### Mala Apmin Language Program

### **WORK BOOK**

Level 1 Language Package



June 2006 Nlaka'pamux Nation Tribal Council P.O. Box 430 Lytton, BC V0K 1Z0 Phone: 250-455-2711, Fax 250-455-2565

### nlha.kApmhh Work Book

This Work Book covers the following information below for the Level 1 Language package. The information is listed in this order in the book:

### 1. Greetings

Units 1 to 3

### 2. Counting

Unit 1 - numbers 1 to 5

Unit 2 - numbers 6 to 10

Unit 3 – numbers 11 to 15

Unit 4 – shows counting – 2 hands, 2 eyes, 2 eggs, 2 cups, 2 cars, 2 people, 2 deer, 4 legs.

### 3. Animal Kingdom

Unit 1 - the Bear, Rabit, Coyote, Dog.

Unit 2 – the Owl, Willow Grouse, Blue Grouse, Duck, Hawk, Raven, Eagle

Unit 3 – the Deer, Cow, Fawn, Horse, Mountain Goat, Moose, Mountain Sheep, Pig.

### 4. Short Commands

Units 1 to 3

### 5. Common Sentences

Units 1 to 3

### 6. Common Vocabulary

Units 1 to 3

### 7. Colours

Unit 1 - Black, Red, White

Unit 2 - Green, Yellow

### 8. Body Parts

Unit 1 - Eye, Nose, Head, Mouth, Ear

Unit 2 - Hand, Face, Leg, Burn, Stomach, Bellybutton, Hair

Unit 3 - Tooth, Tongue, Finger, Thumb, Back

### 9. Clothing

Unit 1 – Coat, Hat, Gloves, Shoes, Belt Unit 2 – Pants, Shirt, Dress, Underpants, Socks

### 10. Family

Unit 1 – Father, Mother, Older Sister, Younger Sister, Older Brother, Younger Brother.

Unit 2 - Grandpa, Grandma, Aunt, Uncle, Friend

Unit 3 - Chief

### 11. Nature

Unit 1 - Sun, Moon, Stars, Fall, Leaves, Tree

Unit 2 - Winter, Snow, Rain, Ice, Wind

Unit 3 - Spring, Flower, Hay, Summer, Creek, Hill, Mountain

### 12. Wild Foods

Unit 1 – Huckleberry, Saskatoon, Strawberry, Soapberry, Raspberry

Unit 2 – Dried Salmon, Dried Saskatoons, Dried Meat, Cottonwood Mushrooms, Pine Mushrooms.

Unit 3 - Wild Celery, Sunflowers, Wild Potatoes, Sap, Cow Parsnip

### 13. Known Foods

Unit 1 - Water, Eggs, To Fry, Bread

### 14. Health/Self

Unit 1 - Pee, Poop, Fart, Hurt, Sick

Unit 2 - Heart, Sad, Sneeze, To Hurt, Be Tired, Cry, Be Cold, Cold

Unit 3 - Get Cut, Snot, Vomit, Feel Warm, Get Warm

### 15. Objects

Unit 1 - Bed, Chair, Blanket

Unit 2 - House, Winter House, Knife, Cup

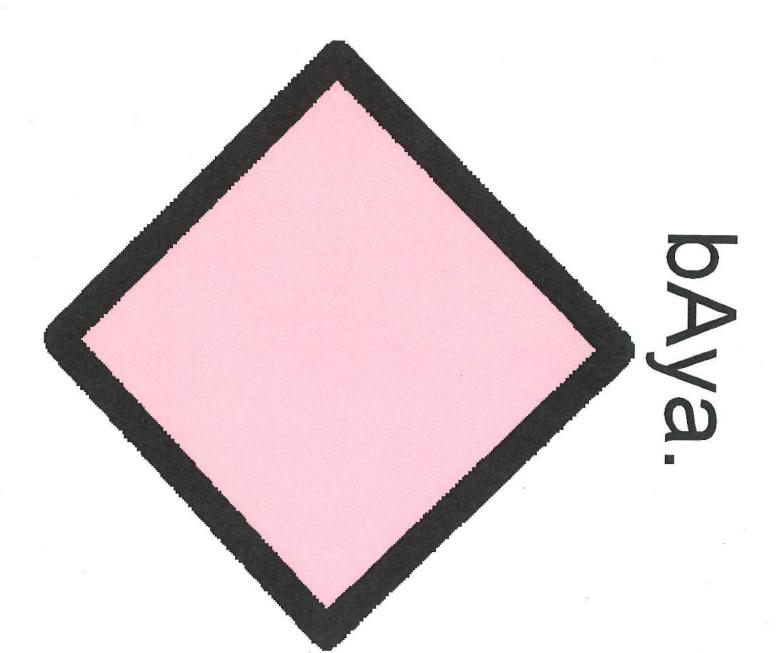
Unit 3 - Summer House (Tee-Pee), Lean-To, Drum

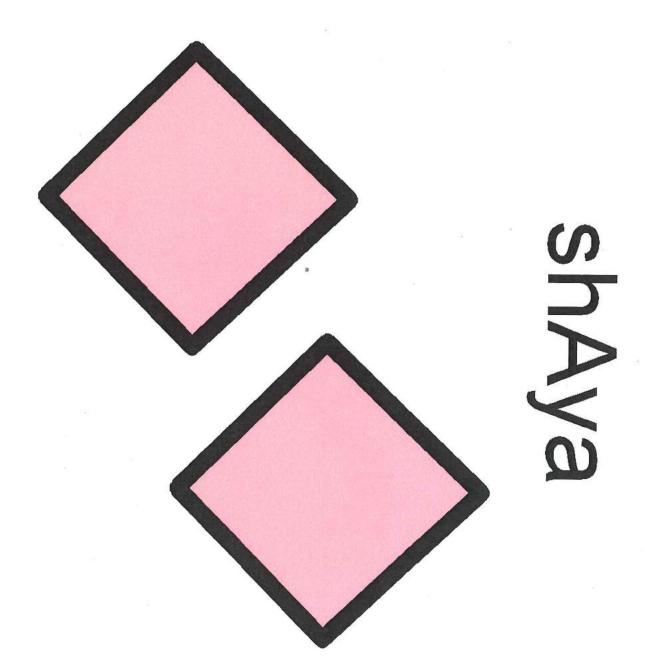
### 16. Activities

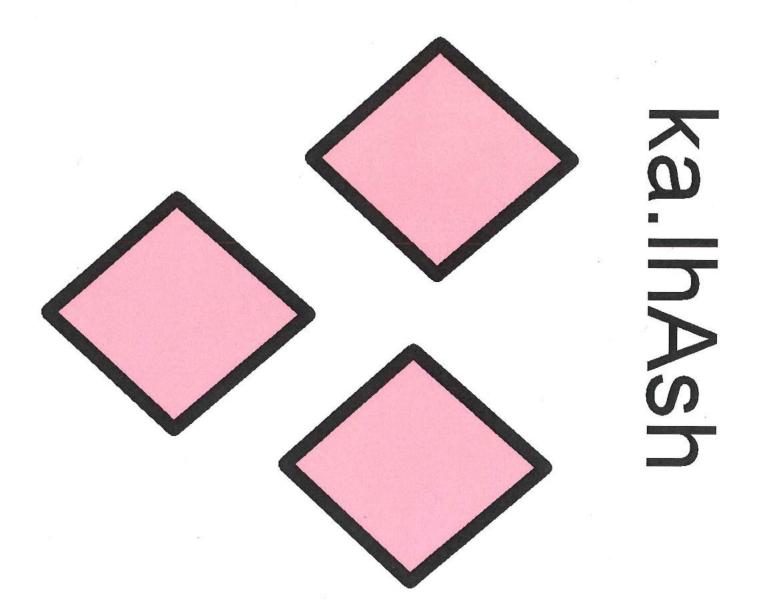
Unit 1 - Hunt, Walk, Pick Berries

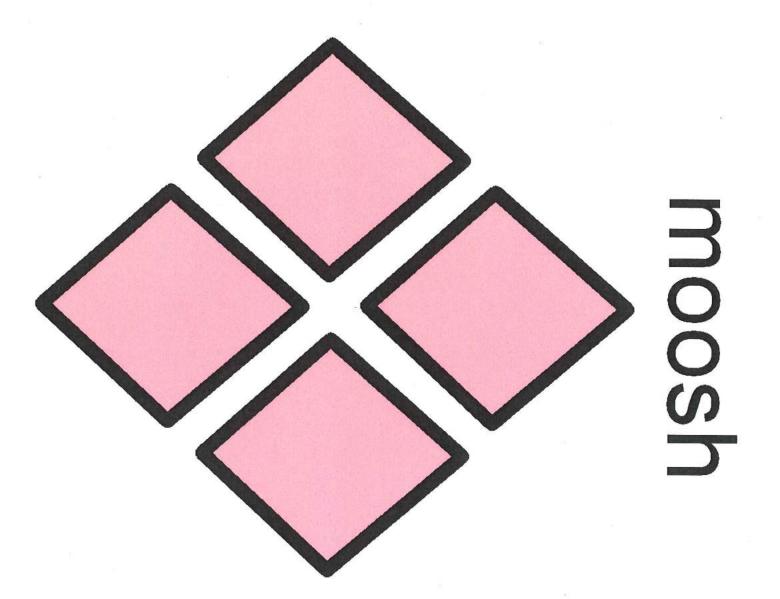
Unit 2 - Stick Game, Play

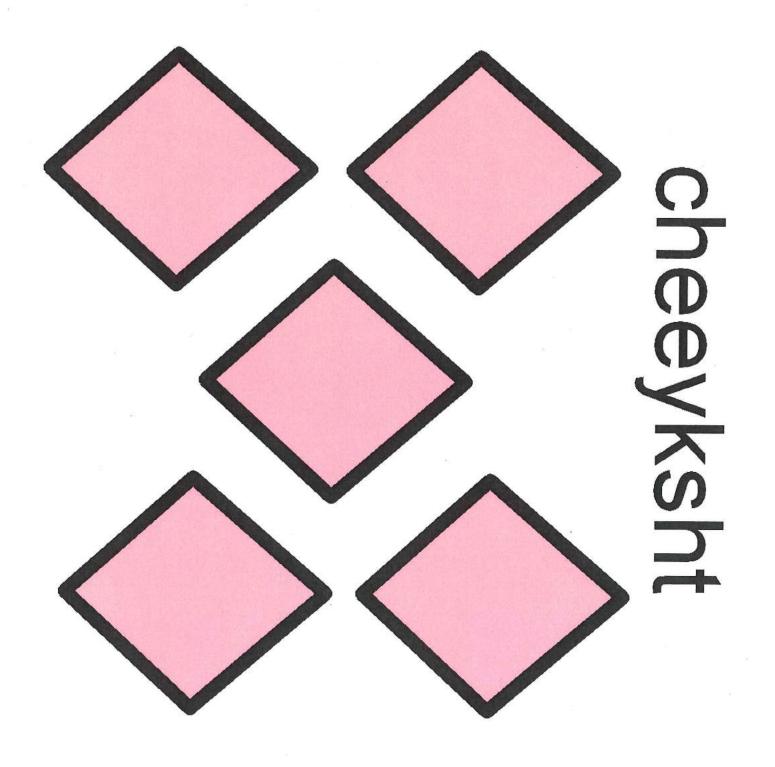
Unit 3 - Musical Instruments, Drum, Sing, Song, Whistle, To Holler.

