

Izhaadaa!

Kit Objective

When this kit is complete students should be able to:

- Identify 5-10 place names in Anishinaabemowin
- Use the Anishinaabemowin words for car and canoe
- Improve their fine motor skills using the manipulatives provided

Materials Provided:

- Aandi Ezhaaying? Book
- Izhaadaa - Flash Cards
- Aandi Ezhaayin? - Traceables
- Odaabaanan miinawaa Jiimaan - Sorting Activity
- Ipizon - Dice Inserts

Kit Outline

This kit consists of 4 lesson plans:

- Aaniin Ezhaaying? - Mazina'igan
- Aandi Ezhaayin?
- Odaabaanan miinawaa Jiimaan
- Ipizon!

Additional Materials Needed:

- Markers
- Refillable dice
- Car Rug
- Toy car(s)

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.

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Aandi Ezhaaying? - Mazina'igan

Lesson Objective

Materials:

- Copies of the Aandi Ezhaaying? Book
- Screen to project the Aandi Ezhaaying? Read With Me video
- Izhaadaa - Flash Cards printed and laminated

Students will use their listening skills to follow along with the Aandi Ezhaaying? story.

Lesson Outline

1. The instructor will gather students to read the Aandi Ezhaaying? story
2. The instructor can either read the story or play the Read With Me video found here: www.wakingupojibwe.ca/families/izhaadaa
3. After reading through the story, practice the place names using the Izhaadaa Flashcards



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Aandi Ezhaayin?

Lesson Objective

Materials:

- Copies of Aandi Ezhaayin? - Traceables for each student
- Markers

Students will hone their fine motor skills by tracing the path of the car or canoe. They will practice Anishinaabemowin words for places as they make it to each destination.

Lesson Outline

1. The instructor will print copies of the Aandi Ezhaayin? - Traceables for each student. If you would like to reuse these you can laminate them and use erasable markers.
2. Using a marker, the student can follow the dotted line to each destination. As they are following the line, ask the student Aandi ezhaayin? Where are you going? They can practice the words for each place name on the page.



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Odaabaanan miinawaa Jiimaan

Lesson Objective

Materials:

- Car & Canoe manipulatives printed, laminated, and cut out

Students will practice their sorting skills by identifying if the car or canoe manipulatives belong on the road or on the river, as well as using their colour naming skills.

Lesson Outline

1. The instructor will print a copy of the Odaabaanan miinawaa Jiimaan - Sorting Activity manipulatives.
2. Place the pictures of the river and road on the table or wall. Have the student(s) choose one of the cars or canoes.
3. Ask the student "Aaniin ezhinaagok? (What does it look like?)" and have them identify the colour. Confirm or correct their colour. "Eya, miskwaa. Miskwaa odaabaan. (Yes, it's red, a red car.)"
4. Then ask the student, "Aandi ge-izhi-atooyin? (Where will you put it?)" and have them place it either under the picture of the river or the road. Confirm or correct their choice as needed, "Eya, gidatoon ziibiing. (Yes, you put it on the river)"



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Ipizon!

Lesson Objective

Materials:

- Ipizon Dice Inserts cut out and inserted
- Refillable dice
- Car Rug
- Toy car(s)

Students will practice listening to the command 'drive to' and the place names in Anishinaabemowin while using their fine motor skills.

Lesson Outline

1. The instructor fill the refillable dice with the Ipizon! - Dice Inserts.
2. Set up the car rug and toy car(s) for the students.
3. Roll the dice and repeat the command. Students will need to drive their cars to the correct place. Repeat as many times as needed.
4. Some additional phrases you can use are:
 - weweni bimibizon - drive carefully
 - nawaj bejibizon - slow down
 - gaanjibizon - speed up
 - azhe-giiwebizon - turn around
 - namanjinilaaning izhi-bakebizon - turn left
 - na'iiwinikaaning izhi-bakebizon - turn right



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Student Assessment

Student Name: _____

Teacher Name: _____

Student Can:

- Identify 5-10 place names in Anishinaabemowin**
- Use the Anishinaabemowin words for car and canoe**
- Use their fine motor skills with the manipulatives provided**

Comments: