



KEEPER OF MY HOME

Teaching Children and Young People About Caring for a Home

GRADE 5 TEACHER'S OUTLINE

Location: Southern Quebec

Nation: Haudenosaunee



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

GRADE 5

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.



5.1

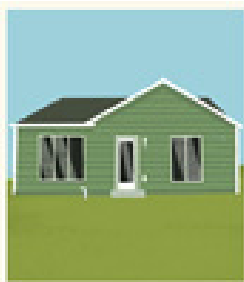
Description:

This game allows the student to compare traditional and modern activities. The player must choose if the task was only practiced in the past, is only practiced today, or both. To complete the game, the player needs to answer all 10 questions correctly within the allotted time.

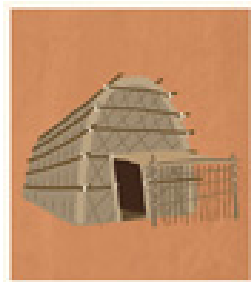
Learning objective:

In this game, the student must identify which traditional activities are still practiced today, and which are not. For example, preparing meat, picking berries and fishing are all traditional activities that are still practiced today. By playing, the student learns that some activities were traditionally completed by women and others by men, while understanding that today, both genders practice any activity. The player also learns and understands the role of each traditional object, such as clay pots and the pin and ring games made of deer bones. By completing the game, the student discovers that their ancestors played lacrosse, a game invented by the Haudenosaunee nation.

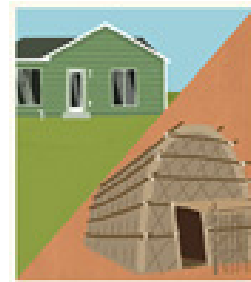
Visual:



Present



Past



Past and
Present



Answer key:

- Putting dishes and pots in the dishwasher: **Present**
- Helping to repair the longhouse with tree bark: **Past**
- Cooking soup by putting hot rocks in the pot: **Past**
- Carrying wood: **Past & Present**
- Hunting with a gun: **Present**
- Preparing meat: **Past & Present**
- Fishing: **Past & Present**
- Cleaning the home with a vacuum: **Present**
- Picking berries: **Past & Present**
- Playing with a pin and ring game made of deer bones: **Past**

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

Carving: Lacrosse stick



“The game of lacrosse, which is played using a stick with a net attached. Your ancestors played lacrosse, but it remains a popular game today.”



5.2

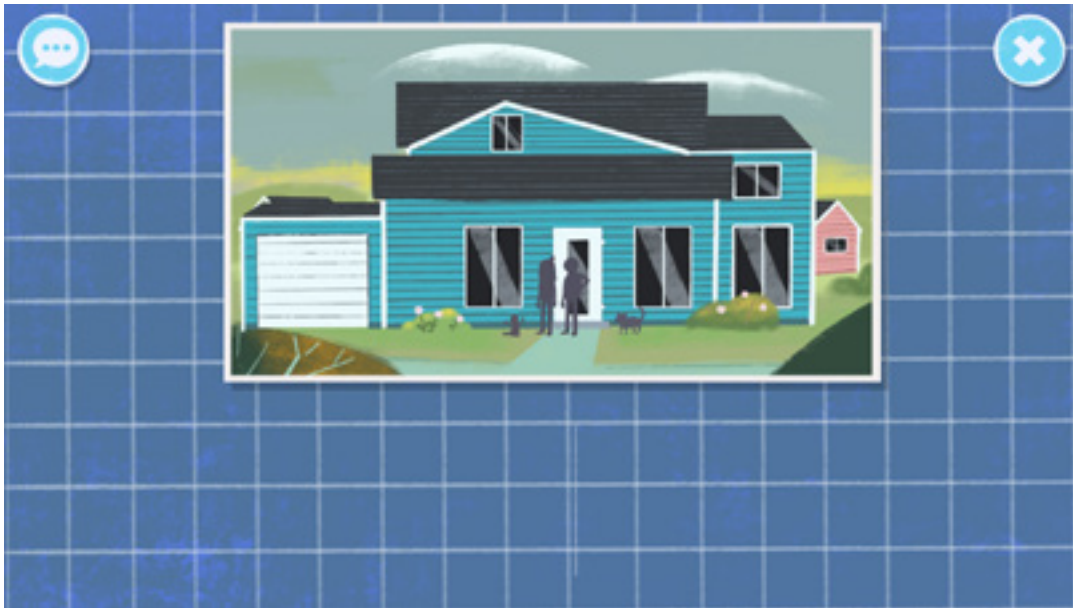
Description:

In this game, the student needs to answer 7 questions to create their dream home. At every step, the player can choose between 3 answers and they can take as long as they want to complete the game. There are a total of 2,187 possible combinations.

Learning objective:

This game helps the student think about their future by exploring their tastes and preferences for their future home: where do they want to live, with whom, do they want to raise children, do they want to have pets, the color of their future home, the type of roof and the method of transportation that they will want to use. There are no wrong answers. The questions only serve to make the student reflect on what they would want in their future home. By completing the game, the student learns about the white pine, a symbolic tree for the Haudenosaunee nation.

Visual:



Answer key: there are no wrong answers

- Will you live alone or with others? **Live alone, live with husband or wife, live with roommates or family members.**
- What color house would you like to have? **Red, blue or green.**
- Would you like to have children? **No children, just one or two, lots of kids!**
- What type of roof would you like to have? **A flat roof, a gable roof, a hipped roof.**
- Do you want pets? **No pets, just one, lots of pets!**
- Would you prefer to live on reserve, in a city or countryside? **On reserve, in the city, in the countryside.**



- What kind of transportation do you want to use? **A bicycle, a car or truck, public transportation.**

To obtain the carving, the student must answer all 7 questions.

Carving: White pine tree



“The white pine tree was the tree chosen by the Peacemaker as a symbol of the unity of the nations of the Haudenosaunee Confederacy. Its needles always grow in clusters of five, which is symbolic of the uniting of the nations.”



5.3

Description:





The student needs to help Sam complete a yearly house maintenance plan for the home, which includes 9 tasks: check the attic, test the fire alarms, check the condition of doors and windows, clean the chimney, clean rugs and carpets, inspect the foundations, inspect the crawlspace and check for leaks around the house. To complete the game, the player needs to slide each of the 9 tasks to the correct month on the calendar when it is best to perform the task.

Learning objective:










This game helps the student think about and associate various tasks with different times of the year. By playing, the student learns or reviews the months of the year, the notions of equinox and solstice, and receives useful advice on how to care for a home. The game also gives players a sense of responsibility about their home, in a playful and engaging manner. For example, the student understands why it is important to change the batteries in a fire alarm at least once a year to prevent fires, and can effect change in their home by reminding their parents to do it. By completing the game, the student learns about the falcon, an important bird for the Haudenosaunee nation.

Visual and answer key:



Calendar Images			
	September equinox		December solstice
	March equinox		June solstice



Tasks					
	Checking the attic		Testing fire alarms		Inspecting the crawlspace
	Checking the windows		Checking the doors		Inspecting the foundations
	Cleaning the chimney		Cleaning the carpets		Checking for leaks

To obtain the carving, the student must place each of the 9 tasks in the correct month on the calendar within the allotted time.

Carving: Hawk



“Just like the hawk, you need to have sharp eyes to spot problems!”



5.4

Description:

This game, inspired by the classic “Whack-a-Mole” game, features 11 locations in the bathroom where mould can appear. The player needs to click on the patches of mould as quickly as possible to make them disappear.

Learning objective:

In this game, the student learns that there are many places in the bathroom where mould can develop if they are not careful. By playing, the student receives useful advice on how to prevent mould around the house, such as hanging their clean laundry on a clothesline or turning on the bathroom fan for at least 30 minutes after a shower to clear out the humidity. By completing the game, the player learns about an important traditional object, the wampum belt made from seashell beads.

Visual and answer key:



To obtain the carving, the student must make all the mould disappear as quickly as possible from the bathroom by clicking on it as it appears.

Carving: Wampum belt



“In the past, your Haudenosaunee ancestors used to create wampum belts with beads made of shells, to remember important events in the community.”