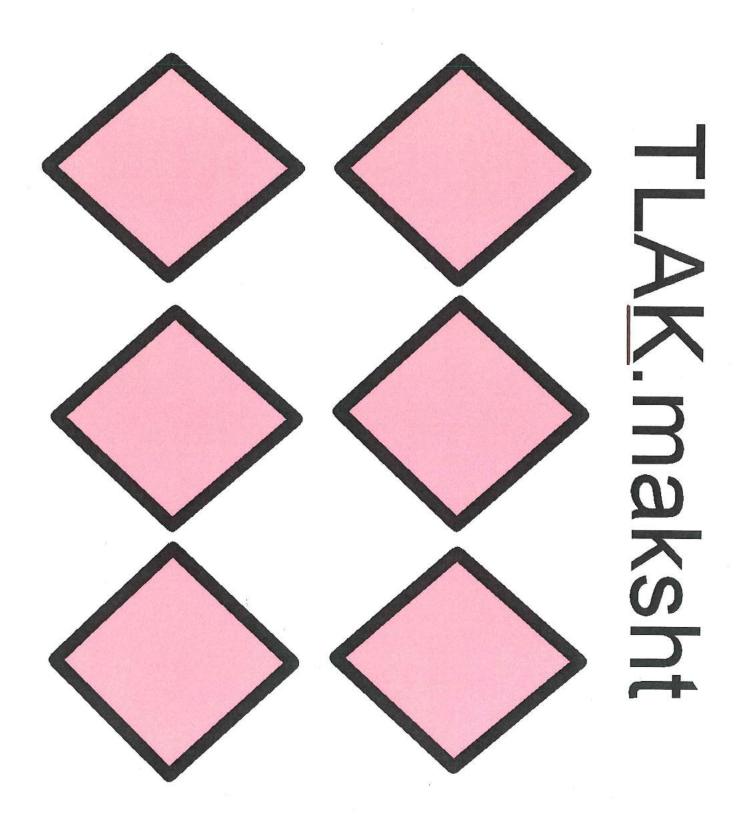


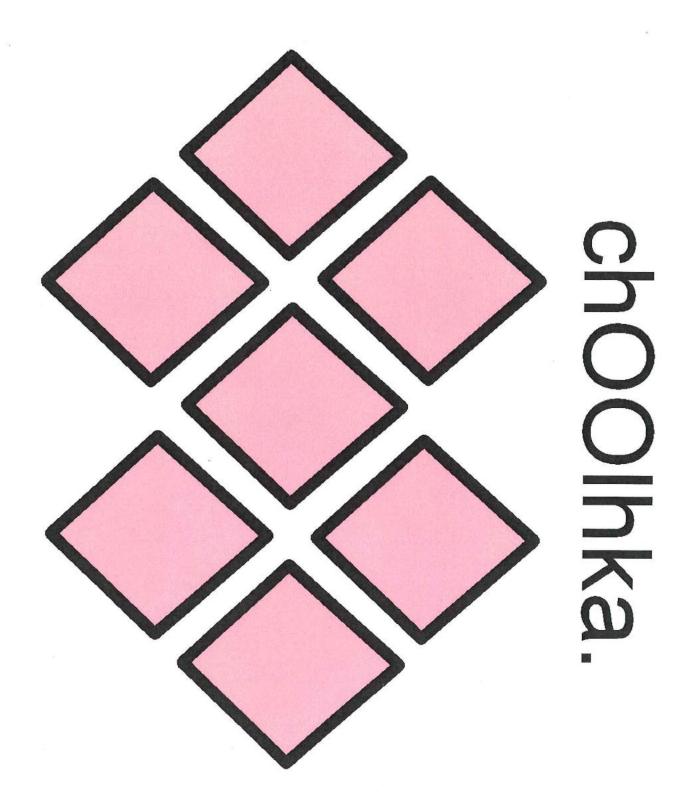


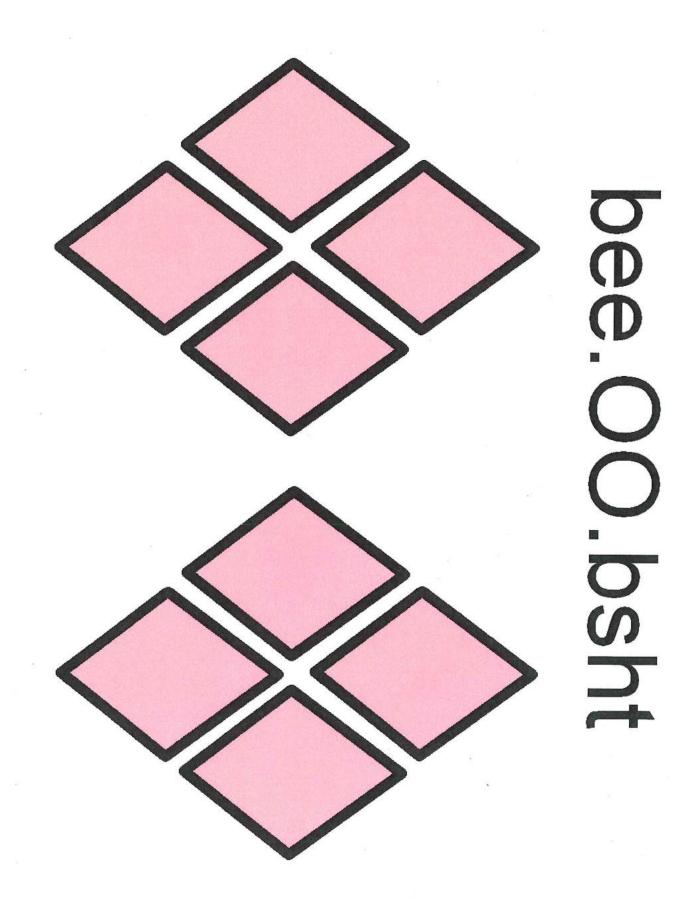


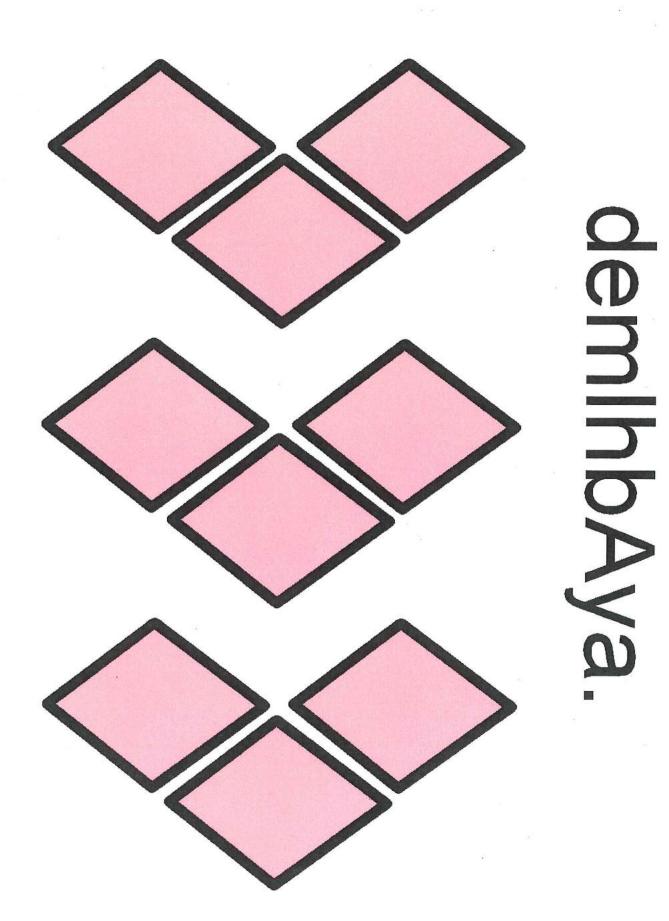


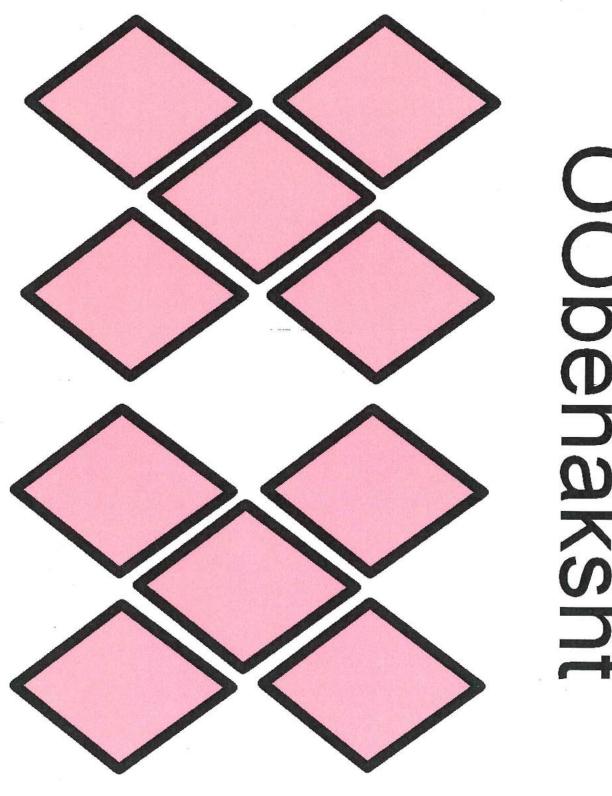






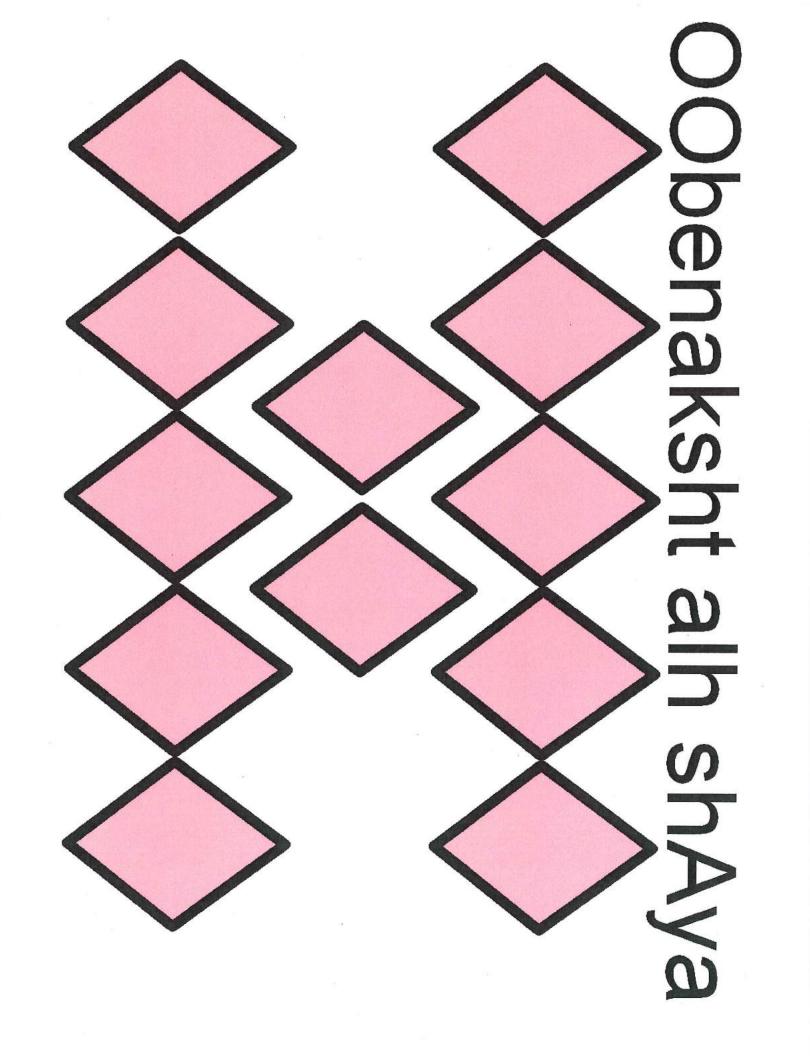


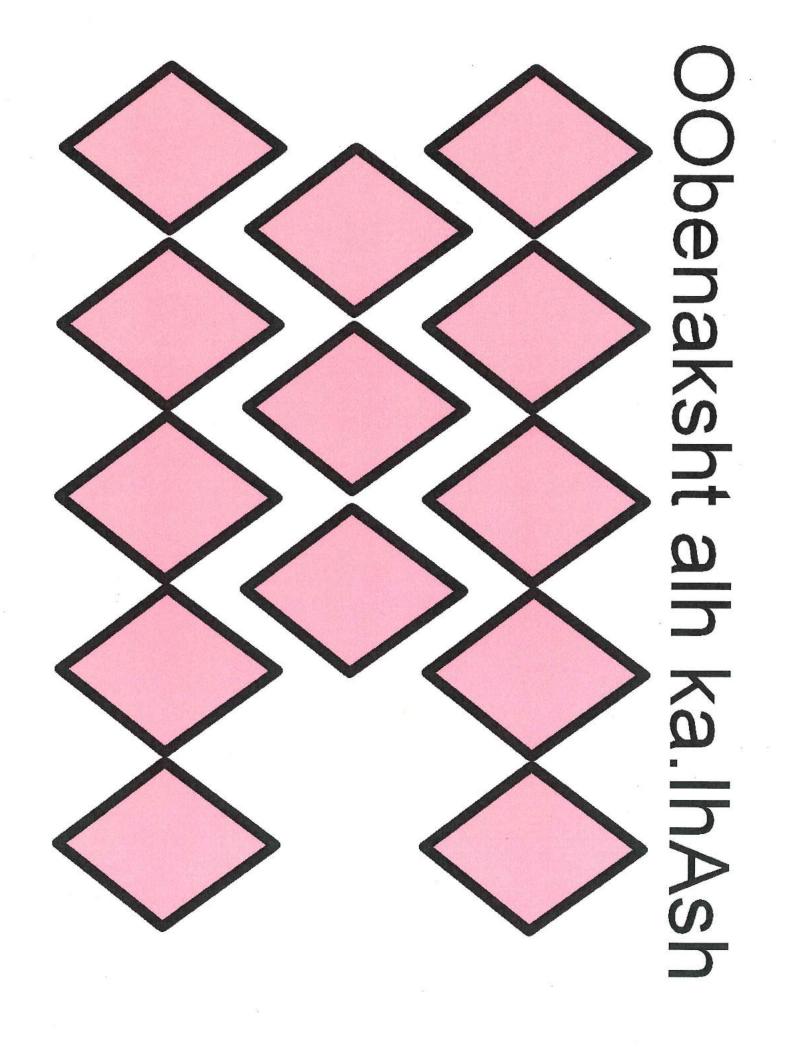


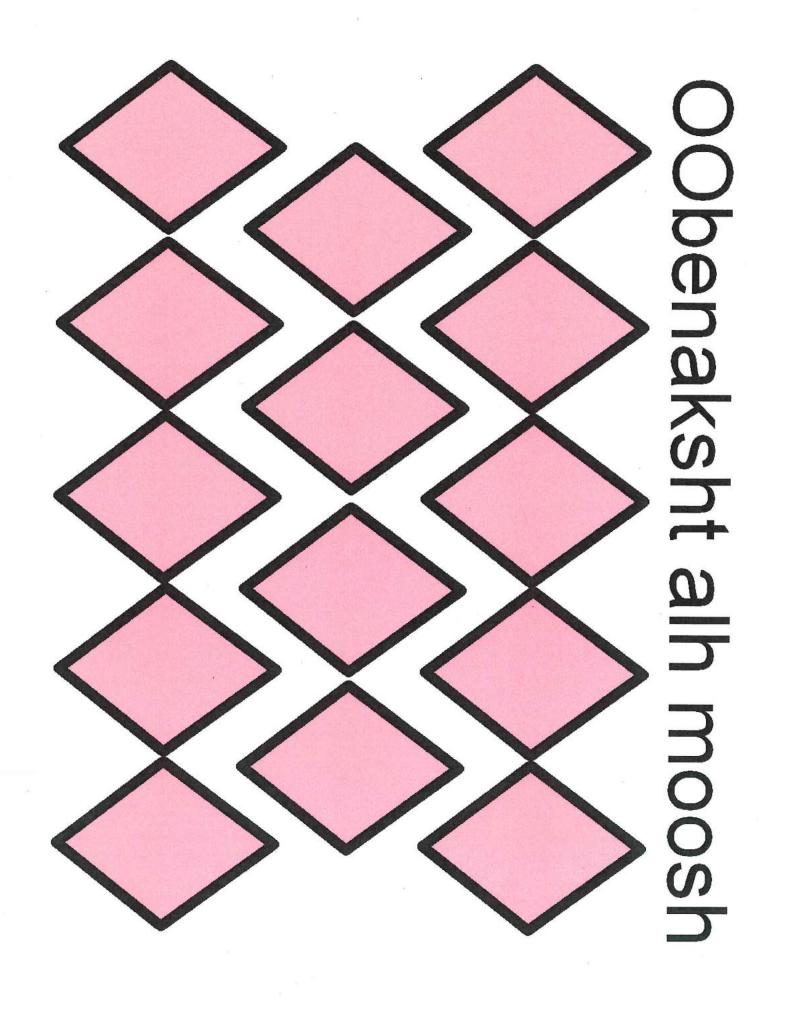


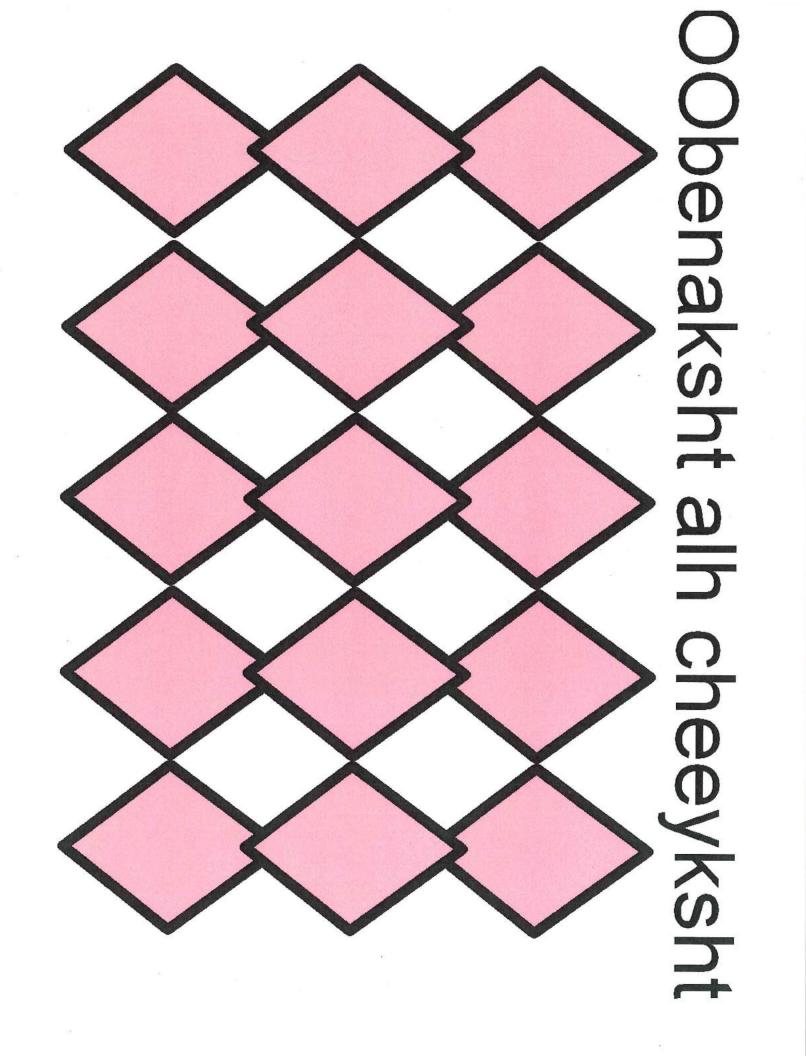
# 00benaksh

# Dobenaksht alh bAya.

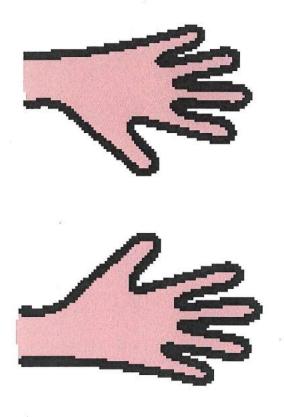




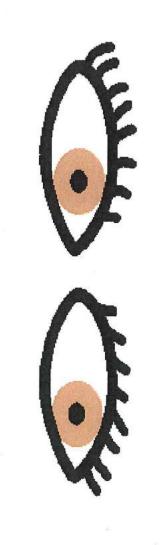




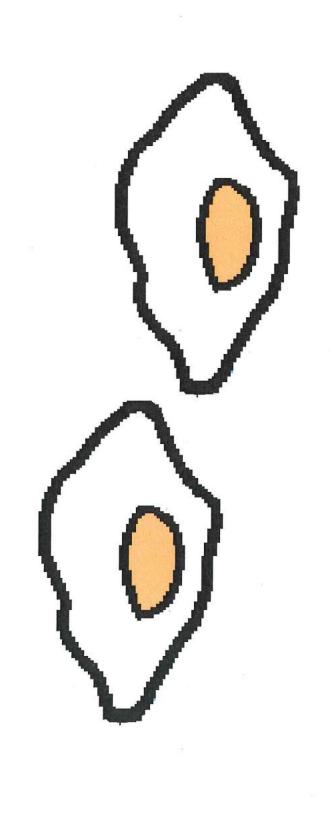
# sheeyAkshd



# shAya tek nQUTLOOsht-n



# sheeyOOsha tek ha.oosha.

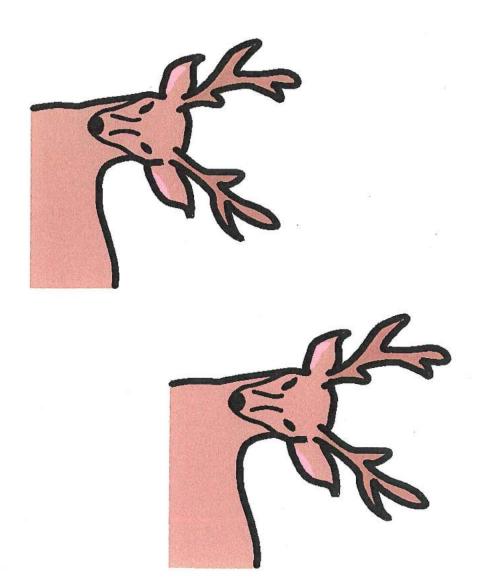


### sheeyAka

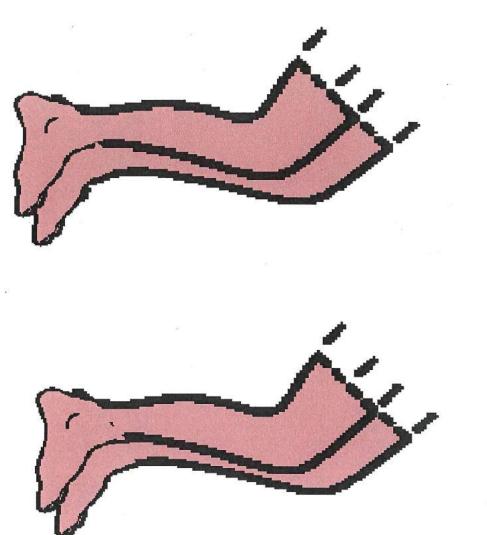
## sheeyAwlh

## Sheesh Aya

# shAsheeya tek shmeeych



### moosh al Ahhr



### nlha.kApmhh Language Program

Level:

Level One

Theme:

Counting

Unit 1:

IhewA-ysht - sh.EEshdk - nwuhOO-yt

Vocabulary

**UNIT ONE:** 

**NUMBERS 1 - 5** 

bAya. shAya ka.lhAs one

ka.lhAsh moosh two three

cheeyksht

four five

**UNIT TWO:** 

**NUMBERS 6 - 10** 

TLA<u>K</u>.maksht chOOlhka. bee.OO.bsht

six seven

bee.OO.bsht demlhbAya. OObenaksht eight nine ten

UNIT THREE:

NUMBERS 11 - 15

OObenaksht alh bAya.

OObenaksht alh shÁya

OObenaksht alh ka.lhAsh

OObenaksht alh moosh

OObenaksht alh cheeyksht

eleven

twelve

thirteen fourteen

fifteen

### niha.kApmhh Language Program

Level:

Level One

Theme:

Greetings

Unit 1-3:

IhewA-ysht - sh.eeshdk - nwuhoo-yt

### **Phrases**

- 1. yee.A qu-n TLoo. Are you well?
- yee.A kn TLoo.I'm well.
- 3. ha.Ayee. yee.A kn TLoo Yes, I'm well.
- 4. awuh a. TLoo Good-bye.

### In the Morning

- 5. yee.A tek shenwAnwen Good morning.
