

## Introduction

What is a pioneer? Pioneers are people who prepare the way for others. This can be in anything--in charting new lands or developing new inventions. It can be in sports, politics, ideas, or business. Pioneers don't have to have been first--but they are the ones that others followed.

Being a pioneer means having **vision**. This means seeing beyond yourself to the possibilities in the world around you. Pioneers can see opportunities where others may only see obstacles. They see promise where others only see confusion or problems.

Being a pioneer means having **courage**. Pioneers are risk-takers. They understand failure, but they focus on the great potential for success.

Being a pioneer means being **generous**. Pioneers believe in helping others. Even when others don't appreciate that generosity, the pioneer is a giver.

The pioneer spirit means **hard work**. Nothing great is accomplished without great effort and great sacrifice.

In the late 1840s, two brothers--**William and Walter Caruth**--arrived in Dallas with little more than their name and a desire to be successful. Dallas was a frontier city and their story was like so many of those who came west to enter a new area and try new things. They were pioneers. They had the vision and courage to see the potential of the Texas plains. They worked hard and were generous in their dealings with their family and community.

## Using These Files

*The Pioneer Spirit* is designed as a starting point for developing a study into what makes a pioneer. Teaching ideas and historical background included on this site are available to supplement your study. Aids on this site include:

- **The History of the Caruth Family** -- One of the great pioneer stories of Texas.
- **Famous Pioneers** -- Short biographies of some famous pioneers. These are for classroom use and to launch a library research project.
- **Essay Topics** -- A list of essay possibilities on pioneering. These are excellent for student research.
- **Pioneering in the News** -- Excerpts on what the early critics wrote about some of the great inventions. These reports were not always optimistic and were often understated.
- **Classroom Activities** -- A large number of creative classroom ideas for all ages.
- **Quizzes** -- Testing resources for teachers. There is a Video Quiz that can be used for classroom use along with the video. Also, there is a Pioneer Quiz to test your students on some of the great pioneering ventures of our times.

# The Caruth Family

A hundred and fifty years ago, two brothers came to Texas with little more than their name. And while all around them history moved on, they worked hard, took care of their family and their community, and left this world a better place for having been here. Although they were not famous in their own right, William and Walter Caruth epitomized the pioneer spirit of hard work and self-sacrifice. William and Walter entered the Texas frontier as pioneers and built a family fortune in the trades and in land.

- **The Texas Frontier** -- In the late 1840s Texas was the frontier. Statehood had come in 1845, and there had been a war with Mexico. But the war was over, and the fertile Texas Plains beckoned settlers from across the country.
- **Coming to Texas** -- William Barr Caruth left his home in Scottsville, Kentucky and came to the new settlement of Dallas, Texas in 1848, which was little more than a cluster of houses on the Trinity River. The initial plan for this village had just been laid out two years before. William saw the promise and he wrote for his brother Walter to join him. With \$1000 they borrowed from their father, the two brothers started a general store near what is now downtown Dallas. Having a store was natural for them, since their father had been in the trades in Kentucky.
- **The first house** -- After paying off their father's loan, they began to acquire land to the north of Dallas. In 1853, they built a one-story structure with post-oak joists and clapboard siding on land about 6 miles north of Dallas. At first this was used to open another store.
- **Frontier merchandising** -- Throughout the 1850s their business prospered. And then, in 1858, they took a partner named Simons--Caruth, Simons & Co. But in 1860, the business district of downtown Dallas burned and the partners had to rebuild.
- **The land** -- In 1858 William and Walter Caruth's father arrived in Texas from Bowling Green, Kentucky. Judge John Caruth had sold his business and brought enough capital with him to finance buying real estate. The Dallas area has rich, dark-colored soils in an area known as the "Blackland Prairie." These lands were magnificent for agriculture, particularly cotton, and wealth in this area was in the land.
- **Hardships of the frontier** -- Fire, moving, rebuilding--these were but some of the hardships of frontier settlements. In the frontier settlements there was never enough hard currency. A store owner had to use the barter system to do business with many of his customers. It was often difficult to receive and pay for merchandise from suppliers. Goods from the manufacturing centers farther east had to be ordered months in advance. To pay for this merchandise, it was often risky to rely on the public postal system. As was the custom, the Caruths often hired private couriers to carry their money.  
*You will please let us hear from you soon as we will be anxious to hear of the safe arrival of the funds, as the mails between this place and Little Rock, Arkansas have been robbed every mail for 4 months past.*

*from a letter written by  
William and Walter Caruth*

- **War** -- With the coming of war in the South, the Caruth brothers joined the Confederate army. Because the brothers had experience as merchants, Walter became a Captain in the Quartermaster Corps, while William was assigned the Commissary Department. These groups were responsible for supplying the troops with materials and food. Because William helped to provide beef for the army, Dallas became a major supply center.
- **Mattie Worthington** -- During the Civil War years many families chose to move away from the hostilities. Part of the Worthington family of Mississippi moved to Dallas with this exodus. They came as a caravan with more than 50 individuals and settled on lands to the east of Dallas. There were two Worthington sisters, Mattie and Annie, who spotted the Caruth bachelors. Mattie fell in love with William Barr Caruth, and they were married on July 4, 1864. Nearly a year later, on March 5, 1865, Annie married Walter Caruth.
- **The postwar years** -- Recovery was slow in the postwar South, but in Dallas, the 1870s were exciting times. The railroads came and Dallas became a major commercial center. The community received a charter in 1871 and became an official Texas city. In 1868, the Caruth & Brothers store had reopened and the family continued in the trades, but William and Mattie's main efforts were in building a family estate. All their energy went into acquiring land, which they considered the only sure investment for future prosperity. The family lived a typical plantation life of the post-war years, with thousands of acres of real estate. Cotton was king in Texas, along with cattle.
- **The Caruth home** -- Until 1872, William and Mattie lived in the original house built by the Caruth brothers in the 1850s. That year they began construction of a new home. Workers were sent to East Texas, many miles away, to cut timber. Dallas was on the open plains, a vast area of rolling grasslands with scattered native trees along the streams. Quality construction-grade lumber was in the woodlands to the east.
- **Cancer** -- In 1882, William developed skin cancer, a result of long years of work in the hot Texas sun. By 1884, the cancer had become severe and painful. He and Mattie traveled to Boston for medical help, but it was too late. He said, "Take me home to die, Mattie. I want to go home."
- **Death** -- William Barr Caruth died October 19, 1885 in a bed that his father had hauled by wagon from Kentucky. William Barr Caruth had come to Dallas in 1848 with a watch, a pony, a \$100 bill. By the time of his death 37 years later, he left behind one of the richest plantations in the State of Texas, with land and property that spread over 3 counties.
- **Mattie and Will, Sr.** -- After William's death, Mattie continued to acquire real estate--some of it the most valuable the family would own. The family properties covered a large portion of what is now North Dallas. Their son William Caruth, Sr. was only 8 when his father died, but as he grew he shared the work of running the estate with his mother. Besides the work of farming, the plantation had a large dairy and two cotton gins. Mattie continued this work for another 22 years, until her death November 25, 1907.
- **Will, Sr. and Earle** -- In 1905, William Caruth, Sr. married Earle Rauch Clark--a beautiful woman and a resourceful wife. The preacher was the same man who had married William Barr Caruth and Mattie 41 years before. Will and Earle continued to manage the Caruth properties and had two children--Mattie and Will, Jr.
- **The Caruth legacy** -- William Barr Caruth entered Dallas as a pioneer and stayed to build a fortune. He passed to his family a pioneering spirit, characterized by vision,

courage, hard work, and generosity. This family built hospitals, schools and camps for youth. In 1911 and in the years following, the Caruths gave land to establish Southern Methodist University. The Caruth family is truly one of the great stories of the pioneer spirit and the American dream.

