Giin Ina? Odaminowin

Purpose of the Game:

Giin Ina? *Odaminowin* is an interactive listening and speaking game designed to help learners build confidence using simple Anishinaabemowin vocabulary and phrases. Through repetition, active listening and participation, learners practice responding to questions, and using basic conversational language.

Learning Objectives:

-Practice using and understanding phrases and questions in Anishinaabemowin.
-Increase confidence speaking Anishinaabemowin in a group setting.
-Strengthen memory and vocabulary retention through repetition and gameplay.
-Build oral language skills by responding appropriately to simple questions and prompts.

How to Play:

Student 1 (the player who is "it") comes to the front of the group and sits or stands with their back facing the other players.

The instructor silently selects Student 2 and motions for them to come forward and knock on the floor behind Student 1.

Student 1 asks, "**Awenen awe?**" (Who is it?)

Student 2 disguises their voice and responds, "**Niin!**" (Me!)

Student 2 then quietly returns to their place in the group.

When the instructor says, "**Mii zhi gwa,**" Student 1 turns around and is given three chances to guess who said "**Niin!**", by asking "**Giin ina?**" (Is it you?)

If Student 1 correctly identifies Student 2, Student 2 is now "it".

If Student 1 does not guess correctly, they can go again or a new student can go.

Vocabulary

Awenen awe?
Who is it?

Niin!
Me!

Mii zhi gwa
Ready

Giin ina?
Is it you?

Gaawiin niin
It is not me.

Eya!
Yes!