

A TEACHER'S GUIDE TO THE NOVEL

BLOWBACK

WHEN THE
ONLY WAY FORWARD
IS BACK

BRIAN MEEHL

ABOUT THE BOOK

Following this introduction, this guide is organized into two sections.

The Reading section gives strategies to use before, during and after reading as well as a chart for students to use context clues to define challenging vocabulary words.

The History section provides historical information and directions for sending students on a Web quest to enhance their connection to the people, places, and themes they will encounter in the novel.

Students will relate to high school juniors Arky and Iris Jongler-Jinks. They are twins, and between them they have the same interests many teens have: parties, music, sports, and friends. They don't have a lot in common with each other, though, besides their slight build and dark hair. Arky likes science, sports, and hanging out with his jock friends Matt and Danny. Iris shows her artistic side through her quirky choice in clothes and accessories. She is musically talented and cherishes the ancient musical instrument, the cor anglais, that their mother left behind. Both twins long to find out what happened to their mom, who has been missing for a year. After a rowdy post-game party at the Jongler-Jinks house while the twins' dad is out of town, trouble ensues. Iris plays the mysterious cor anglais and suddenly Matt, the school's star quarterback, disappears.

Matt wakes up confused and disoriented, he's been transported to 1907. Coaxed to pass as a student at the Carlisle Indian School, Matt is forced to play football for Coach Pop Warner as the Carlisle "Redmen" revolutionize Ivy League football. Matt's struggle to "play his way home" is complicated when he falls in love with an Indian girl.

Meanwhile, back home in the present, Arky and Iris discover a cache of secrets that might bring Matt back, and lead to the ultimate rescue: their mother, trapped in the past.

ABOUT THE CHARACTERS

MATT GRINNELL

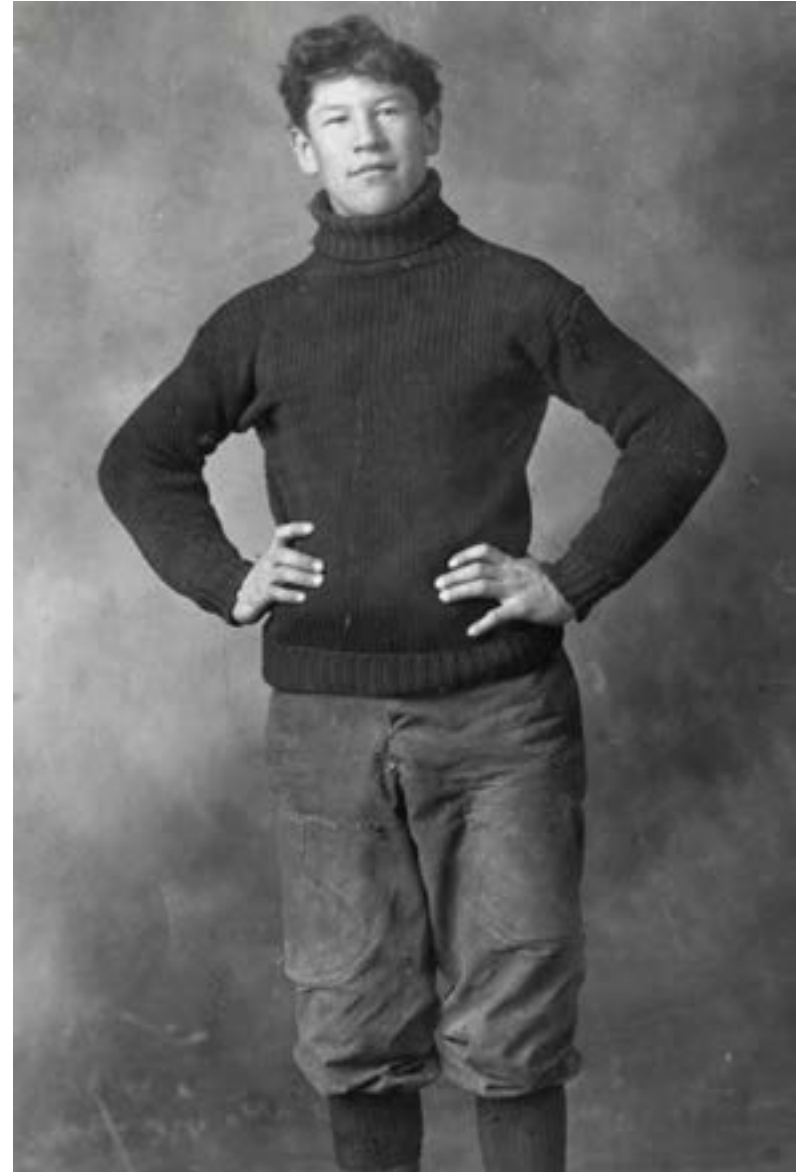
a high school quarterback with size, speed, and a surefire arm, Matt is on track for college stardom and the NFL. But he's not perfect. His decisions off the field not only land him in trouble, they land him in another time and place: the Carlisle Indian School in 1907, where football is being transformed by the likes of Pop Warner and Jim Thorpe. Matt faces long odds to "play his way home." The game he's forced to play is for his destiny.