## Famous Pioneers

There are numerous examples of people--men and women--who led the way for others. These make great studies with an endless variety of themes and possibilities. Some are described here, by way of example. For teachers, have your students choose a pioneer for individual study.

- **Pioneer in Social Reform--Jane Addams (1860-1935)** -- To many, Jane Addams personified the progressive movement. The daughter of a small town, middle-class businessman whose family prided itself on its adherence to strict Christian morality, this "petticoat politician," as her opponents called her, was a founder and member of many organized campaigns for social reform. In Chicago in 1889, Addams put into motion an idea she had discovered in England--the settlement house. She used a run-down Nineteenth Ward mansion as a place of refuge and hope for the inhabitants of the poorest and most overcrowded immigrant slums in the city. Addams set up a program of (1) nurseries and kindergartens to help working mothers, (2) boys' clubs to combat street gangs and (3) study groups and work-training classes for the entire neighborhood. Although political activism by a woman at that time was practically unheard of, she became a strong advocate of laws against child labor and factory safety, as well as of pacifism in World War I. Some considered her dangerous, but she did not waver from her belief in social justice and in 1931 received the Nobel Peace Prize, the second American to be so honored.
- **Pioneer in Science--Albert Einstein (1879-1955)** -- In 1905 a German-born patent office clerk published the first of a series of articles on the interrelationship between time, space and matter. Einstein's Theory of Relativity shook the scientific world by demonstrating the theoretical possibility of atomic energy. Explaining the concept of relativity, Einstein said, "When you are courting a nice girl an hour seems like a second. When you sit on a red-hot cinder a second seems like an hour. That's relativity." A known pacifist, democrat, activist for peace, and a Jew, he was forced to flee the growing Nazi movement in Germany in November 1933. Although he and his family were offered asylum in many countries, he accepted an invitation to join the staff of the Institute of Advanced Studies at Princeton, New Jersey and so became an United States citizen. In 1939, after learning that Nazi Germany was conducting experiments in nuclear fission, his letter campaign to President Franklin Roosevelt helped lay the groundwork for government backing of the atomic bomb and the Manhattan Project. It was perhaps one of the great ironies that the genius of this peace-seeking man led directly to the manufacture of the atomic bomb. When asked how he felt about seeing his ideas used in the atomic bomb he said, "If only I had known, I should have become a watchmaker."
- **Pioneer for Human Rights--Martin Luther King, Jr.** -- On December 1, 1955, a black seamstress named Rosa Parks felt too tired to give up her seat on a Montgomery, Alabama bus to a white passenger. For her refusal to do so, she was arrested. That incident shook the nation and thrust a young black minister named Martin Luther King, Jr., into international fame. King headed an organization formed to fight the bus company and within weeks found himself in the middle of one of the largest American crusades. For a year the boycott of the bus lines continued, until a Supreme Court Decision forced the integration of the Montgomery buses. In 1957, as head of the new Southern Christian

Leadership Conference, King sent out the call for cooperative action against segregation. Ignoring the hatred and scorn heaped on him by extreme segregationists, black nationalists and J. Edgar Hoover, King had a dream. He described it to an immense audience of marchers gathered in Washington, D. C. in 1963. It was the American Dream of a free people, of a unified nation of equal citizens. King and his nonviolent movement gained international recognition and he was awarded the Nobel Peace Prize in 1964. Assassinated in 1968, his epitaph begins, "Free at last . . ."

- **Pioneer in Printing--Johann Gutenberg (1397-1468)** -- One of the most important landmarks in the development of Western civilization was created by a simple German printer, Johann Gutenberg, who is credited with the invention of printing with movable type. From early training as a goldsmith, Gutenberg developed the printing process in the late 1430's. With backing from Johann Fust, a rich lawyer of Mainz, Germany, Gutenberg printed the "42 line" Bible (42 lines per column) which is regarded as the first use of the printing press. Gutenberg went on to open his own press and print other books, changing the way the world read and printed books. There are 47 surviving copies of the Gutenberg Bible, 12 of which found homes in the United States.

