Dee Ni Language Lesson

Project/Activity Name and ID Number:

Community HS.SS.06

Common Curriculum Goal: N/A

Season/Location:

February

Partners/Guests/Community:

Tribal/Local Police, Tribal A&D&T Prevention department

Cultural Component(s):

| Arts and Aesthetics | Family | History | <u>Shelter</u> |
|------------------------|-------------------|-----------------------|-------------------------|
| Belief -World View | Food | Medicine | Transportation |
| Clothing | Fun | Medium of Exchange | Tools and Technology |
| Communication | <u>Government</u> | Science | . comoregy |

Project/Activity Lesson Objective Components:

| Vocabulary: | |
|-------------|--------------------|
| English | Dee Ni |
| Friend | Laa-sri |
| House | Mvn' |
| Street | Tee-ne |
| Teacher | Me'-xwvtlh-yan'-ne |
| Town | Mvn-taa-dvn |

Grammar: N/A

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

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

- 1. Identify people and place common to a neighborhood using Dee Ni vocabulary.
- 2. Identify safe and unsafe people and situation in their neighborhood.

Activity/Project Description:

- Neighborhood vocabulary is taught using illustrated flashcards, room poster, and audio recording.
- Vocabulary is reinforced by going on a walk where the students can call out the terms introduced as they are found and pointed out by the teacher.
- Students create a Dee Ni greeting card (Valentine) to give to a teacher, friend and/or family member. Cards might include an illustration related to previously learned Dee Ni words (shapes, colors, animals, etc.).
- Transportation safety lessons are reinforced through a visit by tribal/local police. Safety authorities could lead the neighborhood walk.
- > "Safe Touch" lessons could be coordinated with neighborhood language lessons.

Materials/Supplies:

- > Picture flash cards with illustrations
- > Audio recording
- > Half sheet hand-outs with corresponding vocabulary
- > Poster illustrations with vocabulary
- > Art supplies