

'Ambe Omaa' Odaminowin



Purpose of the Game:

Ambe Omaa is a fun and engaging classroom activity that helps students practice speaking Anishinaabemowin, particularly animal names and sentence structure. Students learn by using full phrases in context, and moving like animals.

Learning Objectives:

- By playing this game, students will:
- Learn animal names in Anishinaabemowin,
- Use complete sentences like "Come here like a [animal]"
- Improve pronunciation through repetition and modeling.
- Develop speaking confidence and active listening skills!

How to Play:

Sit or stand in a circle. One player starts as the caller.

The caller says:

"Bi-izhaan omaa dibishkoo [animal name]." - ("Come here like a [animal].")

Example: "Bi-izhaan omaa dibishkoo makwa."
("Come here like a bear.")

The chosen student enters the circle imitating the animal.
Alternatively, they respond with:

"[Animal name] niin."
("I am a [animal].")

Example: "Makwa niin." — "I am a bear."

The student in the center becomes the next caller, and the game continues.

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Bi-izhaan omaa dibishkoo [animal name]

Come here like a [animal].

Bi-izhaan omaa dibishkoo makwa.

Come here like a bear.



memengwaa



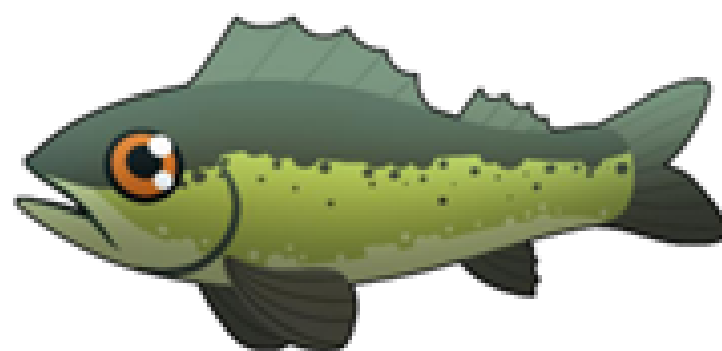
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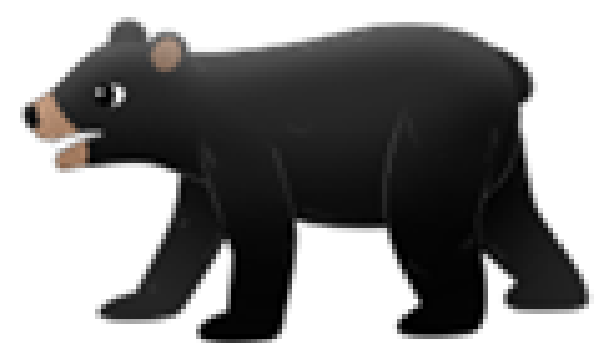
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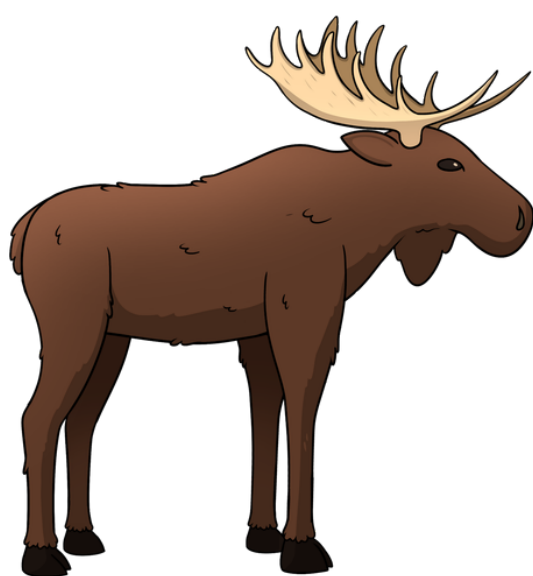
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