- **Pioneer in Sports--Jackie Robinson (1919-1972)** -- A famous American baseball player and the first African-American to play major-league baseball in modern times. He was a pioneer who broke a major racial barrier in professional sports. Until he was hired by the Brooklyn Dodgers in 1947, African-American athletes had been excluded from the American and National League teams. Brooklyn is in New York City, where the home teams--the Dodgers, Yankees and Giants--ruled baseball during that era (after Robinson's time, the Dodgers and Giants moved to the West Coast). Robinson played for Brooklyn for 10 years, batted a career .311, and helped the Dodgers win 6 National League pennants. In 1955, his team defeated the Yankees in the World Series. In 1962, he was elected to the Baseball Hall of Fame.

- **Pioneer in Electricity--Ben Franklin (1706-1790)** -- American printer, author, philosopher, diplomat, scientist and inventor. A man with many accomplishments and talents perhaps influenced our world the most with his "electric" experiments. Franklin, who spent most of his life working as a diplomat to both France and England, was a prominent figure at the Constitutional Convention and actually persuaded many of our founding fathers to sign the Constitution. Franklin had worked all his life persuading men to a higher enlightenment understanding themselves and the world they live in. In the 1740s Franklin organized all the chaotic notions about electricity into a unified theory and invented the lightning rod, paving the way for the light bulb, the telephone, the television and the computer. In 1750, he proposed a way to test his theory with his famous kite experiment and opened the world to many different options with his "trapped" lightning.

- **Pioneer in Recreation--James A. Naismith (1861-1931)** -- This Canadian-American physical education director is responsible for one of the world's most popular sports--basketball. A graduate of McGill University in 1887, Naismith received his degree in medicine from Gross Medical College in Denver, Colorado. He then accepted a professorship at the University of Kansas, where he worked until his retirement in 1937. It was while he was a student enrolled at the YMCA training school in Springfield, Massachusetts, that Naismith concocted the sport. A professor there asked the class to devise a game that could be played indoors during the winter. Using a soccer ball and two

peach baskets nailed to opposite gym walls, Naismith created a scoring game involving shooting the ball into the baskets and basketball was born.

- **Pioneer in Technology--Willy Higinbotham** -- In 1958, a scientist at the Brookhaven National Laboratory in Upton, New York, never realized that his boredom would breed Sega, Nintendo and a slew of video games that would flood the world. In the post-Sputnik era, America was in the grip of an intense nuclear-bomb mania. The Laboratory, in an attempt to calm this nuclear hysteria, began to hold open houses. Willy Higinbotham, a well-respected scientist for the lab who had once been a physicist on the Manhattan Project, watched the tourists wander in and out of the "nice, safe, boring" exhibits. Finally, Higinbotham had enough he was going to "un-bore" the tourists with an exhibit like nothing they had ever seen. Using an old cathode-ray tube (the ancestor to the television set), he wired the first crude video game out of spare parts from around the lab. This simple tennis game called Pong premiered at the 1958 Brookhaven Lab open house and paved the way for the video monsters of today.

- **Pioneer in goofy toys--James Wright** -- During World War II, America's supply of natural rubber was cut off, and the War Production Board persuaded American companies to develop a synthetic rubber. In 1943, a Scottish engineer, James Wright, was working in a General Electric lab searching for the elusive synthetic rubber, when he added boric acid to a silicone base and produced a gooey substance that bounced. In 1949, Wright sold the idea to a toy store, who dropped the product from its catalog one year later despite blockbuster sales. In 1950, a reporter from The New Yorker featured the bouncing putty in the "Around Town" section and "Silly Putty" was born. Perhaps the most significant description of the value of Silly Putty was put forth by Wright in an interview in 1950, "Well, you can use it to roll, drop on the floor and say, 'Golly, look at it bounce!'"