IRIS JONGLER-JINKS

is a music geek obsessed with two things: getting into a top music school, and solving a double mystery: the disappearance of her mother a year earlier, and why she left Iris a strange woodwind instrument that's been in the family for 400 years. When Iris awakens the powers of the instrument, and accidentally sends Matt to the past, Iris's life is upended. But not without a silver lining, because she's now certain where her mother is: trapped in the past.

ARKY JONGLER-JINKS

Iris's twin brother has a scientific explanation for everything, and can't wait to put the dysfunction of his family behind him by escaping to an Ivy League college. Unfortunately, the best-laid plans of a sarcastic smart-ass are waylaid when his good friend Matt goes missing. Arky is pulled into the inescapable gyre of his family's destiny.



Jim Thorpe, circa 1907



ABOUT THE SETTING

Arky, Iris, and Matt live in the present-day Midwestern town of Belleplaine. In Chapter 10, Matt finds himself in an unfamiliar time and place—September, 1907, Carlisle, Pennsylvania. He ends up at the Carlisle Indian Industrial School. An officer of the U.S. Army, Colonel Richard Henry Pratt, took over army barracks in Cumberland County to start the school for Indian students in 1879. He recruited students from all over the country. Nearly 10,000 students from more than 70 tribes attended Carlisle between 1879 and 1918. They lived, learned, and were completely cut off from their Native American roots. Pratt wanted them to learn English, train for industrial jobs, and practice the customs of white culture exclusively. His educational philosophy was “Kill the Indian, save the man.”



This is the “Girls’ Ground,” where Matt and Jim participate in a croquet game.

CHAPTER SUMMARIES



PART I

Chapter 1

After track practice, high school junior Arky Jongler-Jinks hangs out with his football-playing buddies Matt Grinnell and Danny Bender and they talk about plans for a big post-game party at Arky's house.

Chapter 2

Matt stops by the Jongler-Jinks house for his regular pregame superstition, some time alone with the "Doctor TD" statue. Except he's not alone, Arky's sister Iris hears everything Matt says.

Chapter 3

Arky has to convince his dad that his trip to the Civil War reenactment is important, so that the Friday night football party can go on in his absence.

Chapter 4

Matt reveals his thoughts of quitting football to a disbelieving Arky.

Chapter 5

While Iris plays the ancient cor anglais, she reminisces about her mother and the mysterious note she left for Iris.

CHAPTER SUMMARIES PART I

Chapter 6

It's game night for the Cyclones, and Matt leads the team to victory.

Chapter 7

The post-game party is on at the Jongler-Jinks house. Iris is not amused, and neither is Matt's girlfriend, Kelly.

Chapter 8

A half-drunk Matt wonders if he has the will to continue with Kelly—and with football.

Chapter 9

Matt stumbles up to Iris' bedroom for a juggling lesson, and gets caught in a musical trip instead.

Chapter 10

Matt finds himself in a strange place and time.

Chapter 11

Matt meets Alfred Jongler, his pilot for this trip to the past.

Chapter 12

Iris searches frantically for Matt, and believes a note from her mother holds the clue to his whereabouts.

Chapter 13

Alfred takes Matt to the Carlisle Indian Industrial School, where he is planning to enroll his time traveler.

Chapter 14

Iris tries to convince her twin brother that her cor anglais is a device that has sent his friend on a trip through time.

Chapter 15

Matt has to pass as a Mandan Indian, and makes a deal with Alfred.

Chapter 16

Alfred convinces Major Mercer that Matt is the perfect new addition to his school—and its football team.

Chapter 17

Arky loses his temper when Iris tries to explain what happened to Matt and their mother.

Chapter 18

Matt has a new haircut, and a new friend, Caleb.

Chapter 19

Matt finds that football at Carlisle isn't the same game, or the same ball, that he's used to.

Chapter 20

Arky and Iris dive into the journal their mother left behind, *The Book of Twins: Sphere of Music*.

