



KEEPER OF MY HOME

Teaching Children and Young People About Caring for a Home

GRADE 10 TEACHER'S OUTLINE

Location: Southern Alberta

Nation: Blackfoot



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

GRADE 10

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.



10.1

Description:

This game features 2 puzzles, each composed of 31 pieces, representing the traditional housing of the Blackfoot Nation. The player needs to complete the first puzzle, which illustrates the front half of the tipi, and then the second puzzle which illustrates the rear half. To complete the game, the player must place all 62 pieces of the puzzle within the allotted time.

Learning objective:

In this game, the student learns about the traditional housing of the Blackfoot Nation, the tipi, how it was built and used. Through this game, the student will realize that the women were responsible for crafting, putting up the tipis and fixing them. The student also builds a connection with the past and understands that at that time, no part of the animal was wasted and everything was reused to create other objects. By completing the game, the student receives information about one of the four sacred plants, sweetgrass.

Visual and answer key:



To obtain the carving, the student must complete the 2 puzzles representing both halves of the tipi within the allotted time.

Carving: Sweetgrass



“The sweetgrass, known for its sweet scent, is often seen inside our homes for braiding, basket making, healing, talking circles, and smudging ceremonies. Its smoke is believed to purify the environment and to eliminate bad or negative thoughts.”



10.2

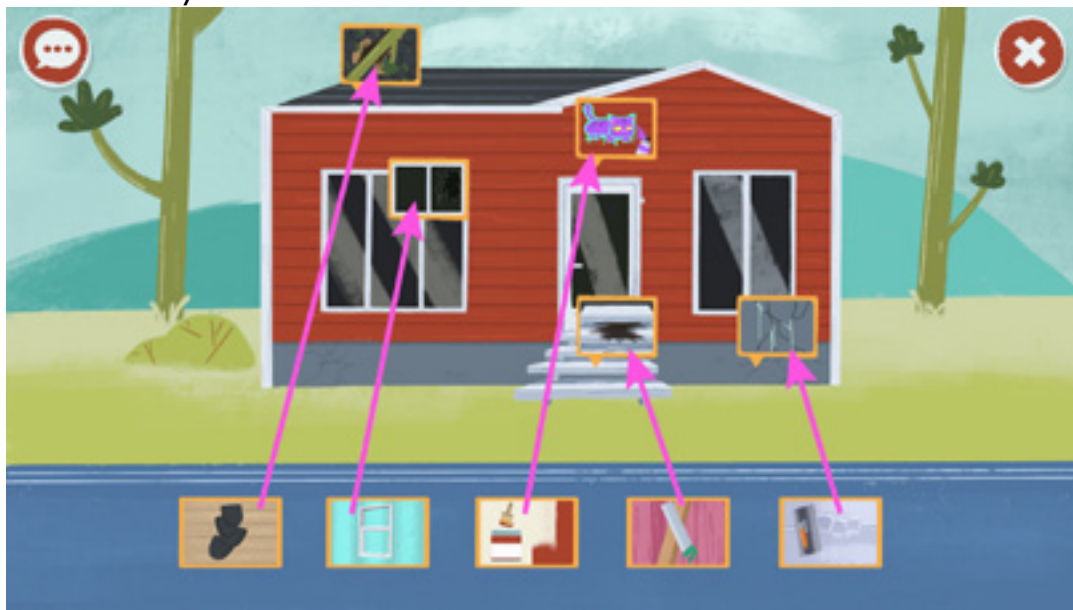
Description:

The student needs to help Maria perform maintenance on her house and repair any natural, accidental or intentional damage. To achieve this, the player must first click on the right tool before selecting the item to repair. To complete the game, the student needs to repair all of the issues that appear within the allotted time.





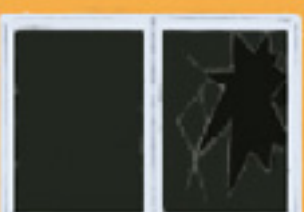



Learning objective:

In this game, the student needs to match the tools to the damage that needs to be repaired, while receiving useful advice about home maintenance. By playing, the student learns that there are 3 types of damages –natural, accidental and intentional– and that no matter the type, it is best to fix it quickly in order to avoid bigger issues and more expensive repairs. The player must use their observation skills and reflexes to fix all the issues quickly. By completing the game, the student learns different ways that cedar is used in the daily lives of First Nations peoples.

Visual and answer key:





Damages	Tools
 <p data-bbox="513 352 800 426">Roof shingles damaged by a fallen tree branch</p>	 <p data-bbox="1161 373 1377 405">A pile of shingles</p>
 <p data-bbox="513 600 691 663">A crack in the foundation</p>	 <p data-bbox="1161 621 1433 653">A trowel and cement</p>
 <p data-bbox="513 858 711 890">Broken window</p>	 <p data-bbox="1161 858 1359 890">A new window</p>
 <p data-bbox="513 1106 597 1138">Graffiti</p>	 <p data-bbox="1161 1106 1421 1138">Paintbrush and paint</p>

To obtain the carving, the student must repair each household issue that appears within the allotted time.

