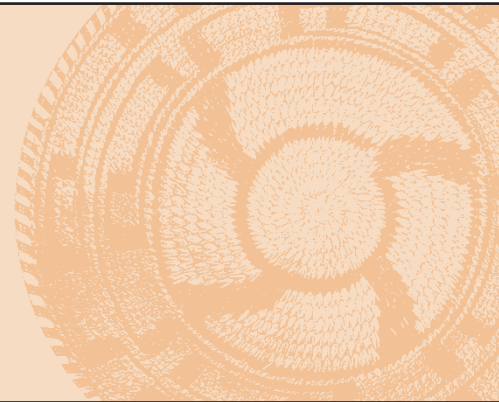
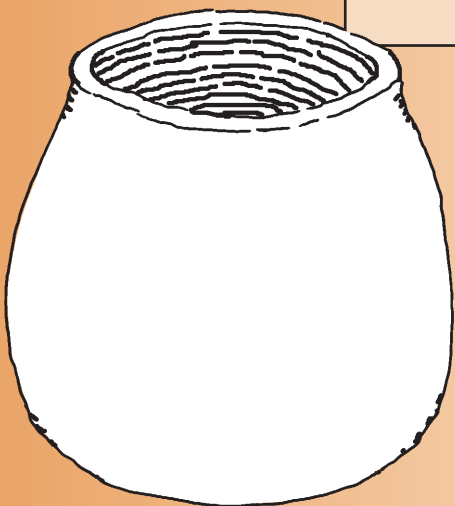


Baskets

O'odham women are well known for their remarkable coiled baskets. Traditionally, O'odham women living near the Santa Cruz River made their baskets from willow, cattails, and, for the dark designs, a desert vine called devil's claw.

Connect the dots to see a traditional O'odham basket design.

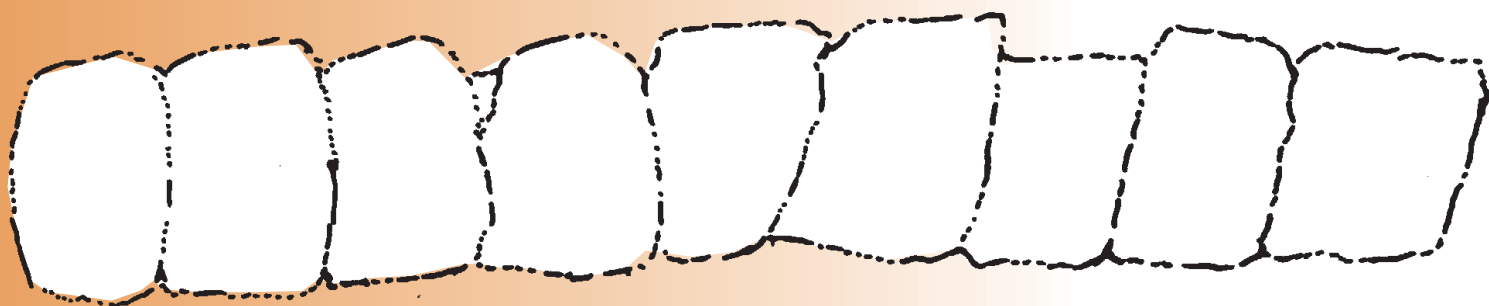
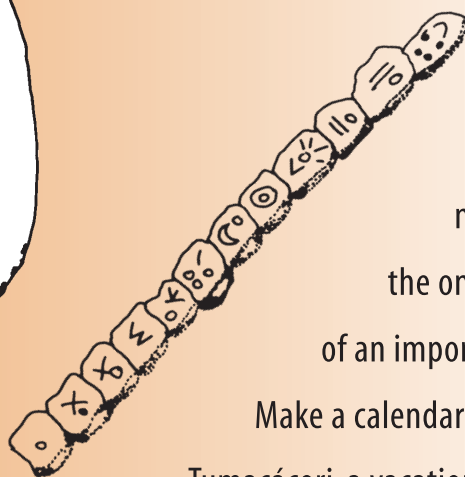
Now decorate the basket at left with your own design.



Calendar Sticks

The O'odham recorded history by making drawings on a calendar stick like the one below. Each picture tells a story of an important event.

