



# KEEPER OF MY HOME

Teaching Children and Young People About Caring for a Home

GRADE 6 TEACHER'S OUTLINE



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

## GRADE 6

### 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.



## 6.1

### Description:

This game is a puzzle composed of 6 pieces to build a lean-to shelter. The student must first choose the right location to build the lean-to – in the center of the hill – before sliding each piece in the correct order, building the shelter piece by piece. First they need to place the vertical poles, then the horizontal pole, followed by the two diagonal poles, and finally the piece of animal hide. The student needs to hurry because gusts of wind might blow down the structure.

### Learning objectives:

In this game, the student learns the different steps to build a temporary shelter, and receives useful advice on the best place to install it. The student must determine the correct order in which to put each piece. The student builds a connection with their past and learns that lean-tos are built entirely using objects that come from the forest. When completing the game, the student learns that the wolf represents humility for many First Nations peoples.

### Visual and answer key:



To obtain the carving, the player must place all 6 pieces in the correct order within the allotted time.

### Carving: Wolf



“Learning from others, whether it is an Elder or the housing council, helps us to understand the reason behind the order of things. The wolf represents humility, he lives life selflessly and not selfishly. Respect your place and carry with you the pride of your people and praise the accomplishments of all. Find balance within yourself and all living things.”



## 6.2

### Description:

This game tackles one of the challenges related to housing in reserves: overcrowding. The player must place each of the family members in the correct room, all while fixing damages that appear in the house. The game is composed of three rounds: the first features a family of two children and their parents, the second adds a grandmother and the third round adds two cousins. The student must place the 7 family members in the best room – according to their needs – within the allotted time to complete the activity. During the game, damages in a room may appear. The student must click and hold on the damage to repair it before assigning someone to the room.

### Learning objective:

This game allows players to learn about some of the issues related to housing in Canadian reserves, as well as tackling the notion of respect towards our elders. Through this game, the student will realize the importance of quickly fixing any damage in their home to avoid bigger, more expensive repairs down the road. The player must also listen carefully to find the best room for each family member. When completing the game, the student learns about the bison, a symbol of respect for many First Nations peoples.

### Visual and answer key:



To obtain the carving, the student must place each of the 7 family members in the correct location within the allotted time.

### Carving: Bison



“The bison is the symbol of respect. By doing your best to provide each person a home and keep that home repaired, you respect yourself and your people. By teaching others of this powerful truth, you will be honourable in your teachings.”



## 6.3

### Description:

In this game, the student must find three specific branches in the beaver dam and remove them, before time runs out, to let the water through and ensure that their hut doesn't flood. The player must remove other branches in order to access the specific (white) ones, but they should be careful not to remove the older, darker branches that constitute the foundation of the dam. When mud or leaves appear on the dam, the student must click and hold on the area to remove it before they can continue playing. To complete the game, the student must remove all three branches within the allotted time.

### Learning objective:

In this game, the student discovers the different steps involved in the building of a beaver dam and hut, while learning about the various materials used and the social behavior of these animals. By playing, the student will realize that they should not touch the foundation of a dam, as it ensures its stability. The game also teaches about cause and consequence. This will allow the player to consider what causes certain problems and what can happen if they are not resolved quickly. When completing the game, the student will learn that the beaver is a symbol of wisdom for many First Nations peoples.

### Visual and answer key:



To obtain the carving, the student needs to find the three “correct” branches within the allotted time.

### Carving: Beaver



“The beaver is the symbol for wisdom. Wisdom is always observing life around you and allowing yourself to learn even more from that wisdom.”



## 6.4

### Description:

The student must help Edith find 4 products in the kitchen that can be dangerous to her health and safety. To complete the game, the player must find the bottle of bleach, the bottle of propane, the aerosol can and the floor cleaner. If the player manages to find the jar of bacon grease, the bottle of homemade fabric softener and the spray bottle of vinegar, they will receive bonus points. Each of these objects can be at two different locations.





### Learning objective:



In this game, the student learns that certain harmful products are corrosive, explosive, flammable or can be poisonous if swallowed. By playing, the student will understand the importance of putting these objects away for the safety of children and animals, as well as learning the dangers of placing flammable or explosive products near heat sources. The game also teaches the value of green products and the idea of being eco-friendly by making your own products at home. The player must use their observation skills and be quick to react, as certain products can catch fire or explode if they are not found quickly enough. When completing the game, the student learns about the raven, a symbol of truth for many First Nations peoples.

### Visual and answer key:





| Dangerous objects   |                |   |               |
|---|----------------|---|---------------|
|  | Bleach         |  | Floor cleaner |
|  | Propane bottle |  | Hairspray     |

| Green objects  |                 |   |                     |
|--|-----------------|---|---------------------|
|   | Fabric softener |  | Jar of bacon grease |
|  | Vinegar         |   |                     |

To obtain the carving, the student must find, within the allotted time, all 4 objects that can be hazardous to their health.

**Carving: Raven**



“The raven is the symbol of truth. Like the raven, Edith knows she should live her life with integrity and find ways to use her gifts to thrive! Edith’s mistake reminded her to be herself and not someone she is not.”