

## Dee Ni Language Lesson

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

*Mystery Box - Senses*

**Common Curriculum Goal:**

2<sup>nd</sup> Language: Topics: Various

2<sup>nd</sup> Language: Speaking: XCIM: Use questions and consecutive sentences to obtain information, exchange ideas, and participate in simple conversations on a wide range of topics in everyday situations.

2<sup>nd</sup> Language: Listening: XCIM: Understand questions.

**Season/Location:**

*Any time. Valuable when students are learning Dee Ni pronouns.*

**Partners/Guests/Community:**

*N/A*

**Cultural Component(s):**

Depends on the items in the «Mystery Box/Bag».

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

**Project/Activity Lesson Objective Components:**

***Vocabulary:***

<i>Box</i>	
<i>Bag</i>	

- *Adjectives, including but not limited to size, shape, color, taste, feel, sound, and smell.*
- *Words chosen by students for the purpose of comparison.*

***Grammar:***

- *Focus is on sentence structure, specifically placement of adjectives.*

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

What color is it?	
What shape is it?	
What does it taste like?	
What does it feel like?	
What does it sound like?	
What does it smell like?	
It (smells/feels/sounds/etc.) like _____.	
It is (color/shape/etc.).	
What do you do with it?	
(or) What does it do?	
(or) What is it for?	
You _____ with it.	
It is for _____?	
I call on (choose) _____ (person) _____.	
Is it a _____?	

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

1. Use descriptive Dee Ni words and phrases.
2. Identify objects using Dee Ni vocabulary.
3. Ask and answer simple questions in Dee Ni.
4. Participate in a guessing game using only Dee Ni vocabulary.

**Assessment:**

- Translation
- **Effort/Visual Form**
- Percentage
- **Conversation**
- **Collaboration**
- Conventions
- **Delivery**
- Ideas and Content
- Percentage

**Activity/Project Description:**

- Various small objects are placed in a box/bag. These items can be things students bring from home, or things the teacher gathers.
- A student is chosen to start the game. That student chooses an object from the bag/box (without looking at the other stuff in there), and keeps it hidden.
- The student displays a list of questions written in Dee Ni. (See "phrases".)
- The student chooses classmates from the audience, who ask the questions on the list in order. (Students are encouraged to memorize the list.) ALL questions must be asked and answered before the guessing starts.
- The student holding the object answers each question as best as they can. As a 'cheat', a list of possible Dee Ni answers might be displayed, and the student with the object could choose the most accurate one.

- *At the end of the Q&A session, students attempt to guess what the object is by writing their guess on a small piece of paper. The guesses are gathered and chosen at random. The first correct guesser runs the next round.*
- *Alternatives could include English Q/Dee Ni A, Dee Ni Q/English A, or a combination of both.*
- *The game can have a theme or topic – insects, plants, foods, etc.*
- *Students could use a dictionary as a tool during play to look up words they do not understand.*
- *Students could play with partners/teams game-show style.*
- *Students could be awarded points for participation, guesses, etc.*

**Materials/Supplies:**

- *Word lists*
- *Bag or box*
- *Small objects (should fit in the bag or box, obviously.)*