# **Dee Ni Language Lesson Template**

# **Project/Activity Name and ID Number:**

Say-mvn xee-nvsh Simon Says

#### **Common Curriculum Goal:**

EL.00.SL.10

#### Season/Location:

Fall – Outside/Inside/Anywhere!

# Partners/Guests/Community:

Anyone can participate

# **Cultural Component(s):**

Arts and Aesthetics	Communication	Government	Shelter
	Family	Medicine	Transportation
Belief/World View	Food	Medium of Exchange	Tools and Technology
Clothing	<u>Fun</u>	Exchange	reclinology

## **Project/Activity Lesson Objective Components:**

#### Vocabulary:

011.0		
Sit Down	Daa-sin-da	
Stand Up	Dee-sin-telh	
Turn – Left	Mesh-tee-'vn'-ne tr'vn	
	Left toward	
Right	Me'-shu'-'vn'-ne tr'vn	
_	Right toward	
Touch – Chin	Nn-yii-gee-le' nuu-dintlh-srvt	
	Your chin you touch	
Ears	Nn-mvrsh-ghe nuu-dintlh-srvt	
	Your ears you touch	
Head	Nn-si's nuu-dintlh-srvt	
	Your head you touch	
Mouth	Nn-da' nuu-dintlh-srvt	
	Your mouth you touch	
Nose	Nn-mish nuu-dintlh-srvt	
	Your nose you touch	
Step – Left	Xwe' sintlh-'a mesh-tee-'vn'-ne	
	Foot you placed left	

Right	Xwe' sintlh-'a me'-shu'-'vn'-ne	
	Foot you place right	
Forward	Xwe' sintlh-'a ghan'-t'a'	
	Foot you placed forward	
Backward	Xwe' sintlh-a min'-chin'-'vn'	
	Foot you place backwards	

#### Grammar:

Simple noun possessives – "your" "my" Simple "You", "I" verb conjucation

### Phrases (Writing, Speaking, Reading, Listening):

Listening – (You are) you are:ch'uu-sintlh-ts'an

(You) – Stand dee-sin-telh Sit daa-sin-da

*Turn* 'ee-nan-t'vs *Touch* nuu-dintlh-srvt

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

- > Follow simple one-step directions
- ➤ Identify objects associated with various lesson plans

### **Activity/Project Description:**

This is an ongoing activity. Basically "Simon Says". Start simple with very basic classroom direction "stand up", "sit down", "turn left", "turn right", etc. Through the course of the year, add vocabulary as students/instructors are able. This would be ideal as an assessment tool; body parts, colors, objects in the room, people, etc.

## Materials/Supplies:

N/A