- 6. yee.A n ka. sh <u>woa oo-yd</u> Did you sleep well last night?
- 7. ha.EE yee.A n sh –woa oo-yd Yes, I slept well.
- 8. tatAta ksh yee.Ash knsh sh –<u>woa</u> oo-yd No, I didn't sleep well.
- 9. wuh eeyd ansh EEqulawuh No, I dreamed a lot.

### In the Evening

10. wuh kn –<u>woa</u> oo-yd l'm going to sleep.

### In the Day

- 11. yee.A qu-n TLoo. Are you well (today)?
- 12. awuh qu-n TLoo. How are you today?

### nlha.kApmhh Language Program

Level:

Level One

Theme:

Counting

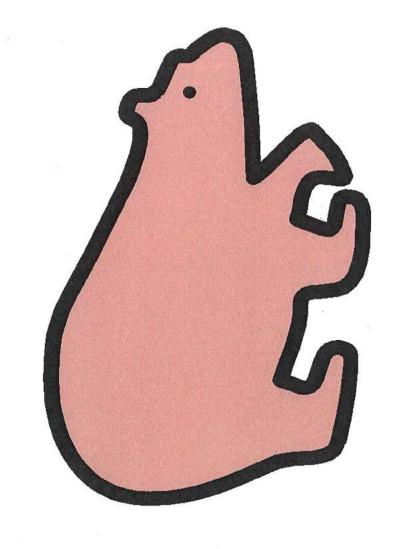
Unit 4:

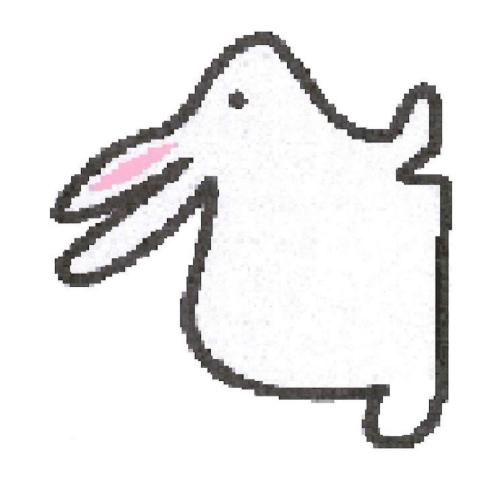
Use with Human Body units

### Vocabulary

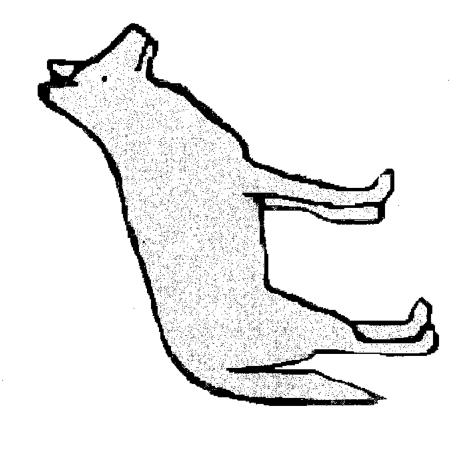
sheeyAkshd two hands moosh al Ahhn four legs shAya tek nQUTLOOsht-n two eyes sheeyOOsha tek ha.OOsha. two eggs sheeyAka two cups sheeyAwlh two cars sheeshAya two people shAsheeya tek shmeeych two deer