Chapter 21

Matt is surprised to meet a Carlisle player, the legendary Jim Thorpe.

Chapter 22

Arky spends some alone time with his mother's journal.

Chapter 23

Caleb tells Matt all about the big changes that were made to the game of football recently.

Chapter 24

Arky cleans up the party mess, and disagrees with Iris about whether or not to tell their dad about the journal, Matt, and their mother.

Chapter 25

Howard comes home and grounds the twins for having a party while he was away.

Chapter 26

Matt plans his escape from Carlisle, and faces off with Alfred on his way out.

PART II

Chapter 1

Iris plays the cor anglais for her brother, and has a disturbing vision of her mother as she plays.

Chapter 2

Matt gets his first glimpse of the Football Quarters, and the girls that live across the quad.

Chapter 3

Iris and Arky explore the concept of a Horizon Event.

Chapter 4

Matt gets to play in his first game with the Carlisle Hotshots and he's tripped up by all the crazy rules—and confusing language—of the time.

Chapter 5

Matt's teammates teach him a lesson about fighting fair.

Chapter 6

Matt gets some tender nursing care from Tawny Owl.

Chapter 7

Matt finds a lot of surprises when the Carlisle team plays against Susquehanna College.

Chapter 8

Eager to impress Tawny during drawing class, Matt lets his tongue get in the way.

Chapter 9

As everyone in Belleplain wonders about Matt's disappearance, the twins keep searching for a way to get him back.

Chapter 10

At the Penn State game, Matt has a plan to get back in Tawny's good graces.

Chapter 11

Sunday at Carlisle is full of church and croquet.

Chapter 12

Caleb takes Matt to town to get a snazzy new suit, and he learns about other Carlisle football traditions.

Chapter 13

At the Carlisle social, Matt signs up for the last dance on Tawny's dance card.

Chapter 14

During their waltz, Matt learns Tawny is even more alluring than he knew.

Chapter 15

Matt gets moved up to varsity and gets to see up close a new trick play Pop Warner has up his sleeve.

Chapter 16

Matt worries that he might affect history if he plays in the U Penn game.

Chapter 17

Matt witnesses football history in the making as Pop Warner teaches the team the single wing formation.

Chapter 18

Matt confirms the identity of a secretive sports reporter, Pigskin (Tawny), and learns that some of his own secrets have been revealed.

Chapter 19

The single wing helps Carlisle gain a victory against U Penn.

Chapter 20

Matt tries to give Jim Thorpe some advice for his future.

Chapter 21

Tawny won't let Matt kiss her, but Pigskin isn't as resistant to his charms.

CHAPTER SUMMARIES PART II & III

Chapter 22

Pop Warner and Matt chat as Pop notices the formation of salt and pepper shakers Tawny left out.

Chapter 23

The girls of Carlisle face off against the football team in a game of Girl Ball.

Chapter 24

Weather gets in the way of Carlisle's undefeated season as they drop a game against Princeton.

Chapter 25

Matt sneaks into the girls' quarters for a rendezvous with Tawny, and shares the details of the Princeton loss, and Pop's postgame speech.

Chapter 26

Iris has another vision while playing the cor anglais, and Matt's in it.

Chapter 27

Alfred sneaks into Matt's room to send him forward in time, but Matt's not ready to travel home yet.

Chapter 28

Matt visits the hospital to see his friend Caleb, who's sick with typhoid fever.

Chapter 29

Tawny is still mad at Matt, but Pigskin is always eager for an inside football story.

Chapter 30

Caleb tells Matt about a death-proof vest, and its ability to transform the Indian who wears it into a time traveler.

Chapter 31

Tawny gives Matt a gift before the football team travels to Boston.

Chapter 32

Pop gives the team an inspiring speech the night before the Harvard game.

Chapter 33

Matt loses a friend and finds that the journey to Boston leads in an entirely different direction.

PART III

Chapter 1

Back in the present, Matt frantically searches for the Carlisle-Harvard game results.

Chapter 2

Iris and Arky grab Matt at the library before he can do any damage to their futures.

Chapter 3

The mesmerizing music Iris plays muddles Matt's memory.

Chapter 4

With the championship game looming, Matt gets tested to make sure that he's cleared to play.

Chapter 5

Matt introduces the wildcat formation, much to his teammates' and the other team's surprise.

Chapter 6

Matt's quick thinking leads the Cyclones to the state championship title.

Chapter 7

Howard agrees to host the after-game party at the Jonks-Jingler house, as long as he's present for this one.

Chapter 8

Matt apologizes to Iris, and finally gets the juggling lesson he had asked for.

