



KEEPER OF MY HOME

Teaching Children and Young People About Caring for a Home

GRADE 7 TEACHER'S OUTLINE

Location: **Southern Interior
British Columbia**

Nation: **Okanagan**



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

GRADE 7

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.



7.1

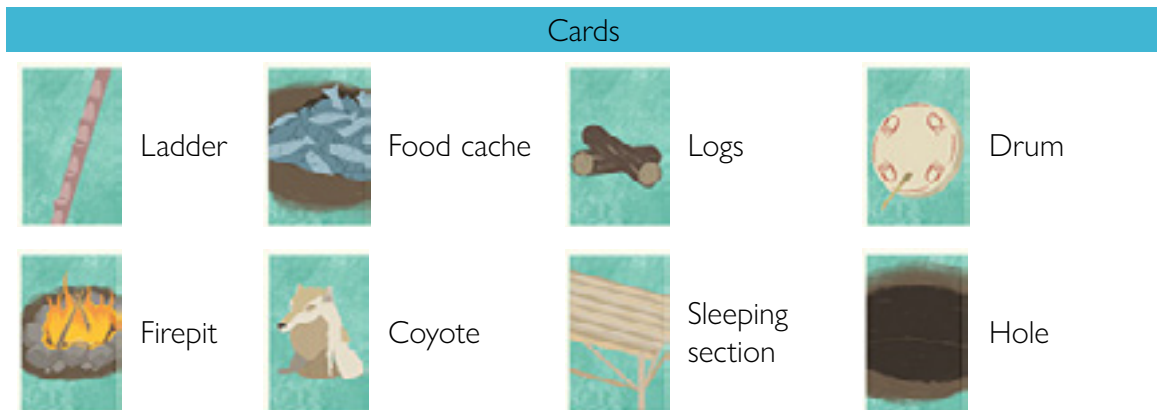
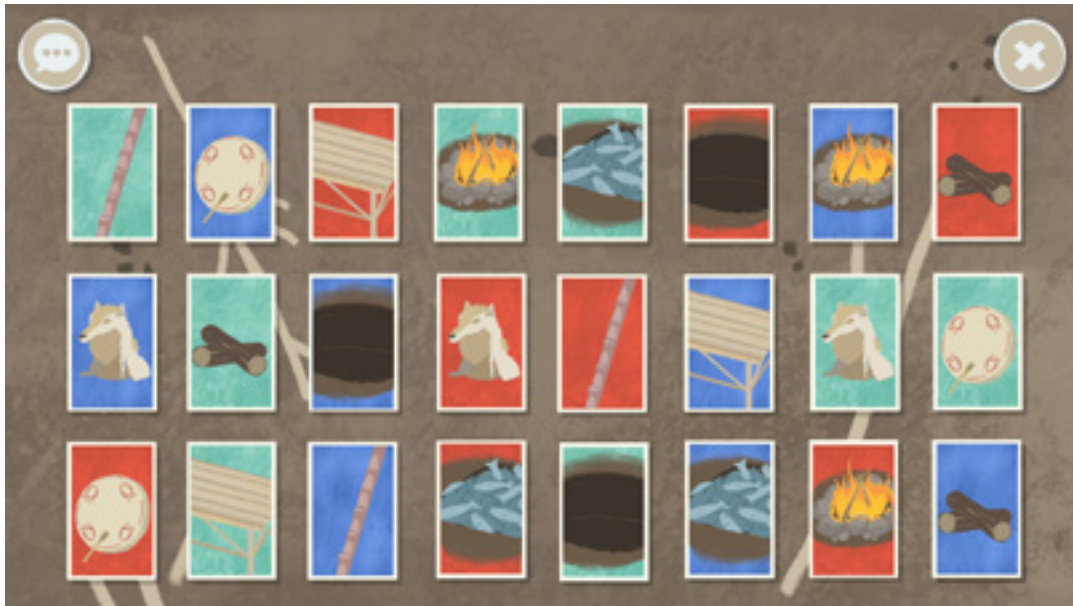
Description:

This memory game features 24 cards, each representing various objects that can be found in a kekuli. The student needs to match all 8 trios of 3 matching cards to complete the activity. Each trio features the same image, with a green, blue and red background.

