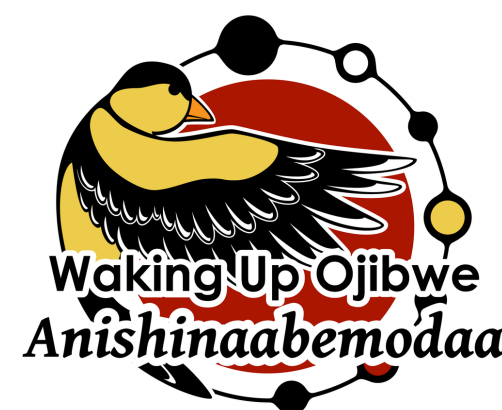


Whip Around

Anishinaabemowin Verb Game



Purpose of the Game:

Whip Around helps students learn and remember Ojibwe verbs through movement and repetition. By associating verbs with actions and copying each other, students reinforce vocabulary, improve pronunciation, and stay engaged with physical activity.

Learning Objectives:

- Practice common Anishinaabemowin verbs
- Connect verbs with physical movement
- Build listening and memory skills
- Encourage participation and teamwork

How to Play:

1. Choose a verb

Select one of the following VAI verbs (or others you want to practice)

Agindaaso – S/He is Reading
Wewebinaabii – S/He is Fishing
Minikwe – S/He is Drinking
Wiisini – S/He is Eating
Nibaa – S/He is Sleeping
Goshkozin – S/He is Waking up.
Boogidi – S/He is Farting

Nagamo – S/He is Singing
Baapi – S/He is Laughing
Mawi – S/He is Crying
Zhoomiingweni' – S/He is Smiling
Namadabi – S/He is Sitting
Bagizo – S/He is Swimming
Ozhibii'ige – S/He is Writing

2. Add a movement:

The first player thinks of a simple movement that represents the verb (e.g., dancing in place for niimi).

3. Start the game:

The first player says the verb aloud, does the movement, and the next player copies the movement and says the verb aloud.

4. Continue:

Each player repeats the sequence: copying all previous movements and verbs in order, then adds a new verb with a new movement.

5. Keep going!

The chain grows as players remember and repeat the entire sequence of verbs and movements.

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