



KEEPER OF MY HOME

Teaching Children and Young People About Caring for a Home

GRADE 1 TEACHER'S OUTLINE

Location: Central Saskatchewan

Nation: Plains Cree Nation



Description of the e-learning resources of Keeper of my Home

GRADE 1

GENERAL

These e-learning activities can be used conjointly with the classroom content, or independently, as stand-alone activities.

After successfully completing each game, the students will receive a “carving,” a virtual token of completion. Upon completing all four games in a grade, the student will have the opportunity to print a certificate of completion from which they can cut out the four carvings. The teacher or the school can print out and put up on a wall a [tree design](#) on which the students can paste their cut out carvings.



In each game, the student can listen to the audio instructions again by clicking on the audio bubble in the upper left corner.



1.1

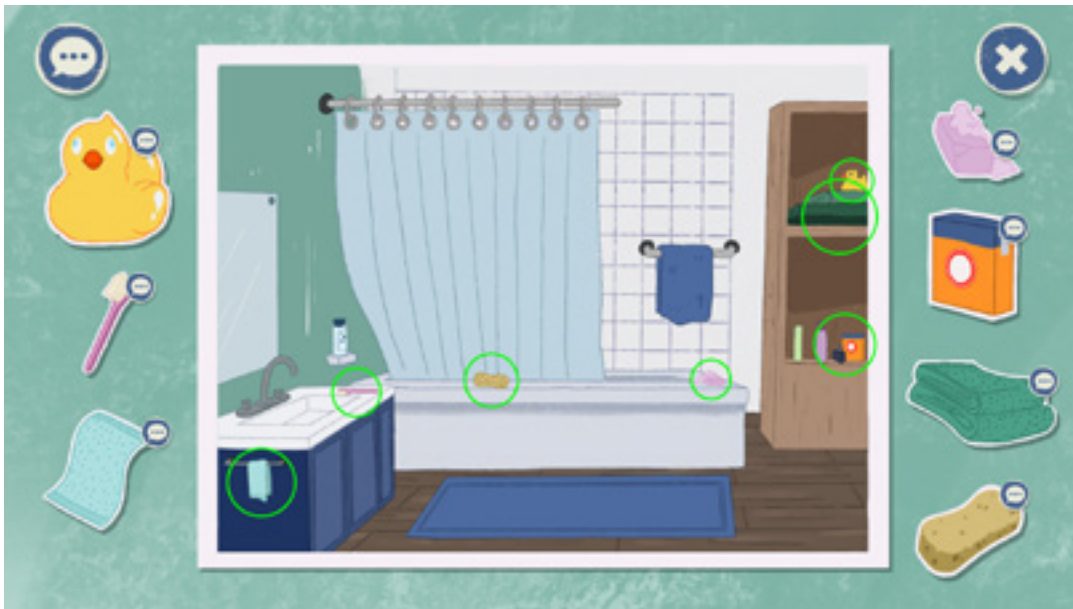
Description:

The student must help Julie clean her small buffalo plush toy, called Blue. In this hidden object game, the student needs to find the 6 objects, randomly chosen out of 7, that will be used to give Blue a bath. The objects that need to be found change every time the game is played.

Learning objective:

In this game, the student discovers the different items that can be used to wash a toy, in addition to receiving tips on how to clean properly. They will explore the notions of respect and its meaning. When finishing the game, the student will learn that the buffalo symbolizes respect for the Plains Cree Nation.

Visual and answer key:



To obtain the carving, the student must click on the 6 items hidden in the bathroom.

Carving: Buffalo



“Our Plains Cree people believe the buffalo, or bison, represents respect.”



1.2

Description:

In this game, the student must place the 6 seasons embroidered on the grandmother's rug in the correct order: fall, freeze up, winter, break up, spring and summer.

Learning objective:

This game allows the player to review the 4 so-called "conventional" seasons and to explore 2 new seasons: freeze up and break up, that are well known by Elders. By placing them in the correct order, the student will learn even more about each season. This game also teaches the student about the season at which each activity is traditionally performed. When finishing the game, the student will discover the moccasins, a very useful object for traveling the territory during temperate seasons.

Visual and answer key:





To obtain the carving, the student must place the 6 seasons in the correct order.

Carving: Moccasins



“Our Plains Cree people used beautiful beaded moccasins to travel across our territory.”



1.3

Description:

The student needs to help Julie clean her room. To complete the game, the player must make the bed, put away the toys in the toy chest, put the dirty clothes away in the hamper, put the shoes in the closet and throw the old apple core in the garbage.

Learning objective:

This game will have the student reflect on the proper location to put various objects away. It encourages the student to have a sense of responsibility for their living space in a fun and engaging manner. With the help of this game, the student realizes that their actions can have positive consequences. For example, throwing away an old piece of fruit can prevent insect infestation. The student will also learn that it is important to put things away to maintain a safe play area and avoid any risk of injuries. By completing the game, the student discovers a useful traditional object, the birch bark basket.

Visual and answer key:



To obtain the carving, the student must drag the 5 misplaced objects in the room to their correct location to put them away.

Carving: Basket



“Our ancestors used birch bark baskets to keep their belongings.”



1.4

Description:

This memory game is comprised of 12 cards, of which the student must find and match each of the 6 pairs in order to finish the game. Each card illustrates a safety rule and the student needs to find 2 cards that relate to the same rule. Each pair will consist of a boy card and a girl card.

Learning objective:

In this game, the student learns about various safety rules. It also provides the student with helpful advice on how to behave in different situations, such as when the child is lost, in case of fire or if a stranger asks them to come along with them. This memory game also touches on the notions of respect and kindness. When finishing the game, the student discovers the traditional dwelling of the Plains Cree Nation, the tipi.

Visual and answer key:



Cards



It's important to say no to strangers. Never take anything or go anywhere with them, no matter what they say. And if someone makes you uncomfortable, run away and tell an adult what happened.



Remember to stay where you are when you are lost. If you can find an adult with a child or a person in uniform, you can ask them for help.



Cards



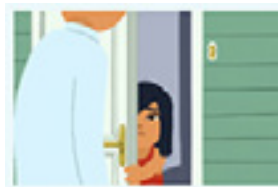
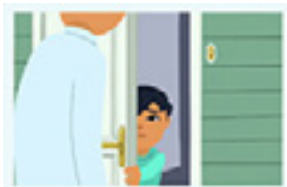
Always treat others with respect. You can do that by helping someone or making them feel better. Be strong and don't be afraid to speak up.



Remember to never go in the water unless there is an adult with you. It can be a parent or your swimming instructor.



Remember, don't play with matches because it can start a fire. And if you see a fire, stay far away and call for help right away!



It's important to never answer the door when mom and dad are busy or leave the house by yourself without telling anyone. Always let an adult answer the door and always ask permission before you leave.

To obtain the carving, the student must find and match all 6 pairs of cards.

Carving: Tipi



“Our Plains Cree ancestors kept themselves warm, dry and safe in our traditional home, the tipi, made of bison's hides.”