Chapter 9

Arky and Iris ponder the destiny of time travel.

ABOUT THE AUTHOR

BRIAN MEEHL'S previous four novels for young readers won a Junior Library Guild Selection (*Out of Patience*), a Blue Ribbon from the Bulletin for the Center for Children's Books (*You Don't Know About Me*), and has had his books placed on numerous state reading lists. Before winning three Emmys while writing for television, Meehl was a Muppeteer on "Sesame Street," and in Jim Henson films. For more information visit blowbacktrilogy.com and brianmeehl.com.

AUTHOR'S PURPOSE

I was a performer (actor, noisy mime, puppeteer with Muppets) for many years before I returned to my first great love: books.

Not growing up with a television (my college professor parents didn't like TV), as a teenager I was either reading or playing sports. From high school, the book that stuck with me most, and greatly influenced my writing, was *Moby Dick*, by Herman Melville. The way the novel jumped back and forth from fiction to non-fiction, from epic story to chapters on the whats, whys and hows of whaling, fascinated me. This blending of entertaining and informing a reader is something I try to do in all my books.

The teachers I liked the most in high school and college were the ones that were storytellers. No matter their subject, they delivered it with such enthusiasm and passion it put me on the

edge of my seat. In college, at the University of Kansas, I wandered into a history of architecture class taught by Professor Michael and, even though architecture was far from my major, his lectures were so captivating I've been fascinated with architecture ever since. Great teachers teach for life.

The inspiration for writing *Blowback '07* was very simple. When I read a nonfiction book about how the Carlisle Indians transformed the game of football (*The Real All Americans*, by Sally Jenkins), I was transported to a time and place. It not only made me want to know much more about that "spacetime," it inspired me to write a sports historical fiction novel to "butt travel" readers to the Carlisle Indian School in 1907, and experience it via a present-day high school quarterback.

STRATEGIES TO USE BEFORE READING

LINKING THE PAST TO THE PRESENT

Blowback '07 follows Matt as he journeys from the football fields of his high school back in time to the Carlisle Indian Industrial School in 1907, all set in motion by the enchanting music Iris plays on the cor anglais left behind by her mother. Divide the class into groups, allowing each group to draw a topic (see below). Their objectives are to become experts on their chosen subject and then teach what they have learned to the class.

Suggested topics:

- Indian boarding schools: What were they? Why were they created? Why are they no longer around?
- Football was nearly banned by President Theodore Roosevelt in the early 1900s. Why? What were safety concerns at the time?
- In the early 1900s, some people believed that American Indians needed to give up their culture and traditions in order to assimilate into U.S. society. How did that affect the language and traditions of American Indian tribes?
- Science fiction is a genre. Who were the first science fiction writers and what stories did they tell? What's the difference between science fiction and science fantasy?
- Is time travel possible?



The Carlisle “train station,” circa 1907.

PRE-READING ACTIVITY

Football safety is an issue that has been prominently in the news both in 1907 and in the present day. Have students research current concerns about safety in football, including the risk of concussions and their long-term effects. Ask students to interview an older football fan, such as a grandparent or neighbor and ask them how the game has changed since they were teenagers, and whether they think the changes have been a positive or negative. Ask them to think about the question: Knowing the risk, would you let your son or daughter play football?

VOCABULARY STRATEGIES

While *Blowback '07* is written in language highly accessible to its audience, students may encounter unfamiliar and challenging vocabulary. Encourage students to highlight those words and use the chart below to assist in understanding. Demonstrate how strong readers enhance their decoding skills by discovering the meaning of the words in context, for example, the author may give synonyms or definitions of the word in a nearby phrase or sentence, or the author may give an example that helps explain the word.

Page	Word	Context Clues	Definition
cover	blowback		
2	singlet		
4	lanky		
11	beseeching		
14	tempestuous		
18	vortex		
23	cor anglais		
28	synesthesia		
31	harbinger		

READING THE BOOK VOCABULARY STRATEGIES

Page	Word	Context Clues	Definition
33	procured		
36	raucous		
41	arborvitae		
47	cascading		
51	juddering		
56	broach		
63	pensively		
66	obscuring		
69	evasive		
71	oblivion		
72	sabbatical		
78	incorrigible		
79	portico		
87	fertility		
89	gambit		
94	wainscoting		

READING THE BOOK VOCABULARY STRATEGIES

Page	Word	Context Clues	Definition
100	bulbous		
103	crux		
104	preternatural		
113	squaw		
114	protruding		
117	troposphere		
122	accentuated		
124	reverie		
130	edict		
135	moxie		
139	shaman		
140	emanation		
145	parasol		
149	assemblage		
151	wan		