Make a calendar stick describing your trip to Tumacácori, a vacation, or other event.



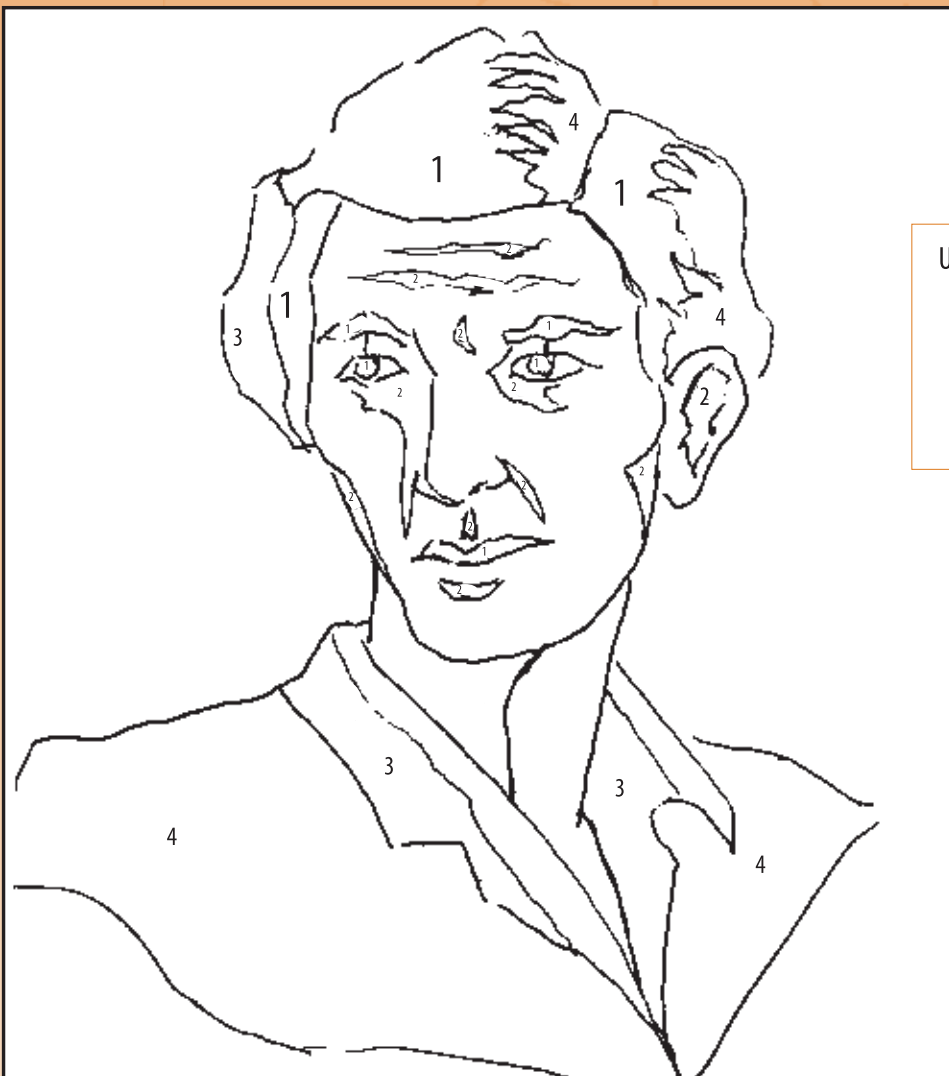
THE KINO MISSIONS







The first European to settle Arizona was Father Eusbio Kino. He founded 21 missions in the area known as the Pimería Alta. He visited other regions too. He was the first to prove that Baja California was a peninsula, not an island. There are many Kino Missions in the Pimería Alta.

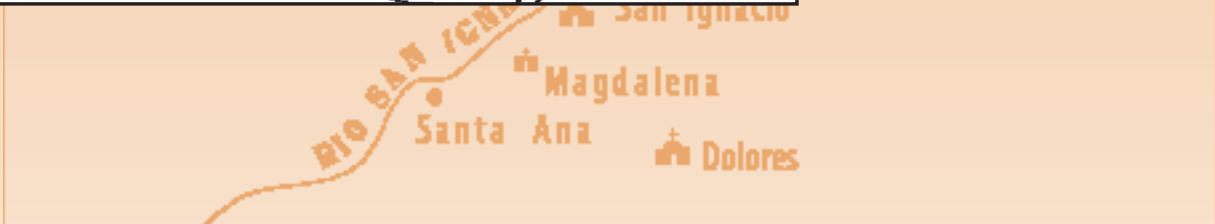


Father Kino



Use the following drawing scheme for this face:

-  1 - Dark Pencil
-  2 - Slanted Lines
-  3 - Checkers
-  4 - Light Pencil





Magdalena

Use the space below to draw your own mission.
Don't forget to give it a name.



San Xavier del Bac

Large blank rectangular area for drawing a mission.



Tubutama



Caborca

MISSION Fun



San Jose de Tumacácori took almost 25 years to build.
How long will it take you to draw it?



Did you know?

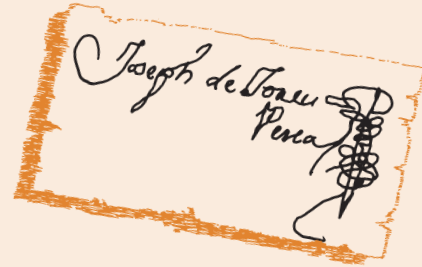
There were three missions at Tumacacori. Father Kino built the first one in 1691. The Jesuits built the second in 1752. The Franciscans built the church you see today in the early 1800s.

THE SPANISH RUBRIC



Father Kino and other early Jesuit missionaries

were well educated. Many were teachers, historians, and scientists. Father Kino had the equivalent of a degree in cartography (*map making*) and astronomy and about twenty years of college. In Spain, most educated people made a *rubric*, or fancy design, as part of their signature. Many of the Jesuit priests signed with a rubric for their signature.

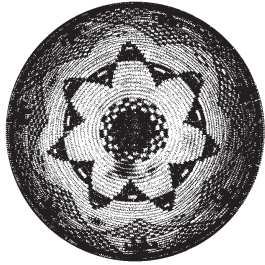
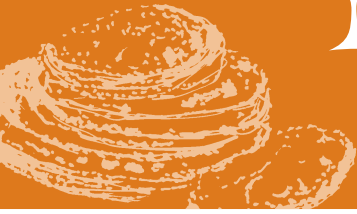


Create your own signature and rubric here.

Did you know?

The tradition of rubric-making is still practiced in many parts of the Hispanic world, including Mexico, Spain, and the rest of Latin America.

TUMACACORI GROCERY STORE



Father Kino and the missionaries that followed made gifts of livestock and food to the people of the region. The Indians provided Father Kino and his missionaries with local food and other supplies. Listed below are many goods that were exchanged between the Indians and the missionaries. Can you guess who brought what? Circle all the things that came from the missionaries. Underline those that were used by the Indians throughout the Americas before the Europeans came. Example: Rice = Missionaries Avocado = Indians

POTATOES

SQUASH

Pumpkins

Vanilla

Cocoa

Agave

CATTLE

Corn

Beets

OATS

Bananas

Olives

Barley

Beans

Prickly Pear

Horses

PEANUTS

SWEET POTATOES

Cabbage

Sugar

Grapes

PIGS

Cotton

MESQUITE

Tomatoes

Sheep

Onions

AVOCADOS

RICE

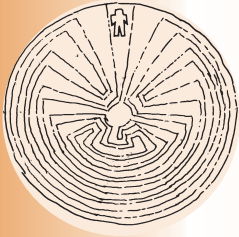
Pineapple

Devil's Claw

Turkey

Missionaries: Potatoes, squash, pumpkins, vanilla, cocoa, corn, agave, beans, sweet potatoes, cotton, avocados, mesquite, devil's claw, turkey.
Indians: Oats, beets, olives, cattle, barley, bananas, sheep, horses, peanuts, sugar, grapes, cabbage, pigs, pineapple, rice, onions.

