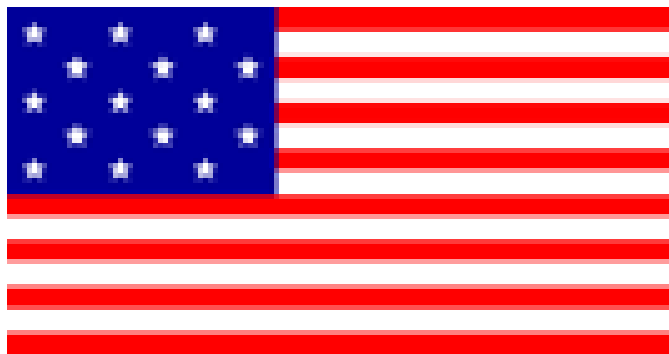


# “Remember the Raisin” Activity

## Student Instruction Sheet

A. Find a partner. As a class read aloud the following:

The year is 1812. The United States and Great Britain have been at odds over Britain’s violations of U.S. trading rights on the seas and the impressment of U.S. sailors into the British navy. Many western Americans also believe Great Britain is motivating Native Americans to raid American villages and disrupt the fur trade in the north. The United States finally decides to declare war on Great Britain on June 18, 1812. Many Kentuckians from your hometown of Shelbyville are eager to join Lt. Colonel **John Allen’s 1st Rifle Regiment** of Kentucky Volunteers. Lt. Colonel Allen was a former Kentucky Congressman and current Senator from Shelbyville, whom you respect very much. There are rumors that this regiment will be sent to fight the British and Native Americans in the north, probably in the Michigan Territory. The idea of leaving your parent’s farm is frightening. Since you are only 15 years old you will have to have signed permission from your parents to join. After listening to a speech given by Henry Clay, you decide to do your patriotic duty and enlist in the 1st Regiment. You will be making a long, hard journey north through the wilderness of Ohio by foot. You will have to make many important decisions to make sure you survive the journey and the war.



B. With your partner, read your first Kentucky Militiaman Adventure and select the best decision the Kentucky militiaman can make in this scenario. Your decision will have a consequence. You will earn or lose points toward your final military ranking depending on which decision you choose. Discuss with your partner the pros and cons of each decision before you make it. Do not write down your decision until you have both agreed upon the same decision. Vocabulary words are in bold print the first time they are used and can be found on the vocabulary sheet. You may want to look at the sheet before making your decision. Once you have decided, write the letter of your decision on the answer sheet. Changed answers will not be accepted. There will be a five point deduction for answers that have been changed. After selecting your answer, wait for your teacher to read to you the consequences (DO NOT PROCEED UNTIL INSTRUCTED TO DO SO). Clues to making future correct decisions may be provided in some of the consequences so listening is important! You will earn points and a military rank based upon the decisions you have chosen. Proceed to the next Kentucky Militiaman Adventure once instructed to do so by your teacher! Good luck!

# Kentucky Militiaman Adventure

## Adventure Scenario One:

It is late summer of 1812. You have mustered in Georgetown, Kentucky and are awaiting orders to begin marching north. You decide to check your belongings to make sure you have everything you need for your journey. Your belongings consist of:

- wooden canteen
- shot pouch
- flintlock rifle
- blue knapsack
- haversack
- tomahawk
- long knife and sheath
- playing cards
- tin cup
- cow horn spoon
- sewing kit
- extra horse shoes
- nails to repair wagons
- horse bridle
- a pair of boots
- your entire life's savings=\$18

You realize you have too many items to carry on a long march. Which are the best items for you to leave behind?

- The long knife, cow horn spoon and tin cup. After all, who wants to eat out of a cow's horn? You can always get another spoon and cup from the supply wagon.
- The horse bridle, extra horse shoes and nails. By getting rid of these items you may not be able to repair the wagons, but they are well built.
- The pair of boots, playing cards and the sewing kit. It is in the middle of summer so why carry around a pair of heavy boots?



Kentucky Militiaman



Haversack



Tin Cup



Tomahawk

# Kentucky Militiaman Adventure



## Adventure Scenario Two:

You have just passed Lebanon, Ohio on your way to Dayton, Ohio. As you march north in the new state of Ohio the land begins to turn swampy and the road becomes impassable. Your regiment is having a difficult time making it through the area. Your commanding officer, Major George Madison, tells you to split into two columns. The left column will take a western route around the swamp land and the right column will take an eastern route. Anyone who wants to try to make it through the impassible road is welcome to try, but everyone needs to make it to Dayton by the next morning. You are marching in the middle of the regiment and could take either route. Look at the map (Route of the River Raisin Forces) on the back of your answer key and decide which route would be less exhausting for you to take.

- A. You are tired and worn out after over a week's worth of marching. You do not want to add on extra miles to your journey by marching either west or east. You decide to take the shortest route and go directly north and try your luck on the swampy road.
- B. After looking at the map you decide to go with the right column and take the eastern route. It will take you six miles out of your way, but the land will be firm and easy to travel on.
- C. You look at the map and see that four miles to your west is the Miami River. Marching along the riverbank could be difficult, especially if the river is overflowing its banks. The many curves in the river would also lengthen your march, but at least you would have beautiful scenery to help pass the time. You decide to go with the left column and follow the Miami River north into Dayton.



