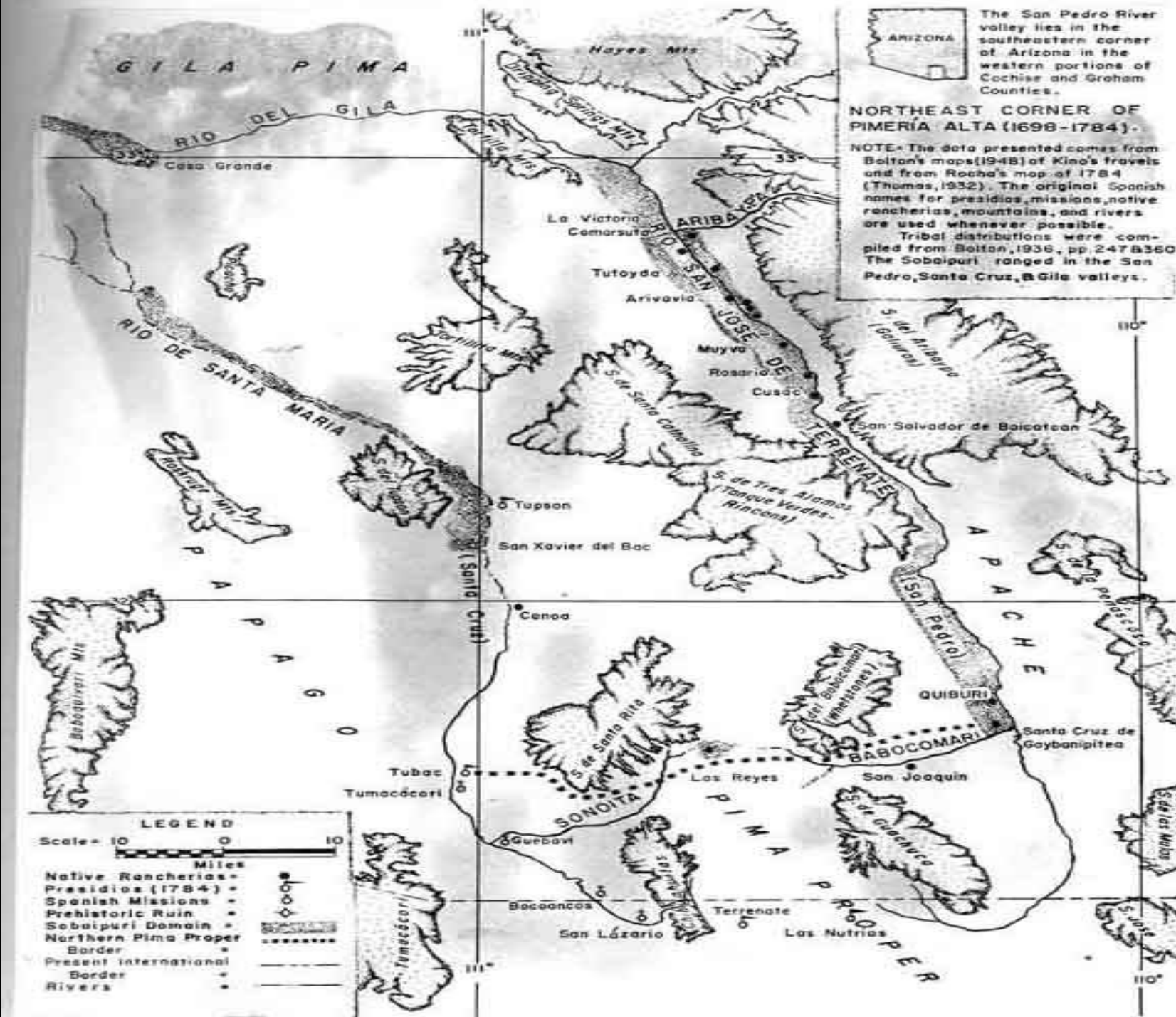


CREATE AN O'ODHAM VILLAGE

Your objective is to place a fictional O'odham village along the San Pedro River map while using your knowledge of cultural needs and climate restrictions. Be sure to describe the advantages of your chosen site and draw a sketch of your village. Be sure to follow the engineering/design process.

1. Using O'odham history lesson, brainstorm and discuss what life was like for the O'odham people living along the San Pedro River.
2. Investigate and review why did the O'odham people live where they did? • What problems did they face? • Where did they get food and supplies? • What was life like in the villages? • What kind of crops did they have? • What kind of crafts did they do? • What other activities were essential to O'odham village life?
3. Utilizing the map of the historic San Pedro River, select an appropriate area to establish your own O'odham village.
4. Answer the following questions: • Why is this a good site for a village? • How will the villagers get enough food and water? • What problems might they have?
5. Draw either a diagram or a sketch of your village, including at least three aspects of O'odham village life such as farming, hunting, games, weaving, pottery making, food preparation, housing, and water use.



San Pedro River Map, Charles Di Peso (1953)

Fig. 2--Northeast Corner of Pimeria Alta (1698-1784)

The Engineering Design Process

Ask:

