

# Ajidamoo Odaminowin

2-5 players

## Rules

1. Cut out the squirrel pieces and laminate separately. Each player gets their own different coloured squirrel.
2. Place all pieces on the Maajjiitaadaa square to begin.
3. Roll one die to move from the Maajjiitaadaa square.
4. Move the number of spaces rolled to advance in the game.
5. There are three animals on the board. If you land on one, each one has their own rule for you to follow:
  - a. Gaag – Oh no! Slow down and miss a turn.
  - b. Waabooz – The path is clear! Hop ahead 2 spaces.
  - c. Amik – There is a tree in your way! Move back 3 spaces.
6. The first person to reach the tree home of the squirrel wins the game, however, they must roll the exact number to land on the tree i.e. if they are one space away they need to roll a one to land on the tree and win

## Vocabulary

Wijji' ajidamoo ji-giiwed.

Ditibiwebin gaa-gakakizid.

Aanjishim awe gjidamoom.

Niinitam.

Giinitam.

Wiinitam.

Ishe! Bezikaan, baamaa giin miinawaa.

Dawi'ayaa imaa! Niizhing gaanjishkaan.

Mifig imaa gigibishkaag! Nising azheshkaan.

Gegaa go!

Gibakinaage!

Help the squirrel get home.

Roll the die.

Move your squirrel.

My turn.

Your turn.

His/her turn.

Oh no! Slow down and miss a turn.

The path is clear! Hop ahead 2 spaces.

There is a tree in your way! Move back 3 spaces.

Almost!

You win!



ozhaawashkwaa



miskwaa



waabijiyaa

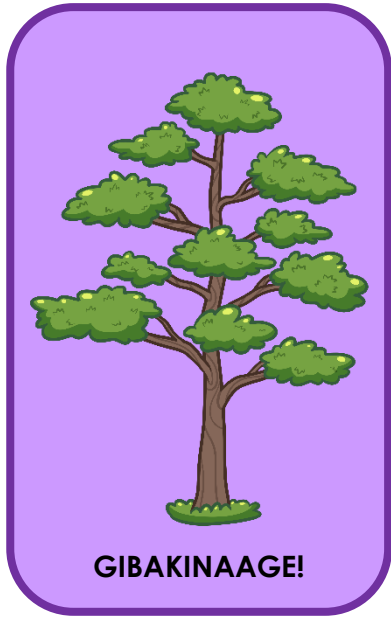
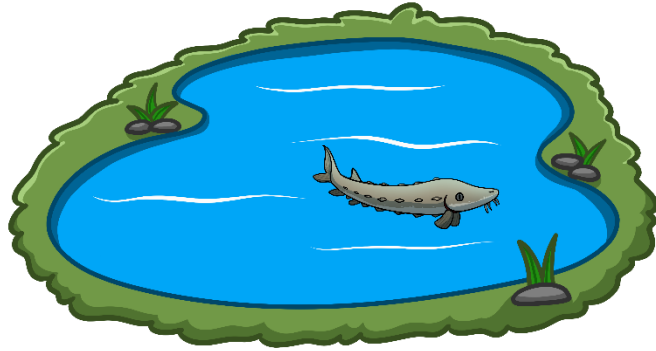
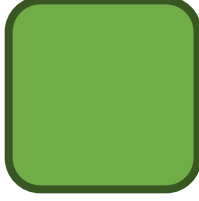
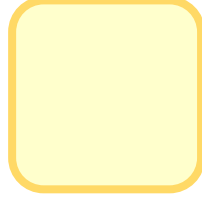
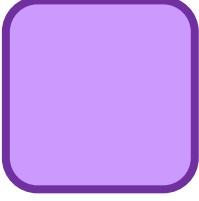
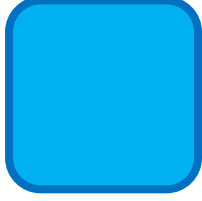
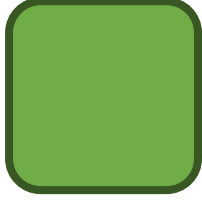
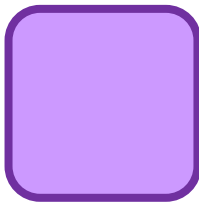
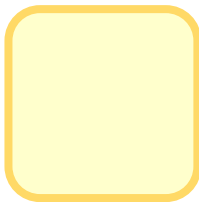
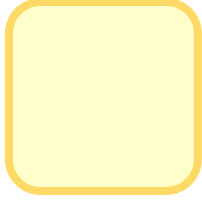
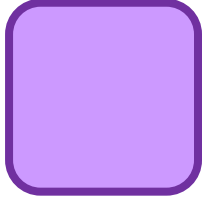
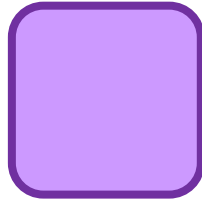
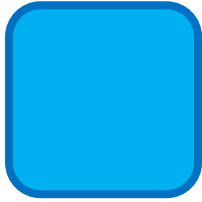
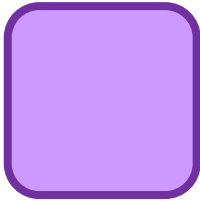
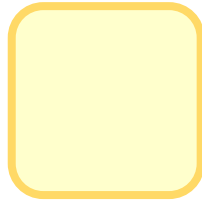


waabishkaa



ozaawaa

MAAJIITAADAA!



GIBAKINAAGE!