### shba.Ach

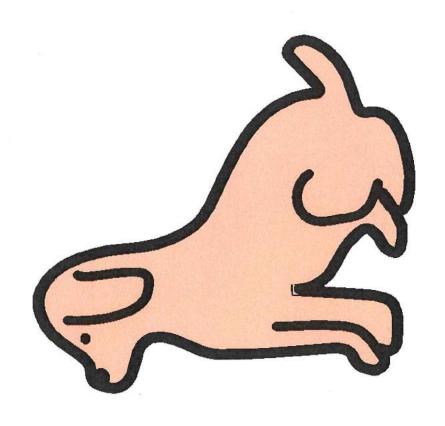




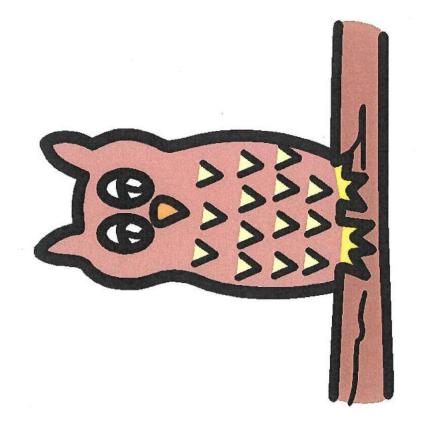
# shenKee-yAp



## shKAKhha



### shKaloola



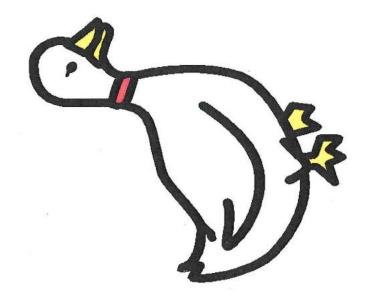
### daquwuha



# shm00-mde-m

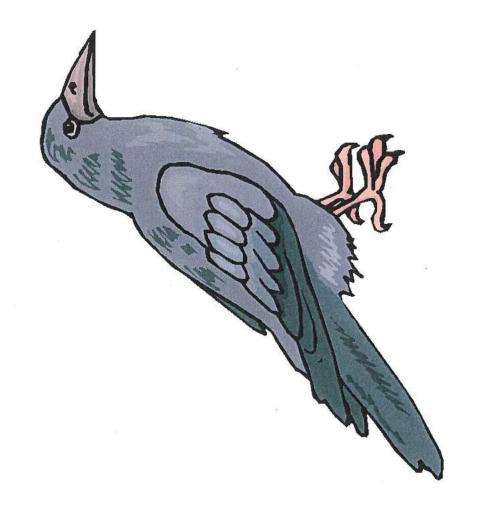


### shhhek

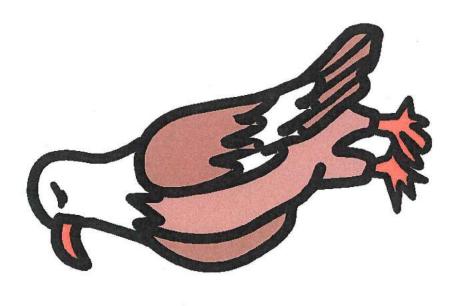


### shkeTS

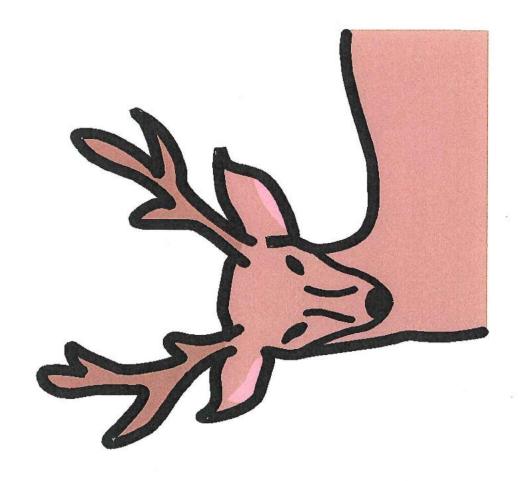


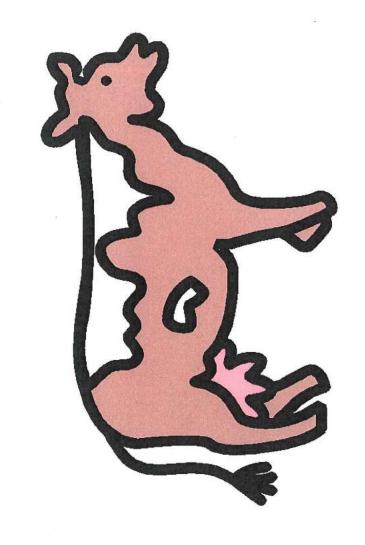


### halA-w



## shmeeych

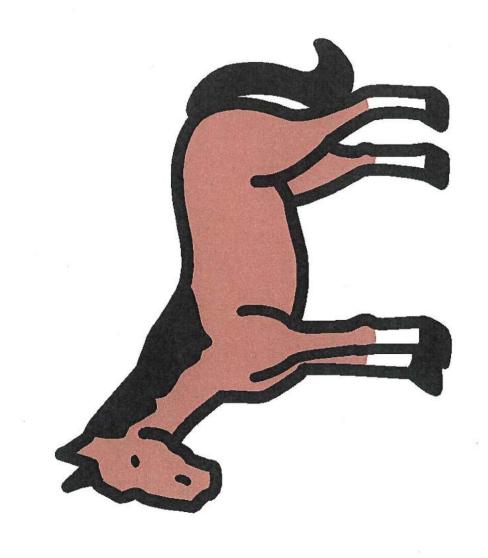




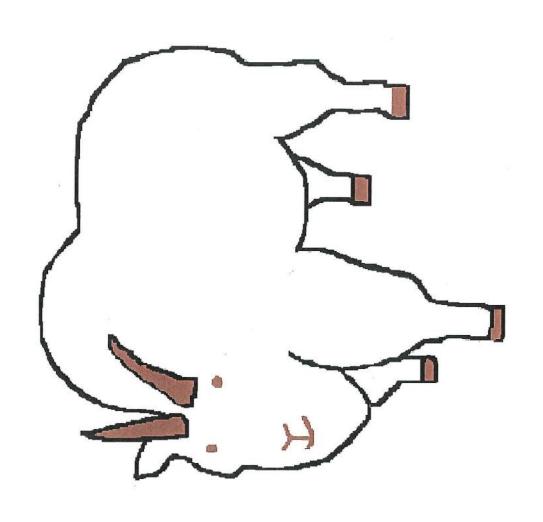
# nTSOOTSemlha



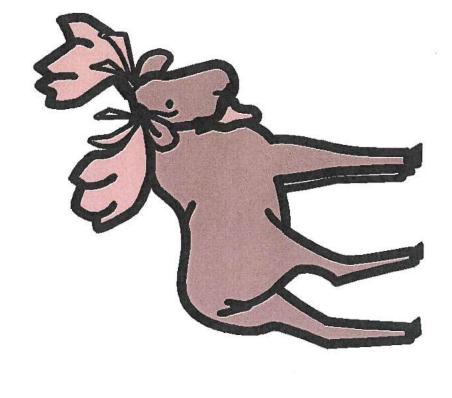
# nTSa.shKAhha



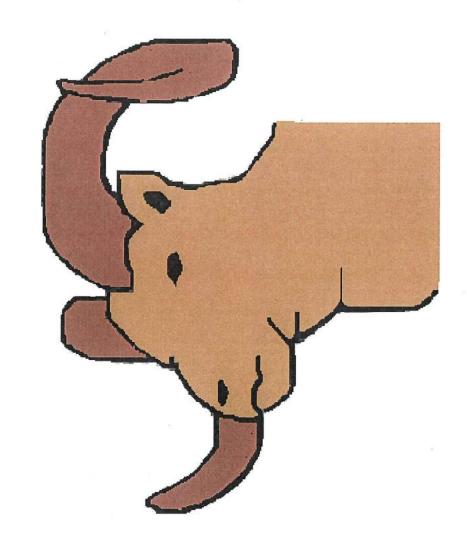
# shwuheeTLATS



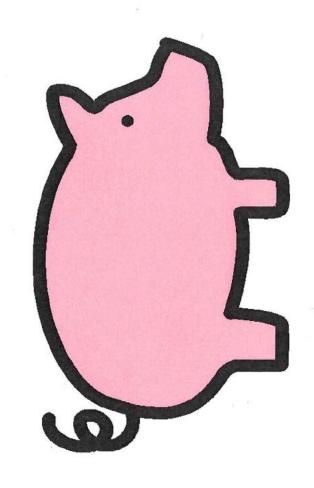
# dukdukAyhhkn



## shwuhloopsh



### dnesso



Level:

Level One

Theme:

**Animal Kingdom: Fur Bearing Animals** 

Unit 1:

IhewA-ysht

Vocabulary

shba.Ach

bear

sh<u>qu</u>e<u>qu</u>EEych

rabbit

shenKee-yAp

coyote

sh<u>k</u>A<u>k</u>hha.

dog

- 1. QUa-nata a shba.Ach Look at the bear!
- QUa-nAtooza a shba.Ach Look at the bear! (several persons)
- 3. <u>hh</u>ezOOm a shba.Ach The bear is big.
- 4. woo.Ahh wechEEa a <a href="https://hezoom.html/hezoom.html">hhezoom.html</a> ta shba.Ach There's a big bear over there.
- 5. ch.ash ta.A a shba.Ach The bear is coming.
- 6. ch.ash woo.Aya a shba.Ach
  The bear is coming here.
- 7. <u>QU</u>oocht a shba.Ach The bear is fat.
- 8. <u>kalakAk</u> zeeyhh a shquequEEych The rabbit is hopping.
- 9. ash shdlpek a shquequEEych The rabbit is white.
- Kasst a shenKee-yAp ahh oopehhhmsh tan cheekn Coyote is bad, (he's eating my chickens).
- awoat a shenKee-yAp TLoo. chkap Coyote howls (all night).
- 12. <u>Kasst a shenKee-yAp</u>
  Coyote is being mischievous again

Program

**Nursery Kindergarten** 

Level Theme

One Animals

### Theme Information and Suggestions

The animals are very important in native culture in that they played a major role in the physical, emotional mental and spiritual well being of the community. There is much information available to the teacher to research their cultural significance to the nlha.kApmhh people. These are included in many stories, both fiction and non-fiction, and some examples are included in this curriculum, therefore, the names of the animals are important for the nursery kindergarten students to learn. The units of this theme have been created according to three animal classifications; Fur Bearing Animals - Unit 1, Birds - Unit 2, Hoofed Animals - Unit 3.

There are accompanying visual aids to this theme, which can be used to point out the animals of each unit. Repetition, of course, is essential to mastering language. A Teacher can easily review the animals a few times a week by using these visual aids. Any variety of memory and rhyming games can be created to assist in making the repetition fun and interesting for the children. Some ideas for games are included in the curriculum. In addition, whenever possible, the teacher can substitute the English words for these animals during the course of a regular day perhaps as animals appear, such as dogs.

Sentences are included in most units in order to help students hear the core vocabulary in context, as the words in any other language are not normally used in isolation. It is easier to teach speech patterns when they are taught as early as possible. The teacher can sit the students in a circle and use the sentences about animals, pointing to the appropriate picture cards as she speaks. In this way, the teacher can liven up this type of activity by "acting out" or having the student act out, the actions and sounds of the animals she is naming. The sentences are designed so that many kinds of active movements can be used with saying the to assist with the language memory.

Any of the vocabulary in this theme and others, can be used in some kind of art or drama activity, for instance, ask the student to paint or colour their own or teacher provided pictures of any animals. While doing this, the teacher can reinforce the vocabulary of the different animals. Stories about animals can be told and substituting any English names of animals with the nlha.kApmhh vocabulary. Picture books can be created as part of this theme, as well. As stated previously, the objective is to integrate the core vocabulary of this curriculum into regular curriculum as much as possible to encourage long term memory and usage.

Displays of the vocabulary being taught should be available on the walls of the classroom for students to view at any time in order to reinforce language memory. Displays can be organized according to themes. Therefore, pictures of hoofed animals can be grouped together as can birds and fur bearing animals.

Level:

Level One

Theme:

**Animal Kingdom: Birds** 

Unit 2:

sh.eeshdk

### Vocabulary

shkalOOla.

owl

daquwuha.

willow grouse blue grouse

shmOO-mde-m

duck

sh<u>hh</u>e<u>k</u> sh<u>k</u>eTS hhelA.

halA-w

hawk raven

eagle

- 1. QUa-nAta a shkalOOla. Look at the owl!
- 2. nwuhAleehh a halA-w The eagle is flying.
- 3. loowuhachOOt nooqu lh daquwuhA. The willow grouse is making a noise.

Program Level Theme Nursery Kindergarten

One Animals

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Level:

**Level One** 

Theme:

**Animal Kingdom: Hoofed Animals** 

Unit 3:

nwuhoo-yt

### Vocabulary

shmeeych

deer

mOSSmess

cow

nTSOOTSe-mlha. nTSa.sh<u>k</u>A<u>hh</u>a. fawn horse

shwuheeTLATS

mountain goat

du<u>k</u>du<u>k</u>Ayhh<u>k</u>n

moose

shwuhlOOpsh

mountain sheep

guEsso

pig

- 1. QUa-nAta a shmeeych Look at the deer!
- 2. wuhee. kt nash bee.<u>hh</u>-m tek shmeeych We're going hunting for deer.
- wuhee. kt wuhee. Ashkahha.
   We're going looking for animals/horses.
- wuhee. kt wuhee. AshKahha. tek mOSSmess We're going looking for cows.
- 5. wuhee. kn nash bee<u>hh</u>l-m tek shbee.<u>hh</u>Awt I'm going hunting tomorrow.

