



KEEPER OF MY HOME

Teaching Children and Young People About Caring for a Home

GRADE 11 TEACHER'S OUTLINE

Location: Northern Saskatchewan

Nation: Woodlands Cree



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

GRADE 11

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.



11.1

Description:

This memory game has 27 cards. The player needs to match 9 trios of cards to finish the game. Each set of 3 cards shows a flag, a traditional home, and a culturally relevant object, for 8 First Nations and the Inuit.


Learning objective:

In this game, students will learn about the traditional dwellings of 8 First Nations and the Inuit. They will also discover that there can be more than one type of housing within a single nation, depending on where each community is located on the territory. The students will learn that in our present-day, many bands of a same nation are represented by an organization or a confederation that has its own flag. This game also identifies the traditional objects that represent each nation. The game helps players understand that Metis and Inuit people are not part of First Nations peoples and that they have their own type of housing, cultural objects and flags to represent them. By completing the game, the student receives information about beaded mittens, a traditional object for the Woodlands Cree Nation.

Visual:

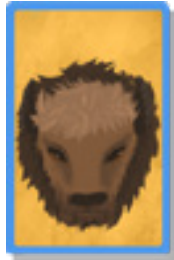


Answer key, elements to match:

1 - Blackfoot	2 - Anishinabek	3 - Métis	4 - Mi'kmaq
			
Tipi	Wigwam	Sod log house	Wigwam



1 - Blackfoot	2 - Anishinabek	3 - Métis	4 - Mi'kmaq
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Buffalo



Legging



Métis sash



Woman's cap



Blackfoot Confederacy flag



Anishinabek Nation flag



Métis flag



Mi'kmaq Grand Council flag

5 - Inuit	6 - Okanagan	7 - Iroquois	8 - Haida
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Igloo



Kekuli



Longhouse



Plank house



Ulu



Drum



Lacrosse game



Haida hat



Nunavut flag



Okanagan Nation Alliance



Iroquois Confederacy flag



Council of the Haida Nation flag



9 - Dene



Tipi, sod log house and kekuli



Beadings



Dene Nation flag

To obtain the carving, the student needs to find and match all 9 trios of cards within the time allotted.

Carving: Beaded mittens



“For us, Cree people, leather mittens are traditional objects that are often beaded with nice patterns. The symmetry of the patterns reflects our belief in a balanced life with all living things.”



11.2

Description:

In this game, the player needs to choose the best elements for their futuristic house. The game is separated in 2 rounds. The first represents the house's energy needs, and the second, the house's food-production needs. Players are scored based on the items they choose, with each category having an optimal item that the user should choose.

Learning objective:

In this game, the student will design a home of the future that can produce energy and food, two essential elements for survival. The student will learn that sustainable living can also be linked with architecture and home construction. All futuristic elements described in this game exist today and could be used in a house, such as a small vertical garden, solar shingles, a geothermal system and self light-adjusting windows. When they complete the game, the student receives information about pickerel and fishing, an important activity for the Woodlands Cree Nation.









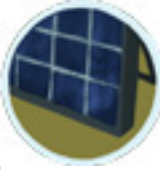



Visual round 1:



Answer key round 1:

- The best way to create energy on the roof: **Install solar shingles**
- The best way to create energy from the ground: **Install a geothermal system**
- The most energy-efficient window installation: **Self-light-adjusting windows**
- The best way to create energy on the garage: **Install solar shingles**



ROUND 1							
Create energy on the roof		Create energy from the ground		The most energy-efficient window		Create energy on the garage	
	Wind turbine		Geothermal system		Small windows		Wind turbine
	Solar shingles		Solar panels		Big windows		Solar shingles
	Solar panels		Wind turbine		Self light-adjusting windows		Geothermal system







Visual round 2:



Answer key round 2:

- The best way to produce food in the basement: **Create a vertical garden**
- The best way to produce food in the garage: **Keep hens to have fresh eggs**



ROUND 2			
Produce food in the basement		Produce food in the garage	
	Vertical garden		Aquaponic garden
	Keep hens for fresh eggs		Keep hens for fresh eggs
	Grow pumpkins		Grow pumpkins

To obtain the carving, the student must find all 6 best options for their house within the time allotted.

Carving: Pickerel



“In older times, our Cree people used to hunt and fish to gather food. Fish, like the pickerel, was part of our diet and fishing was a family activity.”



11.3

Description:

In this game, the player needs to click on all 10 differences between the 2 images before the timer runs out. At each new playthrough, the game randomly selects one of 2 variants for each image, with each variant showing a combination of 10 out of 15 possible differences.

Learning objective:

In this game, students will learn that new energy-efficient and eco-friendly technologies are becoming more and more present in our homes, especially in the kitchen. They will discover futuristic objects that already exist and may help us in the future to prepare food easily and efficiently. This game also addresses recycling and composting, two key elements of a sustainable future. By completing the game, the student receives information about moss bag, an eco-friendly object used for decades.

Visual and answer key:



To obtain the carving, the student needs to find all 10 differences in the 2 images within the time allotted.

Carving: Moss bag



“In older times, objects such as moss bags were already eco-friendly. This type of bag was filled with moss and was used as a diaper to keep babies dry. All women in a family worked together to create a bag for the newborn.”



11.4

Description:

In this game, the player needs to plan a new community of the future. There are 12 elements that represent various buildings and the student must place them all in the correct order.

Learning objective:

In this game, the student will plan the steps for establishing a new community and will learn about the different buildings and their use. This game is also an opportunity for the student to reflect on human needs, as individuals, and as a group: essential physical needs (water and food), to live as a community, to stay healthy, to be safe and secure, etc. The game helps the player understand that health and education are key elements in a person's life and that many other aspects of a community such as culture, traditions and sports can help an individual or a family blossom. By completing the game, the student receives information about geese shapes made of willow-twig, a traditional object of the Woodland Cree Nation.

Visual and answer key:



Buildings

- | | | | | | |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
|  |  |  |  |  |  |
| A source of water and food | A band council building | A hospital or a nursing station | A police and fire station | A grocery store | A daycare, elementary and high school |



Buildings

7



A training center for adults for continuous learning

8



A cultural center

9



A sports center with a public gymnasium and an arena

10



A library with a technological center

11



An outdoor skate park and a playground for kids

12



Public garden with native plants and flowers

To obtain the carving, the student must put all 12 elements in the correct order.

Carving: Goose shape made of willow twig



“In older times, our Cree people used to hunt animals like moose, deer, rabbits, and geese. Goose shapes made of willow twig were used as lures during the spring hunt, but today people use them for decoration.”