



KEEPER OF MY HOME

Teaching Children and Young People About Caring for a Home

GRADE 4 TEACHER'S OUTLINE

Location: Southern Ontario

Nation: Anishinaabe



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

GRADE 4

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.



4.1

Description:

This quiz features questions about the various types of traditional housing that were used by First Nations peoples: longhouse, plank house (also known as Haida house), sod log house, tipi, kekuli, wigwam and lean-to. To complete the game, the player needs to correctly answer each of the 9 questions in the quiz.

Learning objective:

This game helps the student learn or review the various types of traditional housing that were used by First Nations peoples. Each question highlights a characteristic of one of the houses. For instance, the way to enter the house, to protect it or the materials used to build its walls and hold up its roof. By playing, the student learns that there are two entrances to a kekuli and that longhouses were protected by wooden fences. The player also learns about traditional items and their use, such as the food cache, the interior sculpted pole or the ladder leading out the roof of a kekuli. By completing the game, the student receives information about the white crane.

Visual and answer key:



Plank house



Lean-to



Tipi



Sod log house



Kekuli



Longhouse



Wigwam



- A food cache? **Plank house**
- A carved interior pole? **Plank house**
- Buffalo hides? **Tipi**
- A ladder going out the roof? **Kekuli**
- Tree bark? **Wigwam**
- An underground entrance? **Kekuli**
- A wooden palisade? **Longhouse**
- A pole to hold up the structure? **Lean-to**
- A window? **Sod log house**

To obtain the carving, the student must answer all 9 questions correctly.

Carving: White crane



“The White Crane clan would be proud of you! Our traditional home, the wigwam, is made of wood perches and is covered by hides or bark. This was practical for us, Anishinaabe people, because it was a quick and easy way to build a house when you are moving around the land.”



4.2

Description:

The student needs to help Steven by creating a home maintenance plan, based on the seasons. They must choose which season or seasons are most appropriate to complete specific repairs. To complete the game, the player must answer all 8 questions in the quiz correctly.

Learning objective:

This game allows the student to learn about tasks relating to home maintenance, as well as receive useful advice. For example, they will learn that the ground around the foundation of a house must always be sloped away from the house to avoid water infiltration. By playing, the student will learn the importance of completing certain home repairs during a specific season or time of the year. They will also become aware that it is important to maintain one's home daily and to inspect it regularly to avoid future leaks and damages. By completing the game, the student receives information about clothing design inspired by nature, such as leggings.

Visual:



Answer key:

- Check your home's crawlspace: **Fall**
- Clean the gutters and check your roof for stains: **Fall**
- Shut off hose valve: **Winter**
- Check for outside damage: **Spring**
- Apply a fresh coat of paint: **Summer**
- Clean and repair windows: **Summer**
- Check windows and seals for leaks: **Spring**
- Check for cracks in the foundation: **Spring**



To obtain the carving, the student must answer all 8 questions correctly.

Carving: Leggings



“Following in our ancestors’ footsteps, we can use the four seasons as a guide to maintaining our homes. We also need to put an effort in maintaining our clothing, especially the items decorated with designs inspired by nature.”



4.3

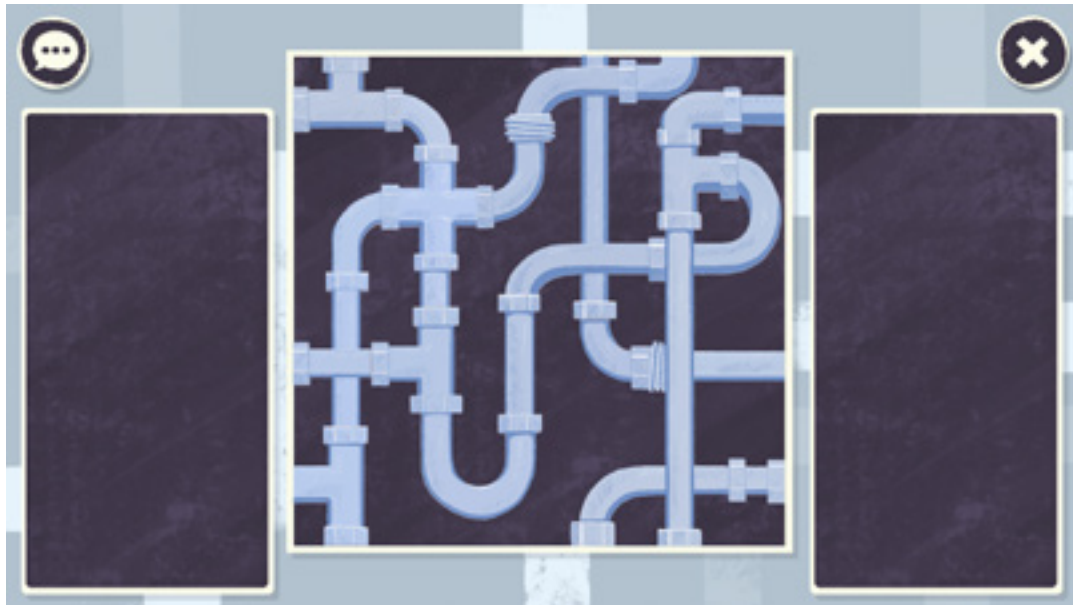
Description:

The student needs to help Steven and his mother repair the plumbing. This activity is a puzzle game composed of 25 pieces that illustrates a complex pipe system. To complete the game, the player needs to correctly place all 25 pieces of the puzzle within the allotted time.

Learning objective:

This game allows the student to develop their knowledge of shapes, while encouraging them to pay attention to visual details in order to understand how each piece connects with the next. By playing, the student also receives useful advice on how to protect their home from water leaks. By completing the game, the player learns about a traditional object relating to water that represents a common means of transportation for most First Nations peoples: the canoe.

Visual and answer key:



To obtain their carving, the student must complete the puzzle within the allotted time.

Carving: Canoe



“Our ancestors’ canoes flowed on the water.”



4.4

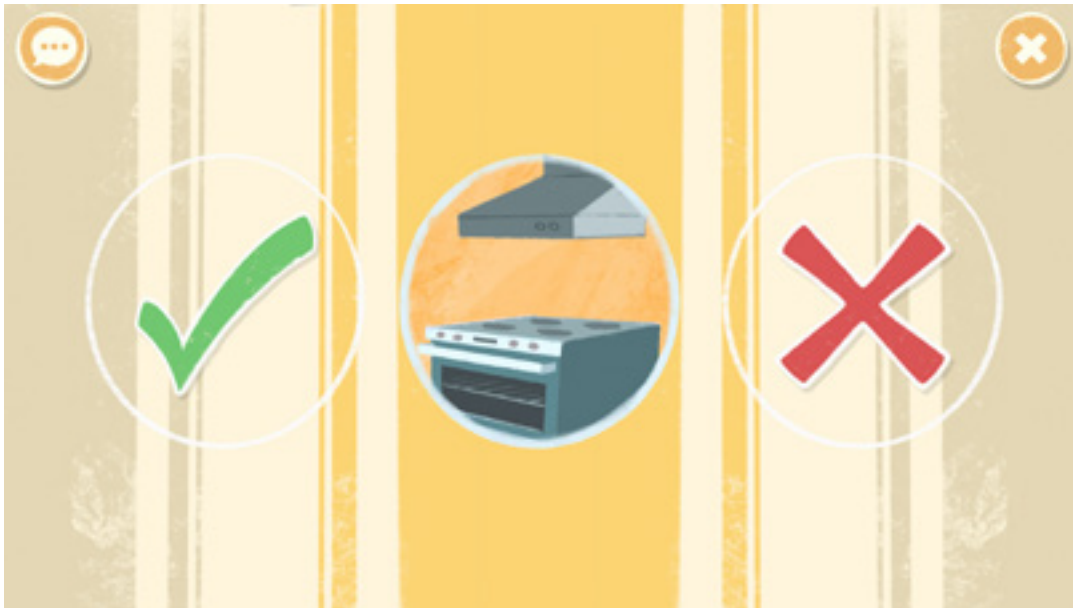
Description:

This “True or False” game features 10 questions about mould. To complete the game, the student needs to answer all 10 questions correctly, by moving the image to the left if the answer is True or to the right if the answer is False.

Learning objective:

In this game, the student learns some basic principles about mould, such as the fact that there are both good kinds and bad kinds of mould. They will also learn that mould is part of the cycle of life; it naturally decomposes elements and can be found everywhere. By playing, the student will receive useful advice on how to avoid mould appearing in their home. This “True or False” game also shows the player that certain types of mould are used to create food, like cheese, and powerful medicine, such as penicillin. By completing the game, the student will learn about a very useful traditional object: the baby carrier.

Visual:



Answer key:

- Is it true that all mould is bad? **False**
- Is it true that mould that grows indoors is bad mould? **True**
- Is it true that mould grows in a dirty home? **False**
- Is it true that mould can be avoided by turning on the bathroom fan? **True**
- Is it true that keeping the windows shut is a way for mould to grow? **True**
- Is it true that using a dryer or a clothesline helps to avoid mould in a house? **True**
- Is it true that turning on the kitchen fan when cooking is a good way to avoid mould? **True**
- Is it true that repairing leaks and window cracks are two ways to prevent mould? **True**



- Is it true that certain types of mould are used to make cheese or medicine? **True**
- Is it true that mould can't grow on wood? **False**

To obtain the carving, the student must answer all 10 questions correctly.

Carving: Baby carrier



“Our Anishinaabe ancestors kept their babies safe in beautiful baby carriers.”