Program Level Theme

Nursery Kindergarten One Animals

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Program

**Nursery Kindergarten** 

Level Theme One Short Commands

### Theme Information and Suggestions

These short commands have been chosen to use with nursery kindergarten aged children in the classroom. These are frequently used words and phrases, which could easily be spoken in nlha.kApmhh language, instead of English, in order to reinforce their usage and understanding. Once the teacher learns the vocabulary using the accompanying audiocassette tape, there will be ample opportunity to fit them into any context during the day in order to accompany all types of activities.

This theme's vocabulary can also be acted out in any variety of role-plays. Games can be created to make the repetition of the commands more interesting and fun. For example, hello, goodbye, stand up, sit down, sit over there, stand over there, jump, turn around, come here, are all ideal short commands for students to act out in a circle game.

The importance of listening and being respectful and being respectful to the teacher is reinforced in the units of traditional values; listen, respect, truth, therefore, the teacher can teach the concept of 'listen' using the vocabulary while emphasizing the cultural value of the word.

Level:

Level One

Theme:

**Short Commands** 

Unit 1:

IhewA-ysht

- 1. awuh qu-n TLoo. Hello.
- 2. awuh a. TLoo. Good-bye.
- hOO-malh Okay, alright.
- 4. talhEEhha
  Stand up (one person).
- meechAka Sit down (one person).
- 6. KA-yee nee ma hha Listen.
- 7. EETLem hha Sing.
- 8. TSeQUm hha Write.
- 9. TLeeTLEEta Keep still.
- 10. Ih <u>hh</u>Ansha Eat.
- 11. shA-yshee hha Play.
- 12. QUa-nAta Look.
- 13. <u>wuh</u>Anda Hurry up (when somebody is behind).
- 14. <u>wuh</u>yeeyAkshda Hurry up (when doing something).

Program Level

**Nursery Kindergarten** 

One

Theme

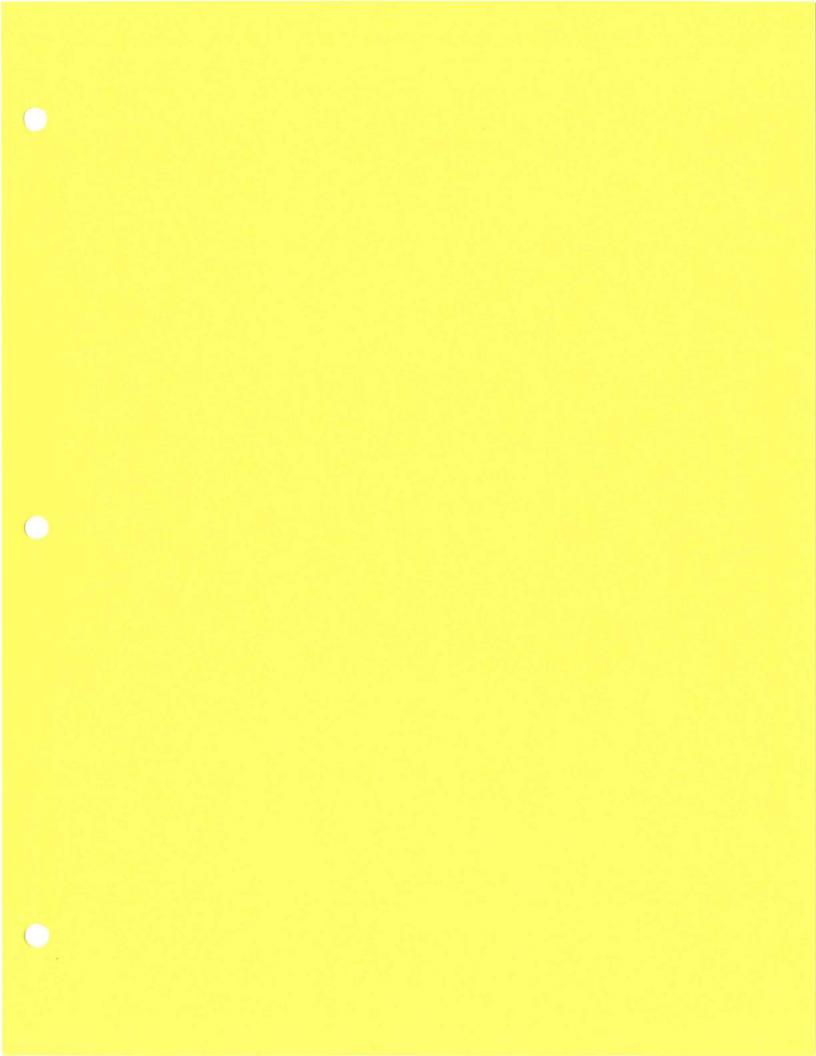
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Level:

Level One

Theme:

**Short Commands** 

Unit 2:

sh.EEshdk

- mEEchaka woochEE.a Sit down over there (one person).
- 2. lhAkeezooza. woochEE.a Sit down over there (several people).
- IhAkeezooza
   Sit down (several people).
- tAlheehha woochEE.a Stand up over there (one person).
- tAlheehha n.Aya
   Stand up here (one person).
- TSee EEhhooza Stand up (several people).
- kazEEhha
   You Jump (one person).
- kazkAzeehhooza You Jump (several people).
- 9. shelkEEhha You Turn around (one person).
- shelkEEooza
   You Turn around (several people).
- 11. OOyeewuh a. Come here (one person).
- 12. OOyeewuhooza Come here (several people).
- 13. <u>quequ</u>shchAmwuh Thank you (to one person).
- 14. <u>quequ</u>shchtA-yp Thank you (to several persons).

- 15. hAchoo Let's go (to one person).
- 16. hAchooza Let's go (to several persons).

Program Level **Nursery Kindergarten** 

One

Theme

**Short Commands** 

### Theme Information and Suggestions

These short commands have been chosen to use with nursery kindergarten aged children in the classroom. These are frequently used words and phrases, which could easily be spoken in nlha.kApmhh language, instead of English, in order to reinforce their usage and understanding. Once the teacher learns the vocabulary using the accompanying audiocassette tape, there will be ample opportunity to fit them into any context during the day in order to accompany all types of activities.

This theme's vocabulary can also be acted out in any variety of role-plays. Games can be created to make the repetition of the commands more interesting and fun. For example, hello, goodbye, stand up, sit down, sit over there, stand over there, jump, turn around, come here, are all ideal short commands for students to act out in a circle game.

The importance of listening and being respectful and being respectful to the teacher is reinforced in the units of traditional values; listen, respect, truth, therefore, the teacher can teach the concept of 'listen' using the vocabulary while emphasizing the cultural value of the word.

Level:

Level One

Theme:

**Short Commands** 

Unit 3:

nwuhoo-yt

- 1. chOOquoosh Don't.
- knchAma Help me.
- 3. ha.EE Yes.
- 4. tatA.a
- 5. nchAwa. Me.
- 6. a. wEE You.
- 7. kanm What happened? What's the matter?

Level:

Level One

Theme:

Sentences

Unit 1-3:

IhewA-ysht - sh.eeshdk - nwuhoo-yt

- 1. woohA-n lha. kemOOt Where is your hat?
- 2. IhOOmata Iha. kapOO Put on your coat.
- 3. OOyee wuha. woo.Aya Come over here.
- 4. kanm What's the matter? What happened?
- pOOyta Lie down.
- 6. shda. hhA.a What is that?
- 7. woohA-n lha. shbAka Where is your glove?
- 8. chOOqushda hhA.a Leave that alone.
- 9. shda. ka.sh sszAydin What are your doing?
- 10. shda. ka. sh <u>wuh</u> o <u>wuh</u> shtd What do you want?

Program Level **Nursery Kindergarten** 

evel

One

Theme

Sentences

### Theme Information and Suggestions

These sentences have been chosen to use with nursery kindergarten aged children in the classroom. These are frequently used words and phrases, which could easily be spoken in nlha.kApmhh language, instead of English, in order to reinforce their usage and understanding. Once the teacher learns them using the accompanying audiocassette tape, there will be ample opportunity to fit them into any context during the day in order to accompany all types of activities.

This unit's vocabulary can also be acted out in any variety of role-plays. These sentences are very practical and can be used throughout the year. Therefore, they are not divided into units.

Level:

Level One

Theme:

In-Class Vocabulary

Unit 1-3:

IhewA-ysht - sh.eeshdk - nwuhoo-yt

### **Vocabulary List**

- 1. EETLem To sing.
- ya.mEEnsh To like something.
- 3. shpaTSn Hemp.
- 4. TSeQUm
  To write.
- 5. <u>hh</u>ezOOm Big.
- 6. QUemEE.ma. Small.
- 7. TSannUm Bell rings.
- 8. shA-yshee. To play.
- 9. QUA-nata Look
- 10. <u>qu</u>oo. Water.
- 11. Iha.<u>hh</u>Ansh To eat.
- 12. TLEEda Keep still.
- 13. shnOOya Money.
- 14. QUee-yA-wim To pick berries.

- 15. <u>wuh</u> el shchEEn l love you.
- 16. <u>qu</u>OO<u>wuh</u>ela. To sleigh-ride.
- 17. bEE <u>hh</u>-m To hunt.
- 18. wuhash EEt To walk.
- wuhAnda
   Hurry up (when somebody is behind).
- 20. wuhyeeyAkshda Hurry up (when doing something).
- 21. QUeeym
  To roast on an open fire.

Program Level

**Nursery Kindergarten** 

Level Theme One

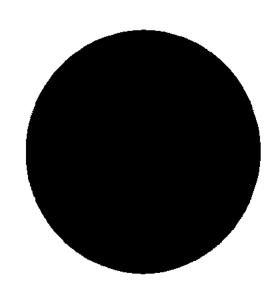
In-Class Vocabulary

### Theme Information and Suggestions

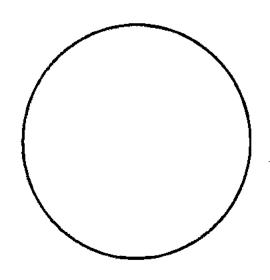
These selections of vocabulary have been chosen by the nursery kindergarten teachers as commonly used words that will be encountered by the students throughout the year. These are frequently used words and phrases, which could easily be spoken in the nlha.kApmhh language, instead of English, in order to reinforce their usage and understanding. Once the teacher has learned the language using the accompanying audiocassette tape, there will be ample opportunity to fit them into any context during the day in order to accompany all types of activities.

