

Dee Ni Language Lesson

Project/Activity Name and ID Number:

Basketry Matching

Common Curriculum Goal:

2nd Language: Topics: BM1: Numbers

2nd Language: Topics: CIM: Arts & Communication

2nd Language: Speaking: Benchmark 2: Understand a short series of simple directions

2nd Language: Listening: Benchmark 3: Provide information about everyday activities

Season/Location:

Anytime – Specifically associated with springtime basketry activities

Partners/Guests/Community:

Game can be played at home and/or any social/cultural gathering

Cultural Component(s):

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

Project/Activity Lesson Objective Components:

Vocabulary:

- *Collective vocabulary from prior lesson(s):*
 - *Basketry*
 - *Counting*

Grammar:

N/A

Phrases (Writing, Speaking, Reading, Listening):

English	Dee Ni
<i>How many?</i>	
<i>I have (<u>number</u>) pairs</i>	
<i>It's my turn</i>	
<i>It's your turn</i>	
<i>I turn over (<u>number</u>)</i>	

<i>I win</i>	
<i>They are the same</i>	
<i>You have <u>(number)</u> pairs</i>	
<i>You win</i>	

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

1. *Follow instructions, and play fair*
2. *Match Dee Ni basketry terms with images*
3. *Use Dee Ni phrases in the course of playing the match game*

Assessment:

- *Win/Lose*

Activity/Project Description:

- *Basketry terms are taught using poster illustrations, flash cards and audio recording(s).*
- *Cards can be created by players using photography, drawings on cardstock, etc.*
- *Cards are shuffled and put face down (preferably in a grid pattern)*
- *Players roll die – high number goes first*
- *Players roll die and turn over the number of cards indicated*
- *Player match as many images/word cards as possible, and remove the pairs into their individual stacks*
- *Unmatched cards are turned back over, and play continues to the left following a clockwise path.*
- *Players must use Dee Ni phrases for points to count. “It’s your turn” when the die is handed to the left. “I turned over (number)” after a roll. “These are the same” when a match is found.*
- *The game is over when there are no more cards to match*
- *The player with the most pairs wins!*

Materials/Supplies:

- *Picture flash cards with illustrations representing postposition concepts*
- *Audio recording of vocabulary*
- *Half sheet hand-outs with corresponding vocabulary*
- *Poster illustrations with postposition concepts*
- *Match game cards*
- *Dee Ni rolling Die*