

Dee Ni Language Lesson

Project/Activity Name and ID Number:

Shapes

02.MA.02

Common Curriculum Goal:

2nd Language: Topics: Benchmark 2: Shapes

2nd Language: Speaking: Benchmark 2: Use memorized words, phrases, expressions in everyday situations

2nd Language: Listening: Benchmark 3: Demonstrate a short series of simple directions

MA.02.GM.04

PE.03.EE.01

MA.02.GM.06

Season/Location:

Field Day, Games can be played all year

Partners/Guests/Community:

Culture Department, 3rd and 4th grades

Cultural Component(s):

Arts and Aesthetics

Belief -World View

Clothing

Communication

Family

Food

Fun

Government

History

Medicine

Medium of Exchange

Science

Shelter

Transportation

Tools and Technology

Project/Activity Lesson Objective Components:

Vocabulary:

English	Dee Ni
<i>Basket Cap</i>	<i>Xee-tr'at</i>
<i>Big</i>	<i>Chwaa</i>
<i>Flat</i>	<i>Telh</i>
<i>Plate</i>	<i>Gaa-se</i>
<i>Polygon</i>	<i>Lhan-let</i>
<i>Rectangle</i>	<i>Dvn-chi'-let</i>
<i>Round</i>	<i>T'vr'sh-wvlh</i>
<i>Short</i>	<i>T'a'-k'hi</i>
<i>Small</i>	<i>'In-stvm</i>
<i>Square</i>	<i>Dvn-chi'-let lhee-wi</i>

<i>Symmetrical</i>	<i>Wvn-t'e</i>
<i>Tall</i>	<i>Nes</i>
<i>Triangle</i>	<i>Taa-xee-let lhee-wi</i>

Basket pattern names

<i>Dance Knife</i>	<i>Ch'an-t'i~</i>
<i>Flying Geese</i>	<i>Haa~-chu-naa-ta</i>
<i>Friendship</i>	<i>Laa-sri</i>
<i>Frog Hand</i>	<i>K'wee lhin'-chu la'</i>
<i>House Ladder</i>	<i>Gan-gvn</i>
<i>Morning Star</i>	<i>Svn'-taa-ye'</i>
<i>Points</i>	<i>Let</i>
<i>Quails Tail</i>	<i>Tuu-t'uu-ni la'</i>
<i>Snake</i>	<i>Lhaa-ghvsh</i>
<i>Snake Nose</i>	<i>Lhaa-ghvsh mish</i>
<i>Sturgeon Back</i>	<i>Lhus-chu mii-ne</i>

Grammar:

- *Basic sentence structure*
- *Verb conjugation*

Phrases (Writing, Speaking, Reading, Listening):

English	Dee Ni
<i>I win</i>	<i>Chaa-'vshtlh-de</i>
<i>My turn (I play)</i>	<i>Na'-xwvstlh-ye'</i>
<i>Your turn (You play)</i>	<i>Na'-xwintlh-ye'</i>
<i>You win</i>	<i>Chaa-'intlh-de</i>

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

1. *Identify common shapes, and shapes found in traditional Siletz artwork using Dee Ni vocabulary*
2. *Communicate with other players in the course of game play using primarily Dee Ni language*
3. *Play hopscotch*
4. *Use Dee Ni counting and colors vocabulary to do Puzzle Shapes book*

Assessment:

- *Translation*
- **Conversation**
- *Conventions*
- *Ideas and Content*
- **Effort/Visual Form**
- **Collaboration**
- **Delivery**
- *History*
- *Percentage*
- *Effort is the main assessment*

Activity/Project Description:

- *Students are presented with a variety of geometric patterns found in traditional Siletz artwork/regalia (Named patterns where possible)*
- *Students use sidewalk chalk or paint to re-create patterns on the playground at a size appropriate for game play. (This could be expanded into an activity on measurement/estimation)*
- *Students study and learn game rules and play hopscotch (5th grade could possibly translate the rules)*
- *As with any game, disputes should be settled using the services of the mediator*
- *As an additional activity, 2nd grade uses language and information learned in previous Dee Ni lessons to do a "Shapes Puzzle Book", which is created by the 4th grade in the course of their language studies. Some of the shapes found in this book may also be appropriate for use as game layouts.*
- *5th graders teach "Squares game to lower grades, and the all play together*

Materials/Supplies:

- *Photographs/Drawings/Examples of Siletz artwork showing traditional geometric patterns*
- *Sidewalk chalk*
- *Game rules (translated if possible)*
- *Shapes puzzle book*
- *5th graders to demonstrate/teach "squares" game*