# Kentucky Militiaman Adventure

## Adventure Scenario Three:

The weather has turned cooler. Summer has turned into fall. You still wear your summer uniform as you arrive in Piqua, Ohio. **General William Henry Harrison's troops are already** there. News arrives by an army scout that Ft. Wayne is under attack by Native Americans. The combined army in Piqua number about 2,200 men. General Harrison tells the troops that as of yet, you have not experienced any fighting, but come morning you will be leaving to help defend Ft. Wayne. There is a good possibility that fighting will take place and some men may lose their lives.

As your regiment prepares for bed that night, John, the young private next to you tells you that he is going to sneak off during the middle of the night. He is too scared to fight. Leaving without permission is considered desertion in the military. This is a big crime and can be punishable by death if one is caught. The commanding officers will surely question if you were involved in his desertion since your tent is next to his. You really like John and do not want him to get in trouble, but do not want him to be forced to fight if he no longer wants to fight. What do you do?

- A. Go to Major Madison and ask the major to speak with John. John and other soldiers will surely be mad at you for ratting him out and not allowing him to return home.
- B. Allow John to desert that night and pretend not to know anything when Major Madison and Colonel Allen question you about his illegal departure. You must hope that John does not get caught.
- C. Tell John that if he leaves you will have to raise an alarm for the sentries to arrest him. He will surely be placed in prison, and maybe killed, for his attempt to desert.



# Kentucky Militiaman Adventure



## Adventure Scenario Four:

The anticipated battle at Ft. Wayne never took place. The attacking Native Americans left before the North West Army arrived. Your regiment is now part of the Left Wing commanded by General Winchester. You have finished building “Fort Winchester” near the remains of Fort Defiance on the west bank of the Auglaize River and are awaiting your next orders. Winter is approaching and most of the men in your regiment do not have warm clothing. Some do not have shoes. You are better off than most since you just received a warm coat mailed to you by your mother. Every morning you leave the fort in search of firewood to keep the officers and your regiment warm. Each day you are going further and further away from the fort to find the firewood. You must be careful not to be killed by Native Americans allied with the British who are in the area.

One morning, in search of firewood, you realize you are lost. Looking around you do not recognize your surroundings. The sun is just beginning to approach the horizon. The lack of daylight casts many shadows in the woods. You begin to think of ghost stories your older brother used to tell you back home. Suddenly, you hear a moaning and see a dark, shadowy figure of a ghost just ahead! The ghost rises up and moans, then falls to the ground, only to rise up moaning again. You are too scared to move! What will you do?

- A. Run back to the protection of the fort as fast as you can and hope the ghost does not catch you!
- B. Stay perfectly still and hope the ghost will go away without seeing you.
- C. Challenge the ghost and hope it will leave you alone.



# Kentucky Militiaman Adventure

## Adventure Scenario Five:

Finally, just after Christmas you begin marching north again. You have been told that the Left Wing will be part of a combined force to first attack the British at Fort Malden and then retake Detroit which had fallen to the British at the beginning of the war. Your regiment, the 1st Rifle Regiment of Kentucky Volunteers, begins marching while still lacking the warm clothes, coats and boots needed for winter. Many are still wearing their summer linen shirts and do not have shoes.

During the march General Winchester receives word that Frenchtown, a small farming village on the River Raisin, has been taken over by a small group of Native Americans and British troops. The River Raisin flows into Lake Erie and also crosses Hull's Road that leads to Detroit. These transportation routes make Frenchtown an important supply town for the American military. The families living in Frenchtown are worried that the occupiers will burn their homes to the ground leaving them without shelter in the middle of winter. General Winchester is unsure what to do so he asks for your advice. Should he:

- A. Continue with the original plan to march the Left Wing north and unite with other American troops to attack Fort Malden.
- B. Send part of his army to run the British and Native Americans out of Frenchtown and pick up more supplies for his army while the army is in Frenchtown.
- C. Turn around and go back to Fort Winchester until all of the men receive the proper winter clothes and boots with which to fight.





# Kentucky Militiaman Adventure



## Adventure Scenario Six:

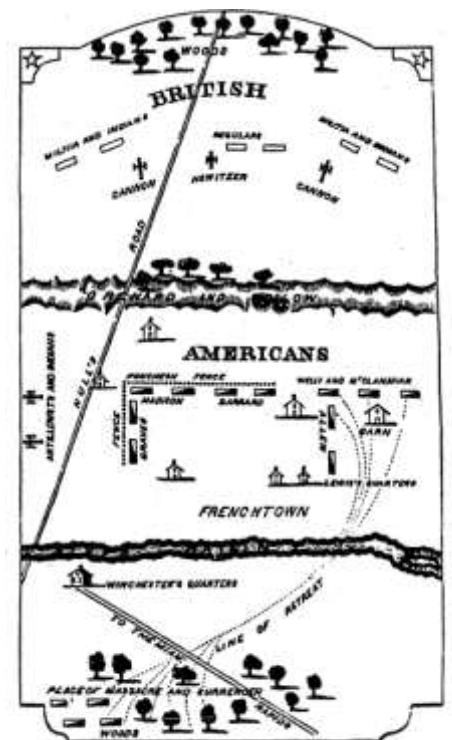
You arrive two days later at Frenchtown, a small farming village on the River Raisin with several trading posts. You join the rest of Lt. Colonel Allen's 1st Rifle Regiment who have positioned themselves to the right of the settlement. On your right wing is the 17th U.S. Infantry who has situated itself in a field. To your left, stationed at a puncheon fence, are the 1st and 5th Kentucky Volunteer Militias.