READING THE BOOK VOCABULARY STRATEGIES

Page	Word	Context Clues	Definition
157	veille		
159	poultice		
170	conspiratorial		
174	respite		
175	conundrum		
181	subterfuge		
186	matron		
191	debunk		
191	regaled		
193	ruminant		
198	froufrou		
206	unnerved		
214	inscrutable		
219	meandered		
224	discombobulation		

READING THE BOOK VOCABULARY STRATEGIES

Page	Word	Context Clues	Definition
229	cacophony		
242	evaded		
247	gunmetal		
248	lambasted		
257	palpable		
261	convoluted		
262	fortuitous		
292	trill		
292	dissipating		
294	tableau		
296	gauntlet		
305	sentient		
309	mitigating		
319	apoplectic		
334	circumstantial		

READING FOR A PURPOSE



BLOWBACK '07 can be read and understood on many levels. If students are interested, encourage them to read the novel the first time for enjoyment. When returning to the book, the following questions can be used to dig deeply into the characters and their motivations and broader themes. Use the questions as part of whole class or small group discussions, as journal entries for students to respond to, or as essay questions on tests.

DISCUSSION QUESTIONS/TOPICS

PART I

Chapter 1

- How does Arky describe his friends Matt and Danny and the way they look? How do you think Arky feels about himself?
- Why do you think Arky says the party is on as long as his dad goes out of town?

Chapter 2

- Why do you think superstitions are such a big part of sports like football?
- Do you think Arky shares Iris’s faith that their mother is out there somewhere?

Chapter 3

- Who do you think is more like their father—Arky or Iris? Why?
- What do you think it means to be an alpha male? Is Arky one? How do you know?

Chapter 4

- Do you think football success is Matt’s dream, or his dad’s?
- How do you think Matt really feels about Iris?

Chapter 5

- Would you be able to keep the secret that Iris kept? Why?

Chapter 6

- Is Arky correct in thinking that he helped Matt overcome his doubts about playing football?

Chapter 7

- How do you think Kelly feels about Matt now? Do you think her feelings are justified?

Chapter 8

- What does Matt mean when he says, “If you’ve got will without skills, you’re just a dreamer?”
- Why do you think Matt’s will is fading?

Chapter 9

- Do you think Iris is afraid of Matt? Why or why not?
- Why didn’t Iris stop playing the cor anglais?

Chapter 10

- Where do you think Matt thinks he is?
- Has music ever transported you? How?

Chapter 11

- What signs tell Matt that he might not be in Belleplaine?
- What actually showed him where he was?
- Do you think Alfred will be a good pilot to the past? Why?

Chapter 12

- Why do you think Arky doesn’t believe Iris? Would you?

Chapter 13

- Why do you think Matt was sent back to 1907?

Chapter 14

- Iris needs to convince Arky that the cor anglais is able to send people to the past. Do you think baiting him will work?

Chapter 15

- Does Carlisle sound more like a prison or a school to you? What details make you think that?

Chapter 16

- What do you think Alfred said that convinced Major Mercer to accept Matt as a Carlisle student?

Chapter 17

- Why do you think Iris is able to anger Arky so greatly?

Chapter 18

- Does Matt seem like a humble person? Why or why not?

Chapter 19

- What is Matt finding out about the game of football?
- What new information have you learned about the game?

Chapter 20

- Who do you think is the more practical twin? Why?

Chapter 21

- Matt was used to being a popular kid at Belleplain. Why do you think he has trouble making friends at Carlisle?

Chapter 22

- Why do you think Octavia pulled pages from her journal?

Chapter 23

- What does Caleb mean when he says, “The only place he’d be running to is the graveyard?”

Chapter 24

- Should Arky & Iris tell their dad what they know? Why?

Chapter 25

- If you were Howard, how would you punish Arky?
- Do you think it’s fair that Iris was grounded, too?

Chapter 26

- What do you think of Matt’s choices?

PART II

Chapter 1

- What makes Iris think that her mother is dead?

Chapter 2

- Why do you think Matt decided to stay at Carlisle?

Chapter 3

- Where do you think Octavia went when she disappeared?

Chapter 4

- How are the rules of this football game different than the game you know?

Chapter 5

- What lessons are the Carlisle players trying to teach Matt?

Chapter 6

- What do you think is the real reason Matt wants to get switched to drawing class?

Chapter 7

- Why do you think Matt had trouble remembering who the Cyclones were playing in the championship?

Chapter 8

- Why is “shut up and listen” good advice for Matt?