TASTING TORTILLAS



One food you might encounter as you travel is the tortilla. Like many foods,

the tortilla. Like many foods, tortillas represent a blend of cultures. Before the first Europeans came to the Americas, the Aztecs made flat cakes of cornmeal. They didn't call their flat cakes "tortillas," however. That name was given to the cakes by the Spaniards who came here.

Why? In Spain, a tortilla is a flat egg omelet that probably looked very much like the cake of maize, or corn, cooked by the Aztecs.

After the Spanish arrived, cooks used wheat in addition to corn in their tortillas. Today you can eat tortillas by themselves or wrap them around a filling. Other foods, such as tortilla chips, burritos, enchiladas, and tacos, are all made with tortillas.



Hilda's Fabulous Tortillas

With an adult's help, try making your own tortillas using Hilda Alegria's recipe.

3 lbs. flour

1/3 cup lard or shortening

3/4 teaspoon salt

approximately 2 cups of tap water to mix

cooking oil

Mix the flour, lard, and salt. Add the water 1/4 cup at a time, mixing well after each addition. Dough should be soft and slightly sticky. Make small balls, brush with oil, cover, let stand for five minutes. Dip each ball lightly in flour before patting it into a thick, flat, pancake-like shape. Brown each side using a nonstick skillet or griddle.

Hablas Español?



The missionaries who came to Tumacácori spoke and taught Spanish to the Indians. All over the Southwest many people still speak Spanish.

Try having a conversation using these fun questions and answers.

Pregunta (Question)	Respuesta (Answer)
Hola (Oh la) Hello	Hola mi amigo (Oh-la me a-me-go) Hello my friend.
¿Cómo estás? (Como eh-stahs) How are you?	Bien. ¿Y tu? (Bee-en, EE too) Good, and you?
Muy bien, gracias. (mooy bee-en gra-see-as) Very well, thank you.	
¿Dónde Vas? (Don day vas) Where are you going?	Voy a Tucsón. (Voy a Too-k-son) I'm going to Tucson.
¿Porque? (por kay) Why?	Para comprar cosas. (para com-prar coa-sas) To buy things.
Tengo que salir ahorita. (Tengo que sah-leer ah-o-ree-ta) I have to go now.	Muy bien. (mooy bee-en) Very well.
Adiós. ¡Que le vaya bien! (Ah-dee-os. Kay la vie-yah bee-en) Bye. Have a good trip.	Adiós. Hasta próxima. (Ah-dee-os. Ah-stah prox-ima) Bye. Until next time.
	Gracias, y tú tambien (Grah-see-as, EE too tambee-en) Thanks, you too.

Spanish Sightings

You may have noticed that Arizona has a lot of advertisements and street signs in Spanish. Did you know, for example, that Nogales means “walnuts” in Spanish? Write down all the Spanish words you see as you travel through Arizona. Can you find ten? Twenty? See if you can translate the words to find out what they mean!



In Your Own Words

Use this space to write a letter about what you saw at Tumacácori. Address it to yourself, and when you get home re-read it to remind yourself of your visit to Tumacácori.



Be sure to include a drawing.



Developed by Roy Simpson and NPS volunteers and staff
 Edited by Sara St. Antoine and Abby Mogollón
 Designs by Boelts/Stratford Associates
 Illustrations by Marv Leanna

Special thanks to the staff and volunteers at Tumacacori National Historical Park for their care and direction with this project.

Published by Western National Parks Association
 Copyright ©2005 Western National Parks Association
 This publication was produced with funds donated by Western National Parks Association and is intended for educational purposes only. To learn more about WNPA please visit our website at www.wnpa.org

To learn more about Tumacacori National Historical Park visit www.nps.gov/tuma

Become a WebRanger

As a WebRanger, you'll learn what Park Rangers do to help protect our natural resources and our cultural heritage. You'll also learn how Park Rangers observe and discover new things about our national parks—things to share with visitors like you.

<http://www.nps.gov/webangers/>



In addition to Tumacacori, national parks can be found all across the United States, from the cold coast of Alaska to the swampy tip of Florida.

Many of these parks offer visitors the chance to become a Junior Ranger. Through fun activities and more, you will discover what makes each park unique and special. You'll even receive a special prize or badge representing each park. The more parks you visit, the more Junior Ranger adventures you can have.

