



# KEEPER OF MY HOME

Teaching Children and Young People About Caring for a Home

## KINDERGARTEN TEACHER'S OUTLINE

Location: **Northern Manitoba**

Nation: **Dene Nation**



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

## KINDERGARTEN

### 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.



## K.1

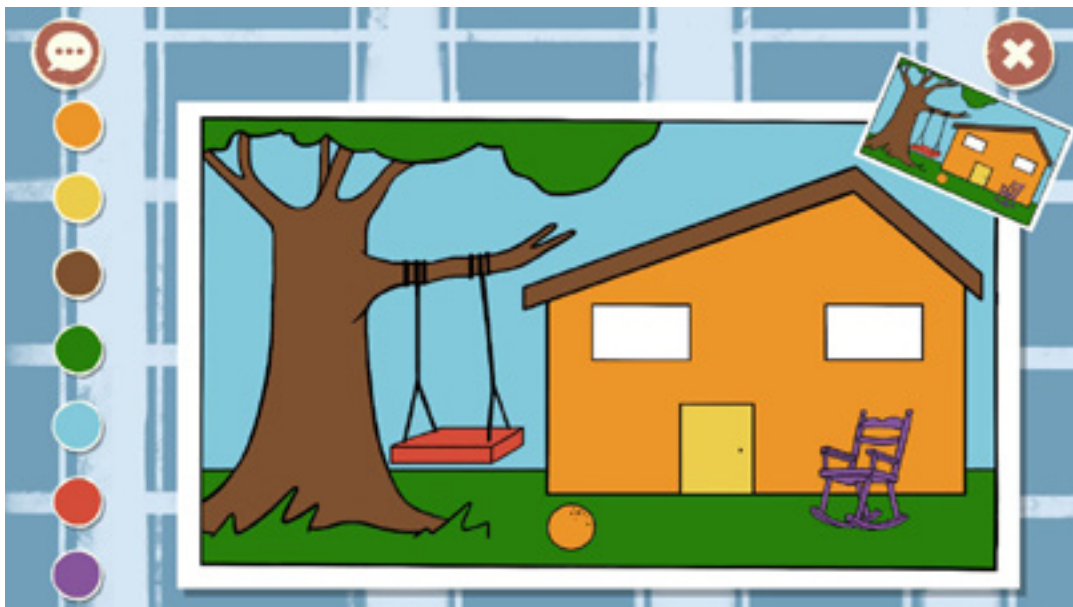
### Description:

This game features an image with 10 different zones that the student must fill with the right colors. The student learns which colors to choose by listening to the story the mother tells them about her childhood home. They can also look at the reference image at the top of the screen. The student can choose any color they like for any part of the drawing; however, to complete the game, they need to reproduce the colors exactly as they appear in the reference image.

### Learning objective:

In this game, the student learns or reviews the different colors, as well as the key components of a house (roof, walls, door, windows). The student discovers that their elders were proud of their homes and that they took good care of them. This game also helps the student realize that their family lives in a modern house, but their great-grandparents may have lived in another type of dwelling, such as a home made of sod and round logs. When the student finishes the game, they will understand that the house is an important location, a place where one can be safe to learn and to grow.

### Visual and answer key:



To obtain the carving, the student must replicate the image above, by filling each of the 10 zones with the same color as shown in the reference image.

### Carving: A sod log house



“My grandmother used to live in a sod log house. A home is very important. It’s a place to be safe, to learn, and to grow.”



## K.2

### Description:

In this game, the student plays hide and seek with Ariel in the four rooms of her house. This activity is a hidden object game. The student must find 5 objects on the image, chosen randomly out of 7.

### Learning objective:

This game helps the student learn about, or review, the different rooms in a house by highlighting various household objects that are associated with them. When completing the game, the student will learn that some places are safe to hide while others are not, and that one can play for fun or it can be a competition. Once the game is complete, they discover a traditional game of the Dene Nation, the stick pull.

### Visual and answer key:



To obtain the carving, the student must click on the 5 objects in the house that are shown on the sides of the screen.

### Carving: Fish



“Our Dene Nation had competitive games such as stick pull. It’s meant as practice for catching a fish by hand. Two players hold a greased stick and need to pull it.”



### K.3

#### Description:

The student must help Ariel and her mother prepare a soup. In this hidden object game, the student must find 5 ingredients in the kitchen, chosen randomly out of 6. The objects that need to be found in the image change every time the game is played, and there are 2 possible locations for each ingredient.

#### Learning objective:

This game will help the student understand that one can prepare a soup with just a few ingredients that are easily found in the kitchen, as well as receive some cooking tips. The game also allows the student to learn of their ancestors' traditions, such as using every part of the animal they hunted to cook, but also to make everyday objects. By completing the game, the student discovers the caribou, an important animal for the Dene Nation.

#### Visual and answer key:



To obtain the carving, the student must click on the 5 correct ingredients in the kitchen, shown on the sides of the screen.

#### Carving: Caribou



“My grandmother used to cook caribou, a precious animal for us, Dene people. We used all parts of the animal to produce food, tools and even clothing, so nothing would go to waste.”



## K.4

### Description:

In this game the student must put away 7 articles of winter clothing in the entrance to the house: two pairs of boots must go on the shoe rack, two coats go on the coat hooks, the scarves, toques and mittens go in the three provided boxes.

### Learning objective:

This tidying up game allows the student to reflect, analyze and associate objects of various shapes and colors based on their function. The student learns that putting their clothing away will keep them clean, dry, in good condition, and easier to find for the next outing. They will also understand that items on the floor can represent a danger and that it is important to put them away to maintain a safe play area. When finishing the game, the student will realize the importance of the Dene parka and its embroidery for the members of the Dene Nation.

### Visual and answer key:



To obtain the carving, the student must place all the articles of clothing in their correct location.

### Carving: Embroidery



“Dene people are proud of their clothes, especially parkas that keep us dry and warm in the winter. Women sew beautiful flower beadings on them to decorate them.”