## Pioneering in the News

Take a look at some of the first newspaper reports on various inventions that changed our lives. These are excerpts from the actual articles. These can be read to a class for comment or example. Have the students write their own newspaper article about an invention of their choice, placing themselves in the times when an invention was made. They can include all the negative arguments they believe people may have had at that time.

- **Pocket calculator** -- The following was written on October 20, 1961.

*POCKET COMPUTER CAN HANDLE TASKS OF UNIT 150 TIMES ITS SIZE--Texas Instruments, Inc., has developed a vest pocket computer. The gadget isn't much bigger than a pack of cigarettes and weighs only 10 ounces, but it will do the same tasks as a conventional transistorized computer 150 times its size and 48 times heavier, the company claims . . . Initial use of equipment made from the networks is expected to be in the missile and space field . . . Future price reductions and development will lead to industrial uses in a few years and perhaps eventual consumer uses, the company feels. At the moment the company can suggest no practical industrial or consumer uses, but officials are in no way perturbed.*

- **The telephone** -- From the first reviews of Alexander Graham Bell's telephone, here is a quote from Elisha Gray, who invented the Telegraph Relay.

*As to Bell's talking telegraph, it only creates interest in scientific circles . . . it's commercial values will be limited.*

- **The typewriter** -- Henry Harper Benedict, Board member of Remington Standard Typewriter Company (creators of the first typewriter) wrote the following about the typewriter in the late 1800s:

*The machine is very crude, but there is an idea there that will revolutionize business . . . We must on no account let it get away.*

- **The submarine** -- When an early American submarine was launched, the New York Times reported in the May 17, 1897 edition:

*Without celebration the HOLLAND, the little cigar-shaped vessel owned by her inventor, which may or may not play an important part in the building of the navies of the world during years to come, was launched from Lewis Nixon's shipyard this morning.*

- **The computer** -- In a classic understatement, Popular Mechanics Magazine reported in March, 1949:

*Where a calculator on the ENIAC [the country's first general-purpose electronic computer] is equipped with 18,000 vacuum tubes and weighs 30 tons, computers of the future may have only 1,000 vacuum tubes and perhaps weigh 1 1/2 tons.*

## Internet Sites

NASA -- [www.nasa.gov](http://www.nasa.gov)

The Dallas Stars -- [www.dallasstars.com](http://www.dallasstars.com)

Use your favorite Kid Friendly search engine to find:

- Computer Pioneers
- Women Pioneers
- African-American Pioneers
- Pioneers in Dance
- Pioneers in Music
- Pioneer Food
- Pioneer Travels
- Pioneer Trails

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## Classroom Activities

The following activities can be adapted to a range of age levels. The objective in these activities is to make students participants in their learning experiences rather than just being observers.

- **Pioneers in your community** -- Every community has its pioneers. Who were your community's pioneers? This is a great topic for research at your local library and a great way to teach students about their local heritage. Learn the names of the first settlers. Visit the local cemetery to find names and dates. Have students look for early newspaper reports. Check with your local historical society. This can be expanded into a project that can be used year after year.
- **Family tree** -- Have your students trace their family history. Can they find any pioneers in their family tree?
- **Inventing your favorite things** -- Ask your students to research the histories of some of their favorite things - foods, sports, games, etc. Prepare a short report of the impact this discovery has had on the world today.
- **The simplest things** -- Pick a common object in your classroom, for example, a paper clip, a stapler, or a piece of chalk. Then ask your students to write a creative essay on their version of how the object was first created. Have one or more students research the correct history and compare the imaginative histories with the real one in an oral discussion.
- **Frontier space** -- Have your students discuss being a pioneer in the new frontier--outer space. Discuss how they would colonize the planets. Students could research the planets and create their own pioneering plans with reports, models and drawings. Be sure to include how they would combat problems that would arise, such as disease, pollution, and lack of resources.
- **Home alone** -- Have your students imagine a world where an important invention had never been pioneered. For example, describe a life without electricity, a life without the telephone, a life without television. The possibilities are endless--a life without sneakers, a life without cameras, a life without ball point pens, etc.
- **The pioneer play** -- Ask the students to develop write and plan a short play based on the life of a frontier pioneer. Simple costumes, sets and props can be put together and the play could be performed in class. It can be a short skit put together in a day, or a longer project that takes several weeks.
- **Cameo Interview** -- As a type of role playing, a student can take the part of a famous pioneer, and be interviewed by others in the class. Some preparation time for the student is typically necessary, however. The teacher can ask the student to prepare a set of questions for other students to ask. This is done as an out-of-class assignment (10-20 questions are appropriate). The class then asks the questions as a part of the interview. Try making a video recording of the interview to play back to the class.
- **Team interviews** -- Assign partners in class and have each couple research a pioneer. One student can portray the pioneer and the other can be a TV interviewer. This can be done before the class. Try using a video camera to record the results.
- **Invention convention** -- There are many pioneers in the field of science and technology. Have your students create their own invention. These should be real ideas