Despite the cold weather and two feet of snow you feel very optimistic about being in Frenchtown. For the first time in almost five months you eat an apple and drink cider! The villagers, or habitants as they are called in French, have been very welcoming and provide you with all kinds of treats. One young lady, Miss Labadie, is quite attractive and flirts with you all evening!

For two nights you enjoy the hospitality of the Frenchtown habitants when suddenly one morning you awake to the sound of thunder! You quickly realize the thunder is actually the explosion of a British cannon whose discharge has just hit Joseph Robert's house on the south side of the River Raisin. You quickly get out of bed, put on your boots and grab your rifle.

As hard as you and the rest of Lt. Colonel Allen's men try, you cannot resist the attacking British troops and Native Americans. The noise of the cannons and gunfire is so loud you cannot hear Lt. Colonel Allen's orders. You look around and realize that you and a handful of Kentuckians nearby are almost surrounded by the enemy. What do you do?

- A. Allow yourself to be captured and taken prisoner of war.
- B. Continue to shoot until you run out of ammunition and then run away.
- C. Fall back and try to find Lt. Colonel Allen.



This map of the Battle of the River Raisin appears to be an early printed version of the Boesler treatise in the previous plate. Loosing, *Pictorial Field-Book of the War of 1812*

# Kentucky Militiaman Adventure



## Adventure Scenario Seven:

Once behind the house you survey the men that are with you. You do not know any of them and only recognize the habitant who led the retreat. He points behind you. You turn to see Lt. Colonel Allen trying to stop his men from retreating and turn to fight. Just then a Native American fires a gun and kills Lt. Colonel Allen. The militiamen, who had slowed down their retreat, now break into a panicked run. You realize you must join their retreat and try to get across the River Raisin behind you to even have a chance at safety.

Not long after you begin to run you realize there is a Native American tracking you. You can barely see him off in the distance. As you near the river bank you accidently break through the ice on the shallow river's edge and your boots are soaked! They quickly begin to rub large blisters all over your feet. You must make a decision quick!

- A. Take off the boots and run barefoot across the Raisin River. You need to get out of here fast!
- B. Leave the boots on and continue to run across the river. The boots at least provide some protection from the snow. You will have to deal with the blisters later if you survive!
- C. Leave the boots on but find some place to hide. If you are lucky the Native American will never find you.



# Kentucky Militiaman Adventure

## Adventure Scenario Eight:

You have gone quite a distance westward along the River Raisin in your effort to elude the tracking Native American. In the distance you can see what appears to be Americans surrendering to the British Army. You decide to hide in a thicket nearby rather than surrender yourself to the British. It does not take long before you fall asleep out of exhaustion.

You awake the next morning to the smell of smoke and the sounds of people screaming from Frenchtown. You decide to try to get closer to a nearby house to see what is happening. As you sneak closer you can see in a doorway wounded American soldiers in the house being killed by Native Americans. Many of the houses are also on fire. From one burning house you can hear the screams of your fellow wounded Kentuckians inside burning, too wounded to be able to get out of the burning building.

Shocked by what you see, you panic and begin running south to Plum Creek. Once at Plum Creek you stop to catch your breath. It is eerily calm here and something does not seem quite right. Only too late you realize you are being watched! As you turn to see who is watching, you hear a war cry and are knocked to the ground.

You look up just in time to see a tomahawk raised in the air over your head. Before the blade can come down another cry pierces the air and a young Native American knocks the tomahawk to the ground. You look up and recognize Waseonquet, Distant Clouds, the Odawa you bandaged several months before. His father, Otussa, begrudgingly picks up his tomahawk off the ground. The two Native Americans exchange words. Finally, Otussa informs you that in return for the help you provided Distant Clouds they will not harm you. However, they cannot bring you with them when they rejoin the rest of the Native Americans for fear for your safety. Otussa, who is a descendent of the famous Chief Pontiac, has friends in Detroit. He and Waseonquet will take you to Detroit and turn you over as a prisoner to his friends.

You are grateful for not being killed but do not want to become a prisoner of war, especially after seeing what just happened in Frenchtown. What will you do?

- A. Agree to go along peacefully to Detroit and allow yourself to become a prisoner of war. You must hope the U.S. government will exchange British prisoners of war in return for your release.
- B. Agree to go to Detroit but try to escape before you reach the city.
- C. Refuse to become a prisoner of war and attack Otussa.