Carving: Cedar



“The cedar can be used to build, repair or smudge houses. This tree is also used for many aspects of life: creating baskets, clothing, rope, cooking utensils, canoes as well as medicine. When it’s burned, it carries prayers to the Creator and can drive out negative energies.”



10.3

Description:

This game puts the student in a scenario where they have to deal with a water leak inside their home. The player must place the tasks in the right order to fix the leak and ensure that no other issues arise. To complete the game, the student needs to put the 10 steps in the correct order within the allotted time.

Learning objective:

This game helps the player think about and associate various tools and their function. It allows the player to learn, in a playful manner, various notions about prioritization and action/consequence. Through this game, the player understands that it is important to find the source of a problem in order to fix it so it doesn't happen again in the future. When finishing the game, the student will receive information about tobacco, an important plant for many First Nations.

Visual:



Steps

- | | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
|  |  |  |  |  |
| Grab shingles | Fix the hole in the roof | Bring mop upstairs | Clean water puddle in the attic | Grab drywall and joint compound to repair the bathroom ceiling |



Steps

6



Fix the hole in attic floor where water is leaking

7



Bring mop downstairs

8



Clean water puddle next to the electrical outlet

9



Call electrician

10



Grab sponge and soap to clean the mould

To obtain the carving, the student must place the 10 steps in the correct order.

Carving: Tobacco



“Tobacco is one of the four sacred plants and is used in many ways in our culture. It is used in ceremonies and for cultural protocol.”



10.4

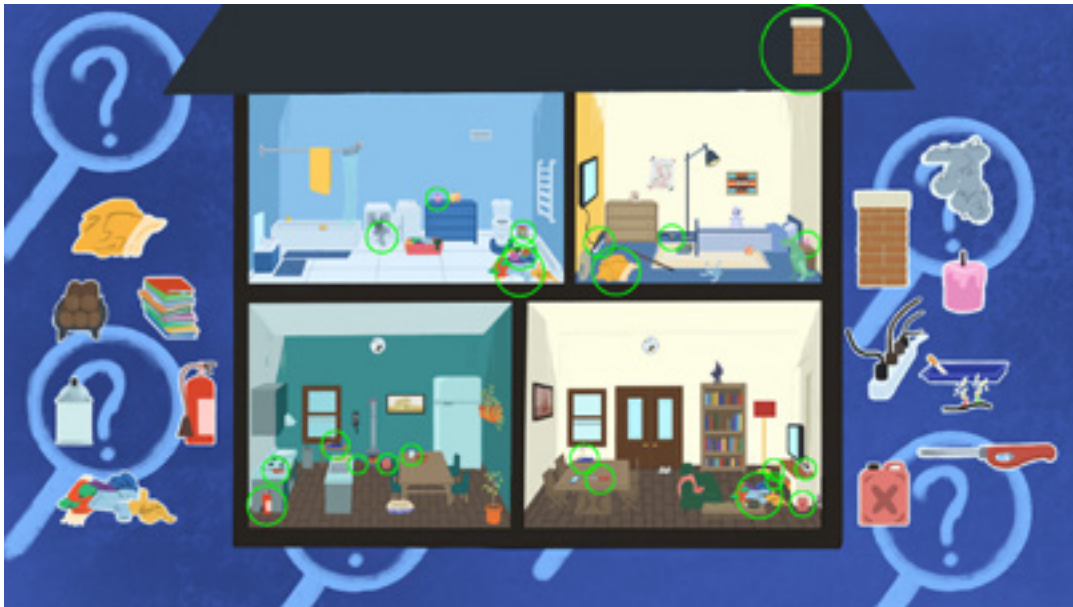
Description:

This hidden object game features 14 items that can potentially be a fire hazard in a house. Some of these objects can be found in different locations when starting a new game. The player needs to find them all within the allotted time to complete the game.

Learning objective:

In this game, the student learns or reviews various notions about fire prevention, and receives useful advice about fire safety. The player must identify the potentially dangerous heat sources in a room that could lead to a fire. By playing, the student will develop their observation skills, as they have to associate the black and white silhouettes on the side of the screen with the object they need to find in the central image. By completing the game, the student learns about sage, one of the four sacred plants, and the different ways it is used by First Nations peoples.

Visual and answer key:



Objects



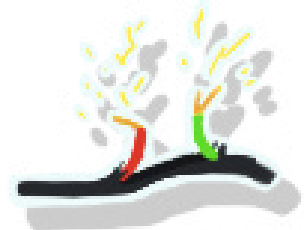
Bed covers



Aerosol can



Unattended cigarette



Worn out power cable



Objects



Candle



Chimney



Clothing



Smoke detector



Jerrycan



Dryer lint



Pile of magazines



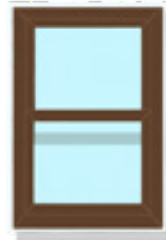
Power bar with too many cables



Firewood



Front door



Window on the first floor



Mystery item - Fire extinguisher

To obtain the carving, the student must find each of the 14 objects within the allotted time.

Carving: Sage



“Sage is a sacred medicine. We burn it for ceremonies or to smudge ourselves or our homes. We also wrap it around sacred objects or put it in medicine pouches.”