Dee Ni Language Lesson

Project/Activity Name and ID Number:

Animals HS.SC.04

Common Curriculum Goal:

N/A

Season/Location:

January – Classroom, Government Hill

Partners/Guests/Community:

Possible Storyteller

Cultural Component(s):

Arts and Aesthetics	Family	History	Shelter
Belief -World View	Food	Medicine	Transportation
Clothing	Fun	Medium of Exchange	Tools and Technology
Communication	Government	Science	

Project/Activity Lesson Objective Components:

Vocabulary:			
English	Dee Ni		
Ant	K'aa-t'vsr		
Bear	Sv-gvs		
Chipmunk	Naa-ghe'-kvm's		
Frog	K'wee-lhin'-chu		
Turtle	Ts'ee-nntelh		
Snake	Lhaa-ghvsh		
Squirrel	Ch'aa-wee-yas-na		

Grammar:

N/A

Phrases (Writing, Speaking, Reading, Listening): N/A

After completing the lesson, Students and/or Instructors will be able to:

1. Identify introduced animals using Dee Ni vocabulary.

Activity/Project Description:

- Animals are taught using illustrated flashcards, room poster, and audio recording. The teacher might provide live examples of some animals. Animals that aren't appropriate for the classroom could be represented with photos, stuffed examples, or skins. All of these could have labels.
- Squirrels, chipmunks, snakes, ants and frogs are pretty common on Government Hill. Teachers could lead a classroom trip up on the hill and have a scavenger hunt.
- These animals turn up in many traditional stories a storyteller would be an excellent addition.

Materials/Supplies:

- > Picture flash cards representing animals concepts
- > Audio recording of animals vocabulary
- > Half sheet hand-outs with corresponding vocabulary
- > Poster illustrations representing animals concepts
- *Optional* Live animal(s) for the classroom. An ant farm, snake, turtle, or frog would be appropriate. Squirrels and chipmunks would be difficult to keep; a bear might eat the children. Skins or stuffed animals could be brought to the classroom.