and inventions to solve real problems. The teacher can hold an "invention fair" and let the students show off their new pioneering adventures for parents and other classes.

- **Pioneer collage** -- Do a collage incorporating aspects of a pioneer's life. A collage is simply a poster with many pictures and/or blocks of text pasted in an artistic manner to convey an idea or image, in this case the image of pioneer life. Have the students expand their collage by sharing verbally with the class about the pioneer that did the activities included in the collage. Through imagination, have them develop and recreate the life of their pioneer.

- **Story around the circle** -- Seat your class in a circle and start a story about a pioneer. Ask one student to continue the story. After he or she adds a few sentences, move to the next child in the circle until all have had a chance to add to the story. To get things started you can select students that you believe will lead in the creative exercise. Encourage everyone. The story can take any direction. If the story can be adapted to a skit, have the class act out the story with everyone participating either as characters or parts of the environment. Switch parts so that everyone gets a chance to play speaking roles.

- **Pioneer fashions** -- Have students bring in pictures of various pioneers. Discuss the types of clothes the pioneers would wear, what kinds of transportation they used, what kinds of homes they had and what kinds of activities they participated in.

- **Fighting against the odds** -- Many pioneers had to fight against all odds. Lead a discussion about how it feels to be told that you can't do something even though you know that you can. Ask your students why they think it is important for a person to believe in himself. Related discussions could involve giving others a chance and listening to other people's ideas and inventions.

- **Dress Up Day** -- On an assigned day the students can be asked to dress up like pioneers. As an alternative to costumes, there can be a T-shirt day, with students making their own T-shirts with pioneer themes. Have them use old shirts that can be painted or cut.

- **Twenty Questions** -- Twenty questions is a family game that is adaptable to many classroom activities. The teacher thinks of a pioneer, or something about pioneer life or work, but keeps it secret from the class, writing it on a piece of paper. The class has to guess what it is. The only clue given is whether the secret something is (1) a person, (2) a place, or (3) a thing. The class then is allowed 20 questions to guess what it is. Note that the questions have to be phrased to only allow yes or no answers. If the item is not guessed in the allowed 20 questions the game is over. After the students understand the game, members of a class can then be the ones who decide on the secret (in consultation with the teacher). A competition can be created by dividing the class in half. Points are scored for one side or the other by guessing or not guessing the correct answer.

- **Newspaper** -- Have the students produce a pioneer newspaper. Just the front page of a newspaper may be enough for a small project. Allow two weeks or more of project time for development of a full paper. This can be a traditional theme of the life and times of pioneer days, or descriptions of new inventions as noted in the section on "Pioneering in the News" in this guide.

- **Letter Contest** -- Have the students write a letter from a frontier town. The teacher may select some of the better letters for class presentation. Read the letter to the class or use a student with dramatic ability to do the reading. It can be read by more than one student with each one trying to out-perform the others.

