ANTH 4205/5205 Wild Cognition  
Syllabus

Academic Texts:

[These are classics of the cognitive anthropology literature, and will provide an excellent content basis for the course]

Practical texts:

*The Foraging Spectrum*: Robert Kelley  
*Ultimate Guide to Wilderness Living*: John McPherson and Geri McPherson  
*Edible & Medicinal Plants of the Rockies*: Linda Kershaw

Pre-course reading assignment: All of Gladwin; all of Keller and Keller; Chapter 1 of Hutchins.

Daily Schedule: Many of the activities require extensive physical practice. Thus, each topic includes lecture material as an introduction, but much of the instruction time will be demonstration, followed by individual practice.

The first twelve days will take place either on campus, or at a ‘developed’ camp site. Contact hours will be 8+ each day.

Day 1  
AM: Welcome, Cognition and Lithics Lecture  
PM: Stone Knapping/Fire Management

Day 2  
AM: Hunter-Gatherer Navigation Lecture/Navigation Exercise  
PM: Foraging and Navigation Exercise/Stone Knapping

Day 3  
AM: Fire and Human Evolution Lecture/Fire Starting technologies  
PM: Fire Starting technology/Stone Knapping

Day 4  
AM: Archaeology of Organic Materials Overview/Fire Starting Practical  
PM: Cordage Processing and Manufacture/Throwing Stick Practice

Day 5  
AM: Containers and Archaeology/Basket and Burn Bowl  
PM: Container Making (Baskets and Burn Bowl)
Day 6
AM: Hunting Technology Lecture/Hunting Tech Practical
PM: Atlatl and Bow and Arrow Manufacture/Pitch and Tar manufacture

***Break***

Day 7
AM: Cooking and Evolution/Food Preparation
PM: Cooking/Fire Maintenance/Grass Blanket Manufacture

Day 8
AM: Evolutionary Psych Lecture/Trapping Technology Overview
PM: Traps and Snares and game sign/Throwing sticks/Stone Knapping

Day 9
AM: Experimental Research and Design Lecture/Stone Knapping
PM: Shelter Construction Practical

Day 10
AM: Art, Creativity and Music Lecture/Shelter Construction continuation
PM: Bone and Wood Tool Working

Day 11
AM: Neanderthal vs Homo Sapien Technology Lecture/Wood working
PM: Hide Processing

Day 12
AM: Welcome to the Stone Age Lecture
PM: Intro to Stone Age Camp

**Stone Age Camp**

Day 13-Guided Day-
AM: Animal Butchering
PM: Animal Processing

Day 14-21
Experimental Project utilizing participants who will live as Stone-Age humans. Instructors will provide direction and refresher training only when necessary and will step in to manage matters of safety. Students will seek instructor’s advice on all matters relating to edible foods and food processing.

**Evaluation**

Students will produce several written products that will form a partial basis for evaluation. At a minimum these will include, a journal, and a final reflective essay. Because of the nature of the experience, the instructor will be required use more subjective forms of evaluation that will include a student’s ability to work cooperatively, take initiative, and think creatively. The instructor will clearly establish these expectations at the beginning of the course.
Graduate students will also be required to write a formal research design, and a summary of results at completion of the course.

Additional Readings: