

# Awensiinyag Kit

## Kit Objective

### Provided:

- Awensiinyag Large Cards
- Awensiinyag Book
- Awensiinkaazon Odaminowin Rules & Dice Inserts
- Mikaw Awensiinyag! Odaminowin Memory Game Cards
- Ikwezens Gii-pabaamose Song

### Additional Materials Needed:

- Computer/Projector for listening purposes
- Marker/Crayons/Pencil Crayons
- Puppets or stuffed animals
- Refillable Dice

When this kit is complete students should be able to:

- Recognize several animals by photo
- Name several animals in Anishinaabemowin
- Imitate the sounds of several animals

## Kit Outline

This kit consists of 5 lesson plans:

- Awensiinyag (Animals)
- Ikwezens Gii-pabaamose Nagamowin (The Girl is Walking Around Song)
- Awensiinyag Mazina'igan (Animal Book)
- Awensiinkaazon Odaminowin (Act Like an Animal Game)
- Mikaw Awensiinyag! Odaminowin (Find the Animal! Memory Game)

There is not a set order or time limit on these lessons. The teacher may choose to do one activity before another based on class needs and understanding. The teacher may choose to repeat an activity multiple times in their classroom to improve understanding.

To hear and practice the animal words visit our Sound Cloud:

<https://soundcloud.com/wakingupojibwe/sets/awensiinyag>

Waking Up Ojibwe  
Anishinaabemodaa

# Awensiinyag Kit

**Awensiinyag**

## Lesson Objective

### Materials:

- Awensiinyag - Large Cards

*Learn the Anishinaabe names of animals and share knowledge about them.*

## Lesson Outline

1. Depending on the age of your students, carefully select a number of animal cards or use all of them.
2. Have students sit in a group and go through the animal cards with them. Name the animals in Anishinaabemowin and practice multiple times.
3. If you need help saying the names of the animals used in this kit visit our Sound Cloud playlist:  
<https://soundcloud.com/wakingupojibwe/sets/awensiinyag>
4. Ask students if they know anything about that animal and let them talk. If they don't, then offer at least one thing for them to learn.
5. Repeat this activity as needed throughout the unit of study. You can also add more animal cards as they learn the first set.



# Awensiinyag Kit

## *Ikwezens Gii-pabaamose Nagamowin*

### Lesson Objective

#### Materials:

- Ikwezens  
Gii-pabaamose Song
- Puppets (optional)
- Large Animal Cards -  
full or adapted set as  
previously used

*Learn about animals and the sounds they make using music and audio.*

### Lesson Outline

1. Listen to Ikwezens Gii-pabaamose on SoundCloud multiple times  
<https://soundcloud.com/curriculum-developer/kwezens-gii-babaamosewav?in=curriculum-developer/sets/nagamowinan-songs>  
<https://soundcloud.com/curriculum-developer/sets/nagamowinan-songs>  
If you are using the puppets you can demonstrate Ikwezens walking around to the bear, cat, dog, and boy as you sing the song together.
2. After listening to and singing the song, use the set of large animal cards to discuss what sounds animals make.  
Ask students "Aaniin enwed?" (How does s/he sound?)  
You may have to demonstrate some of the sounds – search the animal sounds on YouTube if needed.
3. Ask students to go home and tell their parents at least one animal in Anishinaabemowin and make the sound for them. They can take home a picture of that animal if they need help remembering.



# Awensiinyag Kit

## Awensiinyag Mazina'igan

### Lesson Objective

#### Materials:

- Awensiinyag Mazina'igan/Animal Book

*Students will use their listening and recall skills to follow along with the story and respond to the auditory and visual prompts*

### Lesson Outline

1. Have students sit in a circle, or normal protocol for story-time in your classroom.
2. Ask students to look at the book, "Naashke! Nindagindaasomin owe mazina'igan!" (Look! We're going to read this book!)"
3. Read the story with the children. The sounds have been intentionally left blank to allow for children to make the sounds as they know them or think they might sound.
4. If you need help with learning to read this story, visit our Sound Cloud playlist: <https://soundcloud.com/wakingupojibwe/sets/awensiinyag>
5. When the story is over, encourage the children to play as the animals that you just read about.



# Awensiinyag Kit

## Awensiinkaazon Odaminowin

### Lesson Objective

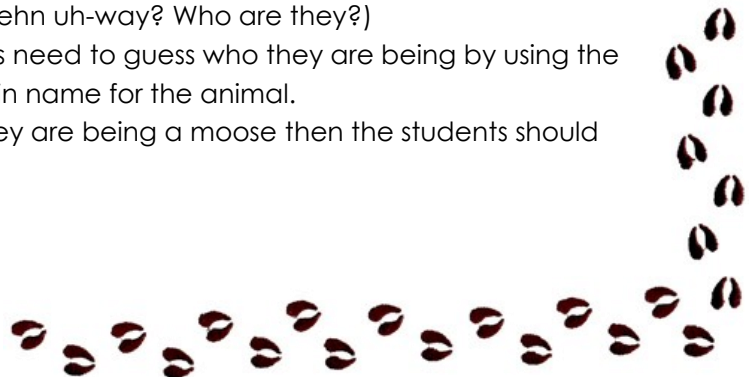
#### Materials:

- Refillable Dice
- Awensiinkaazon Odaminowin - Dice Game & Cards (inserts)

*Students will practice visual recognition and recall Anishinaabemowin names for the animals while using animal sounds.*

### Lesson Outline

1. Choose at least six animal dice inserts to put into a reusable die.
2. You can change these as the game progresses, or play it each day with different animals.
3. Have one student roll the die somewhere the other students cannot see the die. An opaque tote works great.
4. Instruct the student to act like that animal by using the command form shown on the die.
5. For example, if they roll a moose the die will read "moozookaazon" which means "act like a moose!"
6. Whisper the command to them and assist as needed.
7. The student will act like their animal and are permitted to make noises as well.
8. As they are acting you can ask the rest of the students "Awenen awe?" (Uh-way-nehn uh-way? Who are they?)
9. The other students need to guess who they are being by using the Anishinaabemowin name for the animal.
10. For example, if they are being a moose then the students should guess "mooz"



# Awensiinyag Kit

## Mikaw Awensiinyag! Odaminowin

### Lesson Objective

#### Materials:

- Awensiinyag Large Cards
- Mikaw Awensiinyag! Odaminowin - Memory Game Cards (1 set per pair or group)

*Students will practice fine motor skills while improving their memory and recalling animal names in Anishinaabemowin.*

### Lesson Outline

1. Review animal names using the Awensiinyag – Large Cards
2. Print off the memory game cards and back them with coloured paper so they are not see-through. You may also want to laminate them to prolong use.
3. Demonstrate with a deck of memory cards by mixing them and finding the matching animals. Say the animal word in Anishinaabemowin when you flip the card and again when a match is found.
4. Hand out the memory card sets to the students. Show them how to mix them up and help with finding matches. Once they understand the concept, let them play on their own. They can play individually or in pairs and groups. Make sure they are using the Anishinaabemowin vocabulary.



# Awensiinyag Kit

## *Student Assessment*

**Student Name:** \_\_\_\_\_

**Teacher Name:** \_\_\_\_\_

### **Student Can:**

- Recognize several animals by photo
- Name several animals in Anishinaabemowin
- Imitate the sounds of several animals

### **Comments:**