- **Artifacts** -- Some students in a class may have artifacts of early pioneers at home that can be brought to school as a demonstration project. Take extra caution to be sure that these materials are respected by members of the class, and that nothing is damaged. In fact, if there are particularly precious artifacts, it may be best to have them handled only by adults--parents or friends who own the materials and are willing to bring them to class. The students can also create their own artifacts, making objects of the selected historical period with a variety of artistic media. Use your library resources for books with examples of artifacts and objects.

- **The frontier pioneer lunch** -- Prepare a pioneer meal. What did pioneers eat? All sorts of things are possible, but cornbread and bean soup would be a good place to start for frontier pioneers. For space pioneers, freeze-dried foods are appropriate. Be sure your lunch meets the health guidelines of your school system.

- **Oral history** -- The students can interview grandparents or others who have memories of older days in America. Have an older person visit your class. Some of these may not be actual pioneer stories, but it is an opportunity for students to relate to history. It's possible to find people who have been to war. What was it like to be in war? Were they afraid? Find people who remember what it was like in your home town a generation ago. Fostering communication between the generations can be an excellent educational project and can be of benefit to both the students and those being interviewed.

- **Kaleidobox** -- For a construction project, students can construct a three-dimensional pioneer scene in a shoe box. A peephole in the side of the box and a light source (an open panel on the top or a Christmas tree light bulb and socket) allows viewing.

- **Wagon stickers** -- Everyone likes to read bumper stickers, but what types of stickers would the pioneers have placed on their wagons? Have students put their ideas on construction paper cut to the size of typical bumper stickers. After the exercise, display the bumper stickers around the room.

- **The Corner Fort** -- Build a pioneer fort in the corner of your classroom. This can be an enclosed area with a crawl-through entry and enough space to hold a few students. Place books on history inside the fort along with other materials for browsing, and try to create the feeling that the fort is a special place. Students can go there before class or when their work is done. Also it can be used for rewarding students--a retreat where they can go when they have done well.

## Pioneer Quiz

1. Who developed the first electric light?
2. Who used the Cumberland Gap to bring settlers to Kentucky?
3. Who invented the first telephone?
4. Who was the greatest American pioneer for woman's suffrage?
5. Who was a pioneer in developing products from peanuts? This person invented peanut butter.
6. Who was the great Native-American Chief who tried to lead his people to Montana and Canada after white settlers came to his land in Washington State?
7. Who was a famous athlete from Oklahoma who paved the way for Native-American athletes in the Olympics and in the National Football League?
8. Who was the first American in space?
9. Who was the first American to set foot on the moon?
10. Who was the first American woman in space?
11. Which woman was important in making the first American flag?
12. Name an early female pioneer in physics who discovered radium.
13. Name an African-American athlete who won 4 gold medals in the 1936 olympics, and pioneered the way for other African-American track stars.

*Answers -- (1) Thomas Edison, (2) Daniel Boone, (3) Alexander Graham Bell, (4) Susan B. Anthony, (5) George Washington Carver, (6) Chief Joseph, (7) Jim Thorpe, (8) John Glenn, (9) Neal Armstrong, (10) Sally Ride, (11) Betsy Ross, (12) Marie Curie, (13) Jesse Owens.*

## Study Questions

Answer the following questions after viewing the video *The Pioneer Spirit*.

1. Define Pioneer.
2. The pioneer spirit is alive today--true or false. Give an example.
3. You can be a pioneer--true or false. Explain.
4. Name 3 of the 5 attributes of a pioneer that are mentioned in the video.
5. Can you think of other attributes a pioneer might have?
6. List three people in history and what you think they contributed to society as pioneers.
7. What frontiers are there for the pioneers of today?
8. Name a pioneer from your community.
9. How can you be a pioneer in your community?
10. How can you preserve the heritage of your family? Your community?

### Answers to Study Questions:

Answers will vary on most questions, based on individual student experiences. However, note the following:

#1. A person who prepares the way for others. This can be in any field of human endeavor.

#4. Vision, courage, perseverance, generosity, hard work.

#6. Answers will vary, but check the section on pioneers from this guide.