Learning objective:

In this game, the student learns about the traditional home of the Syilx, the kekuli, and its various components, such as the hole in the ground, the ladder in the roof, the food cache, the firepit and the benches to sleep on. This memory game also allows the player to see some of the objects that were traditionally found in the kekuli, such as drums or coyote hides. By completing the game, the student understands the importance of the coyote for this nation.

Visual and answer key:





To obtain the carving, the student must find and match all 8 trios of cards within the allotted time.

Carving: Coyote



“We, Syilx people, believe that the coyote was sent to help us survive on this land. For us, this animal can be a healer or a trickster.”



7.2

Description:

The student needs to help Alan build an addition to the Chief's longhouse. To do this, he must first find the right tree to build the structure, find the right materials to craft the tools, tie the logs together and cover the house. To complete the game, the player needs to find two of each of the following items: cedar tree, elm tree, stones, hemp ropes, wooden logs and pieces of bark needed to build the addition to the building, within the allotted time.

Learning objective:

The game allows the student to learn about the traditional housing of the people of Haudenosaunee Confederation, the longhouse, its construction and the materials used. It also helps the student understand that the tools were crafted using stone and hemp rope. By playing the game, the student will develop his observation skills. By completing the game, the student understands the importance of the longhouse for this nation.

Visual and answer key:



To obtain the carving, the student must find all 12 hidden objects within the allotted time.

Carving: Longhouse



“On the East Coast, people from the Haudenosaunee Confederacy used to live in villages with longhouses made of trees and covered with bark.”



7.3

Description:

This “Hidden Object” game features 10 objects inside a Haida house, randomly chosen among 12. The player needs to find them all within the allotted time to complete the activity.

Learning objective:

This game allows the student to learn about the traditional items and housing of the Haida Nation, before the arrival of the Europeans. The Haida house was a plank house made of red cedar, featuring totem poles, carved interior poles and screens. By playing the game, the student learns about various objects found in a Haida house, such as baskets, blankets, floor mats, drums, utensils and bentwood boxes, and their usefulness. By completing the game, the student receives more information about the Haida house.

Visual:



To obtain the carving, the student must find 10 objects within the allotted time.

Carving: Haida house



“The plank house made of red cedar is the traditional home of the Haida people. They also create colorful totem poles to decorate the outside of their houses, as well as house poles for the inside.”



7.4

Description:

This puzzle game is composed of 24 pieces that illustrate a map of Canada. The player must first complete the puzzle, after which 6 icons will appear representing traditional housing types of First Nations and Inuit people. To complete the game, the player must slide each of the icons to the correct location on the map before time runs out.







Learning objective:

In this game, the player learns or reviews the various housing types of First Nations peoples, such as the kekuli, the tipi, the longhouse, the plank house, the sod log house, as well as the traditional house of Inuit people, the igloo. This game calls upon the player's notions of geography, as the player needs to place each housing type in the correct region on the map. The game also teaches which nation used which type of housing. For example, the tipi is the traditional house of several Plains First Nations such as Blackfoot, Assiniboine, Sarcee, Plains Cree and Anishinaabe. By completing the game, the student understands the importance of the kekuli for the Syilx people.

Visual and answer key:





Housing types and locations		
Igloo		Canadian Arctic region
Kekuli		British Columbia - Central plateau
Longhouse		East Coast
Plank house		British Columbia - Northern Pacific Coast
Sod log house		Canadian Arctic region
Tipi		Plains

To obtain the carving, the student must complete the puzzle and correctly place each of the 6 housing types within the allotted time.

Carving: Kekuli



“We, the Syilx people, build our houses into the ground and cover it with a roof made of earth. It keeps us warm and dry in the cold winter.”