Chapter 9

- What could be another reason no one has spoken of time travel in the present?

Chapter 10

- Why does Matt think that it’s positive for his dad to be worried about him?

Chapter 11

- How have Matt’s feelings about Carlisle changed over the past five days?

Chapter 12

- What do you think the many-balls trick will be?

Chapter 13

- Do you think Matt is ready to go back to the present? Why?

Chapter 14

- What do you think Lone Star means when he told Jim to go back to hound-dogging?

Chapter 15

- What did Matt learn when he realized why the players were crying?

Chapter 16

- What are some of the consequences Matt would face chasing a girl in 1907?

Chapter 17

- Did you suspect Tawny was Pigskin? What made you think that?

Chapter 18

- What was Matt’s big play?

Chapter 19

- What do you think is wrong with Caleb? Do you think he would be treated the same way if he lived in the present day?

Chapter 20

- Would you have told Jim not to play baseball? Why or why not?

Chapter 21

- What do you think Matt is crazy enough to be thinking about?

Chapter 22

- Would you have told Pop the details of Tawny’s play? Why?

Chapter 23

- How do you think Tawny’s life would be different if she lived in the present?

Chapter 24

- Why did Pop’s words strike the players so hard?

Chapter 25

- How does the way Matt treats Tawny differ from how he treated Kelly?

Chapter 26

- What do you think Iris’s vision of Matt meant?

Chapter 27

- Do you think Matt should have gone back to the present?

Chapter 28

- Caleb says, “On Saturday, we will rattle the bones of the living and the dead.” What did he mean?

Chapter 29

- Why is Matt more eager to play against Harvard than he is to go back home?

Chapter 30

- Why did Matt putt the handprint on Caleb's chest?

Chapter 31

- What is the significance of Tawny changing Matt's name from Wrong Way to Right Way?

Chapter 32

- Do you think Pop really believes the words he's telling the team, or is he just saying them to pump them up?

Chapter 33

- How do you think Alfred knew it was time to send Matt home?

PART III

Chapter 1

- What is the first place Matt goes to when he returns to the present? Why?

Chapter 2

- How could Matt's story destroy Arky's future?

Chapter 3

- How did Arky and Iris know that the cor anglais worked?

Chapter 4

- Do you think Matt's dad believes his story? Would you?

Chapter 5

- How has Matt's approach to football changed since his time at Carlisle?

Chapter 6

- In the beginning, Matt considered quitting football. How do you think he feels about playing now? How do you know?

Chapter 7

- What caused Matt's feelings about girls to change?

Chapter 8

- As a character, do you like Matt more at the beginning of the story or at the end? Why?

Chapter 9

- Are you more like Arky or Iris? What qualities do you share with each of them?

Chapter 10

- What do you think time will reveal to you?

A BRIEF HISTORY OF FOOTBALL



1869

Princeton and Rutgers play the first intercollegiate football game, called “kill the ball carrier.”

1893

A Navy player (vs. Army) dons the first helmet to prevent being killed by a head kick.



1903

25 players die from playing football.

1903 Pop Warner and the Carlisle Indians execute their most famous trick play, “the hidden ball trick,” and score against Harvard.



1905

18 more players die playing football.

1905 President Teddy Roosevelt threatens to ban the game unless the rules are changed to make football safer.



1906

New rules to pry open the game from a mass scrum in the middle of the field include legalizing the forward pass for the first time.

1906 But the penalty for a forward pass untouched by either side is a turnover from where the ball was thrown.

1906 First forward pass thrown by Bradbury Robinson, of St. Louis University, on Sept 4th in a game against Carroll College

1906 Only 11 players die from playing football!

A BRIEF HISTORY OF FOOTBALL



1907

The penalty for an untouched forward pass is eased to a 15-yard loss from where the ball is thrown.

September Pop Warner, coach of the Carlisle Indians, has a quarterback, Frank Mt. Pleasant, who can throw a spiral 50 yards.



Sept. 28 Mt. Pleasant hurls the first “bomb” in what Pop Warner calls the “air attack,” connecting with Albert Exendine, setting up a touchdown. Carlisle beats Villanova, 10-0.

Sept. 30 Matt Grinnell, QB for the North High Cyclones of the early 21st C. arrives in Carlisle, PA, and the Carlisle Indian School.

Sept. 30 Matt’s attempt to become the QB for the Carlisle Varsity is a disaster.

Oct. 2 Matt learns some ’07 football rules as Carlisle crushes Susquehanna College 91-0.

Oct. 5 Carlisle dispatches Penn State 18-5.

