

“Remember the Raisin” Activity Teachers Answer Key

Adventure Scenario One:

If you answered:

- A. Ugh! At the end of the first day of marching you are exhausted and want nothing to do but get something to eat and go to sleep. The regiment cook has prepared a thick bean soup with bacon for dinner. You do not have a tin cup for the cook to put the soup in or a spoon to eat. Luckily, Private Tim Hardin has an extra cup and spoon he is willing to sell you for \$1. You only earn 3 points for making a decision that cost you some of your precious life’s savings.
- B. Congratulations! You recognized you are marching on foot so you will not need items for a horse or wagon. You have lightened your load allowing you to march farther with less effort. You earn 5 points for a good decision!
- C. Oh no! This war is bound to last for a while. There will be many days, and possibly weeks, without any fighting. You will need your boots to protect your feet against the cold Michigan winter and playing cards to help pass the time. Since you will be marching through the wilderness you will need to have a sewing kit to repair your uniform. Your mom will not be there to sew it for you. You only receive 1 point for making this decision.



Adventure Scenario Two:

If you answered:

- A. You begin to go straight north on the swampy road. After just 100 yards you become stuck in gooey muck! Luckily, Private Tim Hardin is there to pull you out! Now you must select a new route around the swamp so you decide to go east. Eventually, you catch up with the right column. You miserably march in your wet, dirty uniform with the right column to Dayton. You only earn 2 points for making this decision.
- B. You make your way slowly around the swamp and arrive in Dayton early the next morning. Cannon fire by the townspeople greets you to celebrate your safe arrival! You are tired but have safely arrived! You have earned 3 points.
- C. You head west with the left column and arrive at the Miami River. The regiment begins to follow the river bank north toward Dayton. As you **come around a bend you see a trader’s cabin on the river just ahead.** You are in luck! The trader is a patriotic American who is willing to allow the regiment to use his flat bottom boat and canoe to transport the left column to Dayton. You arrive in Dayton later that evening and are able to rest the entire night while you wait for the right column to arrive. You earn 5 points for making this lucky decision!



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Adventure Scenario Three:

If you answered:

- A. You felt awful but went to Major Madison and informed him of John’s plan to desert. Major Madison brought John to his tent and discussed with John the penalties for desertion. He made a deal with John that he would discharge John from the regiment and allow him to return home once the troops arrived in Ft. Wayne. John agreed and did not desert; however, he now has to collect firewood for the officer’s fire each day. Major Madison wants you to go with him to make sure John doesn’t try to desert. Major Madison awarded you with 3 points for following orders and telling an officer about a planned desertion.
- B. You keep quiet about John’s plan to desert. The next morning you awake to discover that John has indeed deserted. Unfortunately, a sentry heard him when he became entangled in a dense thicket. The sentry shot John thinking he was a Native American attacking the camp. John was wounded and will be sent home. The army doctor is unsure if he will live. Unfortunately for you, he told Colonel Allen that you knew of his plan to desert. As punishment for not telling an officer of John’s plan you have been assigned to find firewood each day for the officer’s campfire. You can only hope you do not accidentally run into any Native Americans allied with the British while out searching for wood. You do not earn any points for not following orders and informing an officer of John’s plan to desert.
- C. John does not believe you would raise an alarm to get him in trouble. He waits for you to fall asleep and then begins to leave the camp. He quietly slips into the surrounding forest where he accidentally sees a Native American trying to steal one of the officers’ horses! Surprised, he gives out a short cry that immediately awakens you! You jump up and begin running toward John’s cry. You are determined not to let him desert! Coming up on him at a full sprint you lower your shoulders and tackle him to the ground. Unknown to you, however, was that John was leading two other soldiers to the thief! By tackling John you have allowed the Native American to take off with Major Madison’s horse! As punishment for losing Major Madison’s horse you have been assigned to find firewood each day for the officer’s campfire. You can only hope you do not accidentally run into any Native Americans while out searching for wood. You earn only 1 point for not allowing John to desert while losing Major Madison’s horse.



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Adventure Scenario Four:



If you answered:

- A. You begin to run back to the fort as fast as you can! Unfortunately, you look back to see if the ghost is following you and forget to watch where you are going. You smack right into a tree and knock yourself out! It is daylight when you awake and look back at the ghost. You can now plainly see what you had thought was a ghost is actually a Native American. The Native American is lying barefoot on the ground holding his head. You cautiously approach him and realize he, too, is passed out. His head is bleeding and swollen. You decide to bandage the head to stop the bleeding. Just as you finish wrapping the wound the Native American awakes. He speaks limited English but you are able to exchange names. His name is Waseonquet, which means Distant Clouds. He is an Odawa (Ottawa) from **Presqu’isle**, near the mouth of the Maumee River. He says he was perched in a tree hunting for deer when he slipped and fell to the ground where he hit his head. You doubt his truthfulness, but he says that you have saved his life and he will always be grateful. You peacefully part ways but never tell anyone in the fort how you helped Distant Clouds since the Odawas are allies of the British. You earn only 3 points for running away from a ghost!
- B. You stand perfectly still for what seems like hours and pray the ghost will not see you! You watch as the ghost figure rises and falls two more times, each time coming closer than the last. As morning approaches, the sky grows brighter and brighter, allowing you to see that what you thought was a ghost is actually a Native American! Feeling extremely foolish you cautiously approach the Native American lying barefoot on the ground. He has not moved for several minutes. Getting closer you can see that his head is bleeding and swollen. You decide to bandage the head to stop the bleeding. Just as you finish wrapping the wound the Native American awakes. He speaks limited English but you are able to exchange names. His name is Waseonquet, which means Distant Cloud. He is an Odawa from **Presqu’isle**, near the mouth of the Maumee River. He says he was perched in a tree hunting for deer when he slipped and fell to the ground where he hit his head. You doubt his truthfulness, but he says that you have saved his life and he will always be grateful. You peacefully part ways but never tell anyone in the fort how you helped Distant Cloud since the Odawas are allies of the British. You earn only 3 points for being scared of a ghost!
- C. You bravely pull out the long knife from its sheath and begin to wave the knife in the air as you yell at the ghost. The ghost rises into the air moaning several more times coming closer and closer. Eventually, you are successful in scaring it and it remains on the ground. Feeling very victorious you turn to leave when the thought crosses your mind that it may not really have been a ghost. Curiosity gets the better of you and you turn back around. The sun is higher in the sky now allowing you to clearly see that what you thought was a ghost is really a Native American. Feeling extremely foolish you cautiously approach the Native American lying barefoot on the ground. He has not moved for several minutes. Getting closer you can see that his head is bleeding and swollen. You decide to bandage the head to stop the bleeding. Just as you finish wrapping the wound the Native American awakes. He speaks limited English but you are able to exchange names. His name is Waseonquet, which means Distant Clouds. He is an Odawa from **Presqu’isle**, near the mouth of the Maumee River. He says he was perched in a tree hunting for deer when he slipped and fell to the ground where he hit his head. You doubt his truthfulness, but he says that you have saved his life and he will always be grateful. You peacefully part ways but never tell anyone in the fort how you helped Distant Cloud since the Odawas are allies of the British. You earn 5 points for your bravery.

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Adventure Scenario Five:

If you answered:

- A. You are indeed a true soldier! You are able to focus on the main objectives which are to take Ft. Malden and then Detroit. Perhaps you would make a great general one day! Unfortunately, you have ignored that Frenchtown is an important supply town for the American Army and that there are unprotected women and children there since their husbands are off fighting in the war. You will need supplies from Frenchtown to resupply your army after attacking Ft. Malden. If you let it get burned down you may have difficulty getting enough supplies to attack Detroit. General Winchester realizes this and decides not to take your advice. He sends part of his army to Frenchtown where they successfully push out the British and Native Americans. You earn 3 points for recommending to follow orders.
- B. Good job looking at the map! The provided map shows you that General Winchester sent some of his army to Frenchtown, which is present day Monroe. The American Army, led by Lt. Colonel William Lewis, is successful in running the British and Native American occupiers out of Frenchtown. He has now sent a request to General Winchester for reinforcements in order to keep Frenchtown safe from a counterattack. General Winchester will go to Frenchtown himself. You and most of the remaining Kentucky militias head off to Frenchtown also. You earn 5 points for paying attention and making the correct decision!
- C. This may seem like the logical choice but sometimes logic does not make sense! The U.S. military is having difficulty obtaining the necessary supplies to outfit all of the military in the War of 1812 correctly. It may be next spring or summer before the winter uniforms arrive at Fort Winchester! On top of it, the spring thaw would make the roads impassable. The troops must move during the winter while the ice on the lakes and rivers allow them to move over them freely and prohibit the British from using their ships on Lake Erie to stop the advancing American Army. General Winchester decides not to take your advice. He knows he will need Frenchtown for supplies after the attack on Ft. Malden and feels he needs to defend the women and children living in the area. He sends part of his army to Frenchtown where they successfully push out the British and Native Americans. You only earn 1 point.



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Adventure Scenario Six:

If you answered:

- A. The fight is not over yet and you have not heard a commanding officer give the order to surrender! Just as you were about to surrender to an approaching British officer a hand reaches out and pulls you back. A young habitant you do not recognize motions to follow him in retreat. You earn only 1 point for almost making an awful mistake!
- B. You decide to continue shooting until your ammunition runs out in order to protect the handful of Kentuckians nearby as they retreat. As you are shooting you are unaware of a young habitant approaching you from behind. Before you use up your remaining ammunition the young man pulls you back and motions for you to retreat with him. You earn 3 points for your valor and trying to protect fellow soldiers.
- C. You look around and get the attention of the few remaining Kentucky militiamen. A young habitant who is with them motions for all of you to retreat with him while you all continue to fire. The habitants plan to fall back works perfectly and you all arrive safely behind a house. You earn 5 points for a coordinated retreat!



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Adventure Scenario Seven:

If you answered:

- A. You quickly sit down and tie the boots together with their laces. In one motion you sling the boots over your shoulder and begin your run again. The snow feels cold on your feet but soothes the blisters that have already formed. The pursuing Native American suddenly stops and turns around when he reaches the bare footprints. He falsely assumes that the bare footprints in the snow belong to a Native American since many Native Americans do not wear shoes. You earn 5 points for your great luck!
- B. You try to continue to run with the boots on but eventually the pain from the boots rubbing your feet becomes unbearable. You quickly sit down and tie the boots together with their laces. In one motion you sling the boots over your shoulder and begin your run again. The snow feels cold on your feet but soothes the blisters that have already formed. The pursuing Native American suddenly stops and turns around when he reaches the bare footprints. He falsely assumes that the bare footprints in the snow belong to a Native American since many Native Americans do not wear shoes. You earn only 3 points for not taking the boots off sooner.
- C. **You leave the boots on and continue to run toward the river looking for a place to hide. There doesn't seem to be any good place nearby. As you continue to run the pain from the boots rubbing your feet becomes unbearable. You quickly sit down and tie the boots together with their laces. In one motion you sling the boots over your shoulder and begin your run again. The snow feels cold on your feet but soothes the blisters that have already formed. The pursuing Native American suddenly stops and turns around when he reaches the bare footprints. He falsely assumes that the bare footprints in the snow belong to a Native American since many Native Americans do not wear shoes. You earn only 3 points for not taking the boots off sooner.**



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Adventure Scenario Eight:

If you answered:

A. or B. You leave Plum Creek with the two Native Americans heading north towards Detroit. Your boots have dried out so you put them back on. The next day, while on a small trail, you get the feeling you are being followed, but cannot see anyone. That night, as the two Native Americans are sleeping, a young boy sneaks near you and motions for you **to follow. It is Joseph Robert’s son. He leads you to his father who hides you in his wagon.** Joseph is on his way to Detroit with his family. The next two days you ride hidden in the wagon. Just before reaching Detroit Joseph stops the wagon and tells you to follow a small trail that will take you to a river. If you follow the river you will eventually run into U.S. scouts patrolling the area.

You thank Joseph and do as he instructs. Eventually, you run across a small scouting party of Americans who take you to General Harrison. You continue to fight in the War of 1812. You gain considerable fame by leading the yell, **“Remember the Raisin” at your next battle, the Battle of the Thames,** in order to rally the U.S. troops. You earn 5 points for surviving the war!

C. You give a loud war whoop and try to knock Otussa to the ground! He just laughs and tells you that you are lucky his son likes you! You realize that it is useless to try to fight. You leave Plum Creek with the two Native Americans heading north towards Detroit. Your boots have dried out so you put them back on. The next day, while on a small trail, you get the feeling you are being followed, but cannot see anyone. That night, as the two Native Americans are sleeping, a young boy sneaks near you and motions for you **to follow. It is Joseph Robert’s son. He leads you to his father who hides you in his wagon.** Joseph is on his way to Detroit with his family. The next two days you ride hidden in the wagon. Just before reaching Detroit Joseph stops the wagon and tells you to follow a small trail that will take you to a river. If you follow the river you will eventually run into U.S. scouts patrolling the area.

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