Oct. 12 The Carlisle Indians, with thousands of Native Americans in attendance, defeat Syracuse 14-6.

Oct. 19 Carlisle’s 2nd string halfback, young Jim Thorpe, bungles his 1st varsity touchdown by loafing at the end. Nonetheless, Carlisle shuts out Bucknell 15-0.

Oct. 26 Modern football is born when Carlisle unleashes an offence that sets the standard for decades: the single wing. It demolishes U. Penn, 26-6.



HISTORY

A BRIEF HISTORY OF FOOTBALL

Nov. 2 Carlisle's fleet-footed and long-passing single wing meets its match: monsoon rain. Princeton mud-wrestles the Indians to their first loss, 16-0.

Nov. 9, 1907 - With the single wing dried out, Carlisle defeats Harvard for the 1st time ever, 23-15, making the Indians #3 in the nation.

Nov. 9 Matt Grinnell, having "played his way home," returns to the present.

Nov. 16 Carlisle goes west to defeat Minnesota 12-10, but pays a price. Their QB, Mt. Pleasant, breaks his thumb.

Nov. 23 Taking on the favored Big Ten champs, the U. of Chicago, Carlisle answers the first "pass defense" with an out-of-bounds play that scores the only TD. The Indians win 18-4, finishing the season, 10-1.



1912

Jim Thorpe wins two gold medals in the Olympics and is declared "the world's greatest athlete."



1934

The growing passing game retires the rugby-style football for today's slimmer modern ball.

1939

Helmets are finally required for all college players



HISTORICAL WEB QUEST

There are many ways to connect students to the past through the novel *Blowback '07*, one way is through a historical web quest project that can be done in small or large groups. Following is a reproducible for launching one related Web Quest, but students can be creative and suggest their own Web Quest topics as well. If you like, you can make the newspaper Web Quest a class competition, and offer class Pulitzer Prizes for the best stories and publications. You can use the reproducible rubric as an assessment tool.

INTRODUCTION

Read All About It!

Tawny, always looking for the inside scoop on Carlisle's football team, wrote about the team news using the alias "Pigskin." Now it's your job to get the inside scoop on what life was like for American Indians in the United States at the beginning of the 20th century. You can look outside the sheltered halls of Carlisle, and out into the bigger world. Then create your own news publication of the facts and issues that faced Indian communities in the early 1900s.

TASK

You and your team of editors, writers, and designers have been hired to create a newspaper that tells about the latest events and concerns in American Indian news. Divide your newspaper into sections that reflect your interests. For example, you can divide it by geographical regions and each focus on different tribes in that region; or by common newspaper topics such as news, sports, education, and obituaries.

Each member of the writing team will have to research topics and submit stories to the editors. The editors will do their own research, and will decide which story ideas will be used in the newspaper, or suggest new story ideas. Editors will assign a writer and designer to each story. Writers will have to make sure that each fact in the story is based on a documented and reliable source. Designers will have to search for photos and art that can be used to illustrate the story.

PROCESS

Research is your first step of the process, and the most important one. Your newspaper content needs to be authentic and reliable. Be aware of the date of your newspaper and make sure all stories included make sense for that date.

HISTORICAL WEB QUEST

HERE ARE SOME RESOURCES TO GET STARTED

The Library of Congress has digitized newspapers that you can search and read. This link shows a search for newspapers related to Indians of North America, such as *The Tomahawk* and *The Indian Advocate*.

<http://chroniclingamerica.loc.gov/newspapers/?stateðnicity=Indians+of+North+America&language>

The Library of Congress

also has digital image collections where you can search for photos and art related to Native American History.

<http://memory.loc.gov/ammem/index.html>

The National Archives

has billions of historical documents and other materials. You can access primary source documents here:

<https://www.docsteach.org/topics/american-indians>

The National Museum of the American Indian

has resources, including art and photos, that you can use as well:

<http://nmai.si.edu/explore/foreducatorsstudents/>

REQUIREMENTS

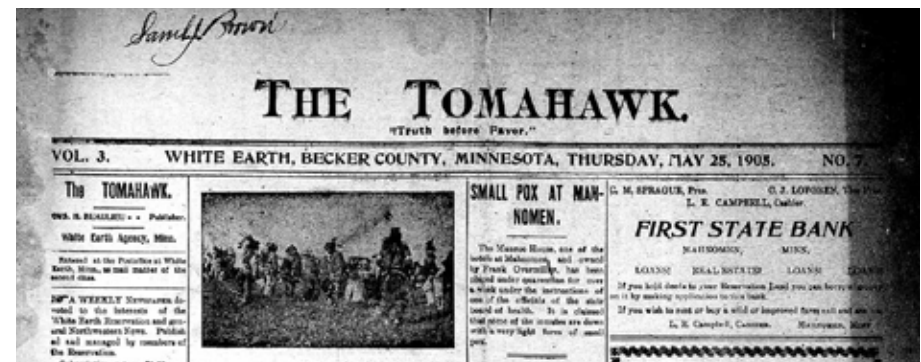
Each team member should have a defined job (editor, writer, designer). The entire team should work on listing job responsibilities for each job on an index card. Editors can set deadlines for all of the newspapers components.

Your newspaper should be 8-10 pages in length. Before you begin, examine newspapers from the time period to review the formats and styles common at the time. Your paper should include features found in any professionally published paper—headlines, bylines, page numbers, photo captions and credits, and so on.

All sources should be listed in a bibliography that you will submit with your final paper. Web sites such as EasyBib

<http://www.easybib.com/>

may be used to help you compile your source material.



WEBQUEST SCORING RUBRIC

	Beginning (1)	Developing (2)	Accomplished (3)	Exemplary (4)	Score
Creativity	Few creative elements were included in final project.	Some creative elements were included, but there is a great deal of blank space.	Project is well designed with some creative elements, pictures and text included.	The entire project is well designed with many creative aspects used effectively. Final product is neat and looks professional quality.	
Neatness	Project is sloppy and piece together haphazardly.	Some components are neat, but individual work is not incorporated into a overarching style.	The style of each part of the project matches. Layout is neat and well-organized.	The project appears seamless and without any mistakes or sloppiness.	
Sources	Sources are not submitted or are not reliable.	Sources are listed, but there are many formatting mistakes and not all sources are reliable.	All sources are listed and most are reliable sources. There are few formatting mistakes.	All sources are listed and reliable. Work cited is formatted appropriately.	
Teamwork	The team has difficulty working together to complete the project. One or a few members carry the group.	The team works together, but has a difficult time managing distractions. Some team members contribute more than others.	The team communicates well with each other and works together to produce the final product, but there may be a few distractions. Work is divided evenly.	Few creative elements were incorporated to improve the final product.	

RESOURCES

NONFICTION BOOKS

The Real All Americans by Sally Jenkins (Anchor, 2008)

To Show What an Indian Can Do: Sports at Native American Boarding Schools by John Bloom
(University of Minnesota Press, 2000)

Carlisle vs. Army: Jim Thorpe, Dwight Eisenhower, Pop Warner, and the Forgotten Story of Football's Greatest Battle
by Lars Anderson (Random House, 2007)

Doctors, Lawyers, Indian Chiefs by Tom Benjey
(Tuxedo Press 2008)

Carlisle Indian Industrial School: Indigenous Histories, Memories, and Reclamations by Jaqueline Fear-Segal
(University of Nebraska Press, 2016)

Jim Thorpe, Original All-American by Joseph Bruchac
(Speak, 2008)

Undefeated: Jim Thorpe and the Carlisle Indian School Football Team by Steve Sheinkin (Roaring Brook Press, 2017)

Football Nation: Four Hundred Years of America's Game
by Library of Congress and Susan Reyburn
(Harry N. Abrams, 2013)

The Opening Kickoff: The Tumultuous Birth of a Football Nation
by Dave Revsine (Lyons Press, 2014)

INTERNET SOURCES

Carlisle Indian School Digital Resource Center
<http://carlisleindian.dickinson.edu/>

Radiolab Photos: Carlisle Football
<http://www.radiolab.org/story/photos-carlisle-football/>

Pro Football Hall of Fame: Football History
<http://www.profootballhof.com/football-history/>

Jim Thorpe the World's Greatest Athlete
<http://www.cmgww.com/sports/thorpe/bio/bio.html>

NFL Evolution of the Rules: From Hashmarks to Crackback Blocks
<http://www.nfl.com/news/story/0ap1000000224872/article/evolution-of-the-rules-from-hashmarksto-crackback-blocks>

Nova Online: Time Travel
<http://www.pbs.org/wgbh/nova/time/>

Space.com: Time Travel Theories, Paradoxes & Possibilities
<http://www.space.com/21675-time-travel.html>

The Fabric of the Cosmos The Illusion of Time - Brian Greene
<https://www.youtube.com/watch?v=jfHrTRrf32o>

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BRIANMEEHL.COM

BLOWBACKTRILOGY.COM

BRIAN@BRIANMEEHL.COM



BRIANMEEHL, AUTHOR



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