This unit's vocabulary can also be acted out in any variety of role-plays or by showing some of the visual aids or actual objects of the vocabulary to have students remember verbally what they are called.

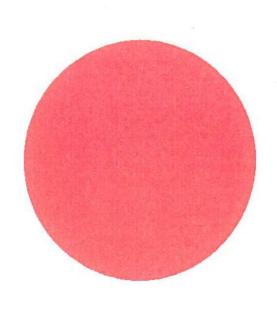
## shdlpdipt



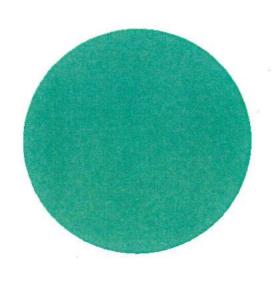
### shdlpek



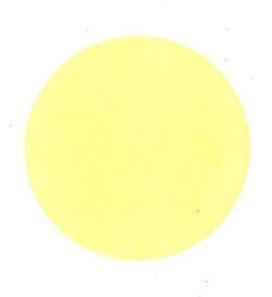
## shchequ



## shdequlA-yt



## qua-|qua-|



Level:

Level One

Theme: Unit 1: Colours IhewA-ysht

Vocabulary

shdlpdipt

black

shche<u>qu</u>

red

shdlpe<u>k</u>

white

**Phrases** 

- 1. a shdlpdipt a shba.Ach The bear is black.
- 2. a shdlpek hh.a This is white.
- 3. a shche<u>qu</u> hh.a This is red.
- 4. a shdlpdipt hh.a This is black.

Program Level Theme Nursery Kindergarten

One Colours

### Theme Information and Suggestions

All colours are a part of any nursery kindergarten program, and in native language program, only a few of the colours have been chosen in the first two units, these have been chosen according to their ease of pronunciation. For example colours black, red, and white have been selected for unit 1, because they are easier to pronounce for beginning nlha.kApmhh language speakers, such as nursery kindergarten student. These colours are also important to the culture, as three of the four colours are also important to the culture as three of the four colours of the medicine wheel. Once the students have mastered the first unit, they will learn green and yellow in unit two. With more colours added in the next curriculum level.

The objective is to naturally incorporate the colours vocabulary into any activity in the nursery kindergarten program where those colours happen to be the colours of the objects being discussed. Perhaps during a painting activity, for example, the teacher can refer to red, whenever she observes a student using the colour red. Another time, she might refer to the colour of a red object that the student is using or playing with. During other activities, such as walks putting on outer clothing to go outside, the teacher can make reference to the colour of the students' clothes. Also when picking up toys or objects from the floor the teacher can make reference to the colours using the nlha.kApmhh vocabulary instead of the English, in this way the language is being used as often as possible during the regular course of the student's day.

There are many nursery songs, rhymes, or stories, which make reference to these colours, and the teacher can replace the English words for the colours instead with nlha.kApmhh words.

Colours in picture cards can be used by the teacher to ask the students to remember what they are. Any variety of games can be made up using colour cards to make it fun for children. Any time there is laughter accompanying language usage, the brain will store the vocabulary into memory.

Level:

Level One

Theme: Unit 2:

Colours sh.eeshdk

Vocabulary

shde<u>qu</u>lA-yt <u>qu</u>a-l<u>qu</u>a-l

green

yellow

**Phrases** 

- 1. a shde<u>qu</u>lA-yt hh.a This is green.
- 2. <u>qu</u>a-l<u>qu</u>a-l hh.a This is yellow

Program Level Theme Nursery Kindergarten

One Colours

### Theme Information and Suggestions

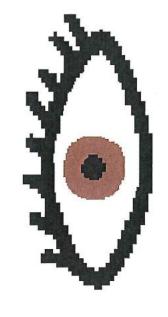
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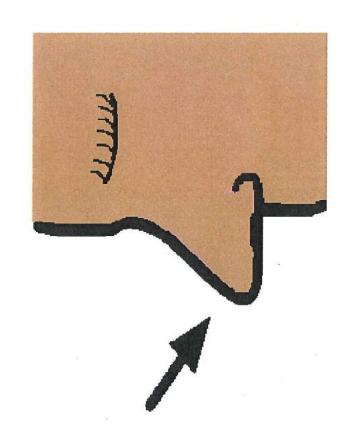
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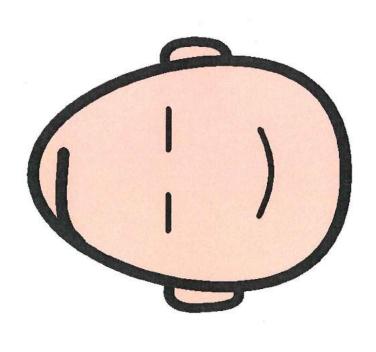
# nQUTLOOshd-n



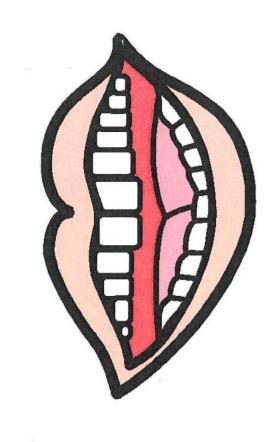
## npshakshtn



## <u>qu</u>00mkn



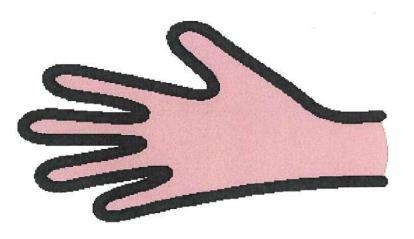
## shbloochen



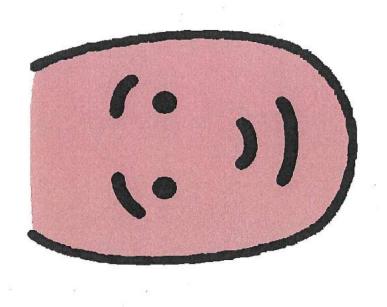
### TLA-nee



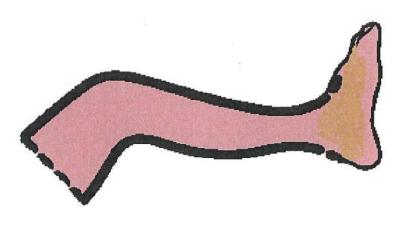
### kayhh



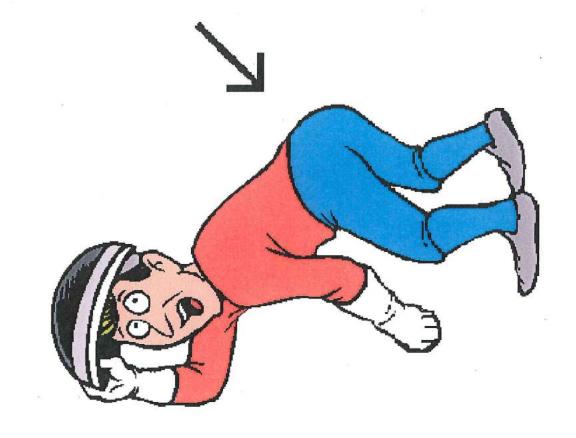
## shQUTLoosh



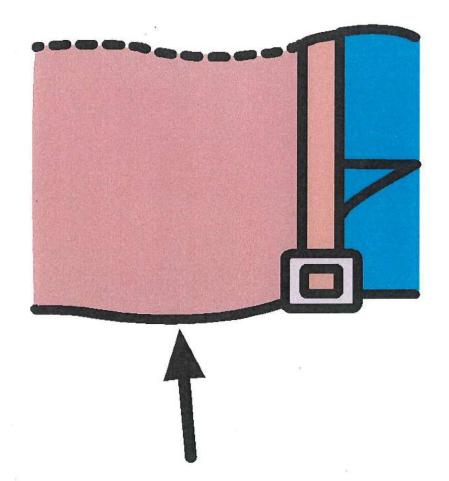
## shQUahht



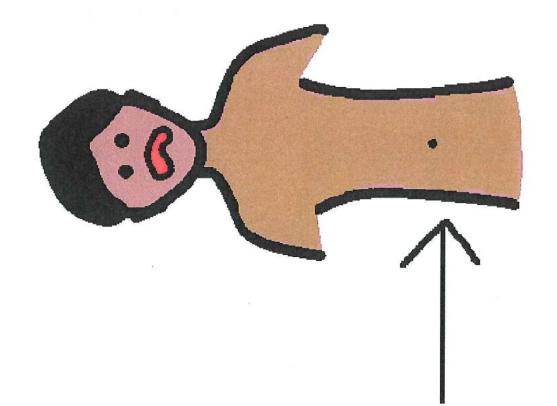
## shpeeyAp



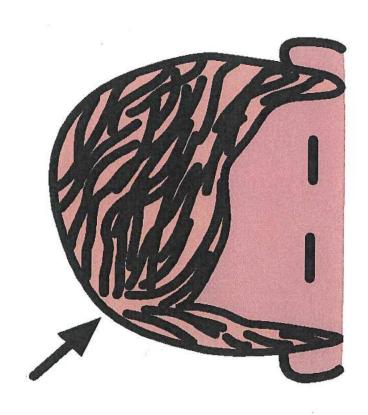
## <u>woa</u>OOyen



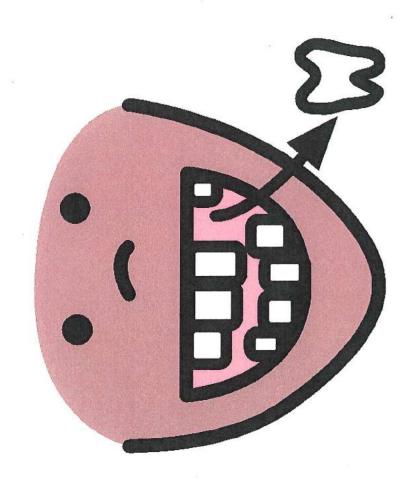
### tawmk



### shkApkn

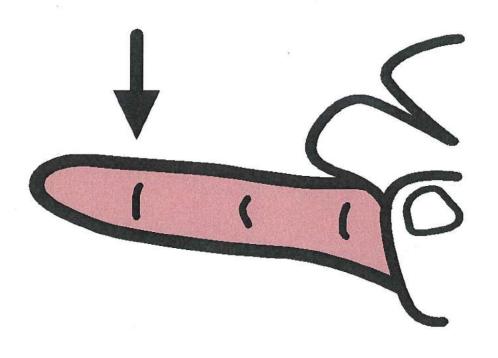


## hheyAwuh

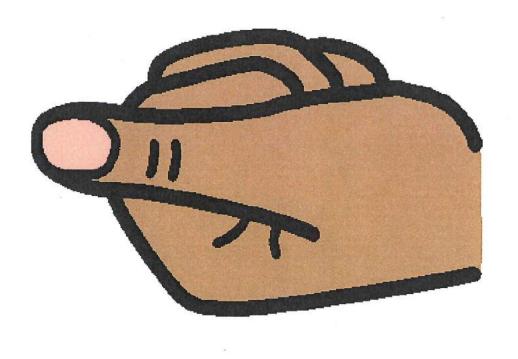


### Olha

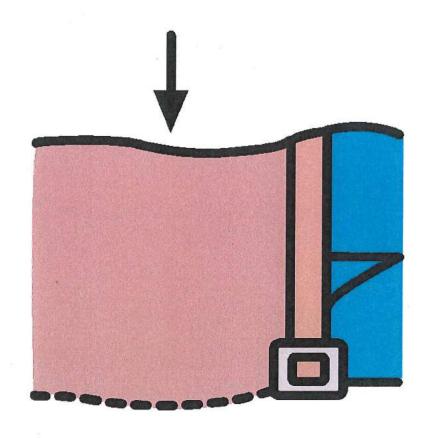
## **IEhhkesht**



# shkeeya.kEE-nksh



## shhheTSK-n



Level:

Level One Body Parts

Theme: Unit 1:

IhewA-ysht

### Vocabulary

nQUTLOOshd-n

eye

npsha<u>k</u>shtn

nose

<u>qu</u>OOm<u>k</u>n

head

shblOOchen TLA-nee mouth

ear

### **Phrases**

- 1. TSa. hh.a n <u>qu</u>OOm<u>k</u>n This is my head
- 2. <u>qu</u>a.quEE.t n TLA-nee My ear hurts.
- 3. QuA-nhhchima tan nQUTLOOshd-n Look at my eyes
- 4. tektAta hha. npshakshtn Touch your nose.
- 5. shka. kash ash TLA-nee Do you have an ear?
- 6. ha.EE ash TLA-nee kn Yes, I have an ear.

Program Level **Nursery Kindergarten** 

One

Theme

**Body Parts** 

### Theme Information and Suggestions

Human body parts are discussed as part of the core nursery kindergarten curriculum as young students become familiar with the world around them, starting with themselves. The first unit of this theme begins with the head; eyes, nose, mouth, and ears, and can accompany lessons on the senses as well. The second unit extends outward to limbs, stomach area and hair. The third becomes more specific again, but overall, vocabulary for these units have been chosen for ease of the pronunciation for the beginner level nlha.kApmhh language speaker.

There are accompanying visual aids to this theme, which can be used to point to the specific body parts of each unit. Repetition, of course is essential to mastering language. A teacher can easily review the body parts a few times a week by using these visual aids. Any variety of memory and rhyming games can be created to assist in making the repetition fun and interesting for the students. Whenever possible the teacher can use the nlha.kApmhh language words for these body parts during the course of a regular day.

Sentences are included in most units in order to help students hear the core vocabulary in context, as the words in any language are not normally used in isolation. It is easier to teach speech patterns when they are taught as early as possible. The teacher can sit the students in a circle and ask the various questions about body parts, pointing to the part being discussed each time. The teacher can liven up this activity by 'acting' the sentence where one part is 'hurting'. For example, she can hold her thumb while saying it hurts. The students will associate the actions with the language, which furthers their understanding. Looking at each other's teeth can provide for some fun as can sticking out their tongues at each other while repeating the vocabulary for tongue or "look at my tongue". The sentences are designed so that many kinds of active movements can be used with saying them to assist with language memory.

Level:

Level One Body Parts

Theme: Unit 3:

nwuhoo-yt

### Vocabulary

hheyAwuh tooth tOlha. tongue IEhhkesht finger shkeeya.kEE-nksh shheTSK-n back

### **Phrases**

- 1. TSa. hh.a n <u>hh</u>eyA<u>wuh</u> This is my tooth.
- 2. <u>qu</u> a. <u>qu</u>ee.t n IE<u>hhk</u>esht My finger hurts.
- 3. QUA-nhhchima tan tOlha. Look at my tongue.
- 4. tektAta hha IEhhkesht Touch your finger.
- 5. chka. ka.sh a sh <u>hh</u>eTSK-n Do you have a back?

Program Level Theme

**Nursery Kindergarten** 

One

**Body Parts** 

### Theme Information and Suggestions

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Level:

Level One

Theme: Unit 2:

Body Parts sh.eeshdk

### Vocabulary

kayhh

hand

shQUTLoosh

face

shQUa<u>hh</u>t

leg / foot

shpeeyAp

bum

woa OOyen

stomach

tawmk

belly button

sh<u>k</u>Ap<u>k</u>n

hair

### **Phrases**

- 1. TSa. hh.a n <u>gw</u>ooyen This is my stomach.
- 2. <u>qu</u>a. quee.t n sh QUa<u>hh</u>t My foot hurts.
- 3. QUa-nhhchima tan shQUTLoosh Look at my face.
- 4. tektAta a sh QUahht Touch your foot.
- 5. shKa.ka. sh a <u>woa</u>OOyen Do you have a stomach?

Program Level Nursery Kindergarten

One

Theme

**Body Parts** 

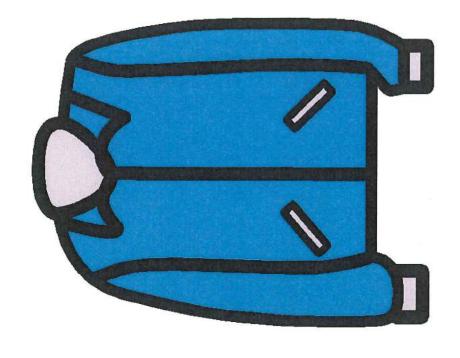
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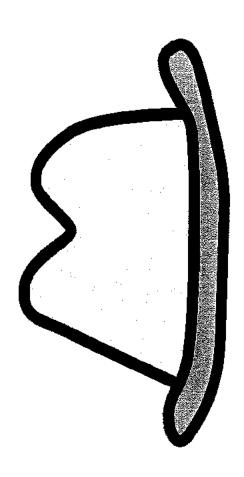
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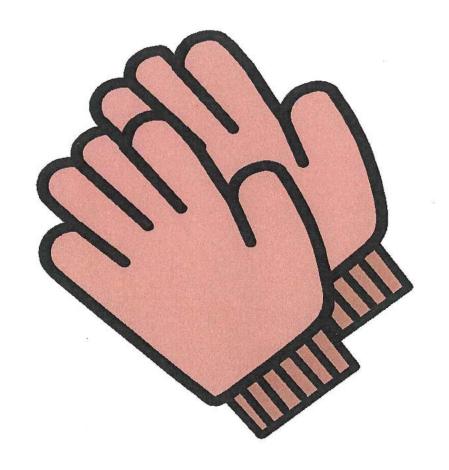
### kapOO



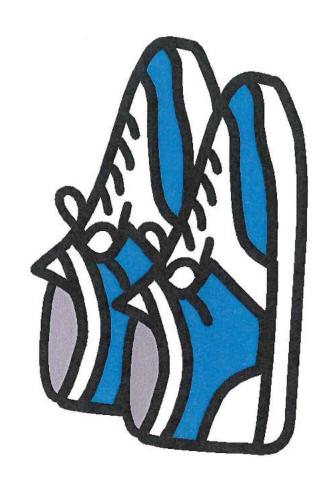
### <u>k</u>em00t



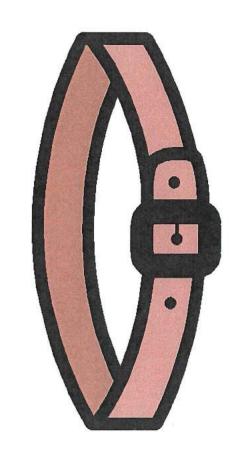
### shbAka.



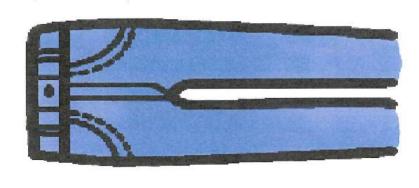
## ShEEINTSoo



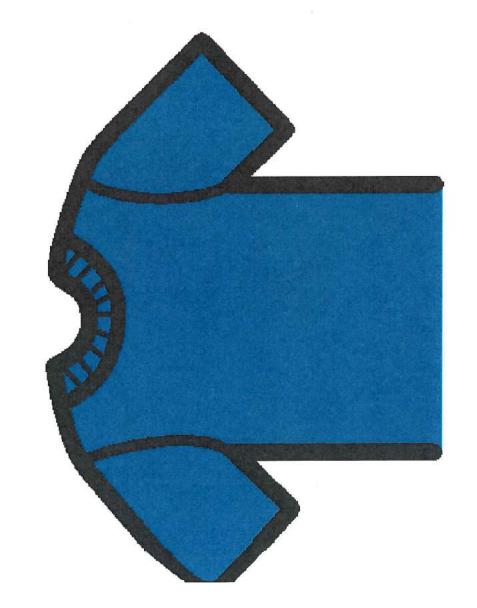
# <u>kayeepA-wshtn</u>



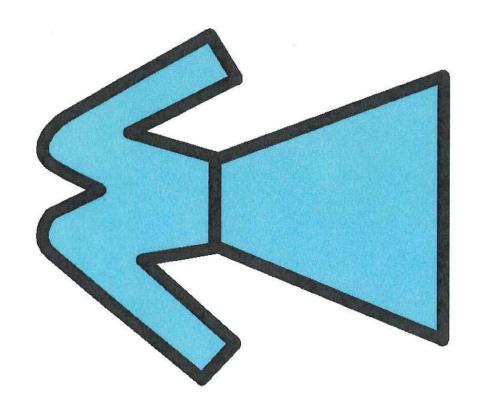
## shkEEyoosh



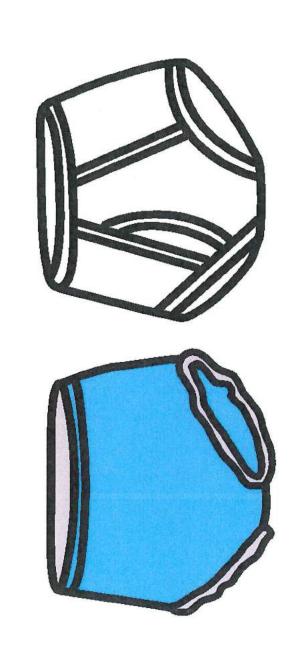
## nTLipEETSa



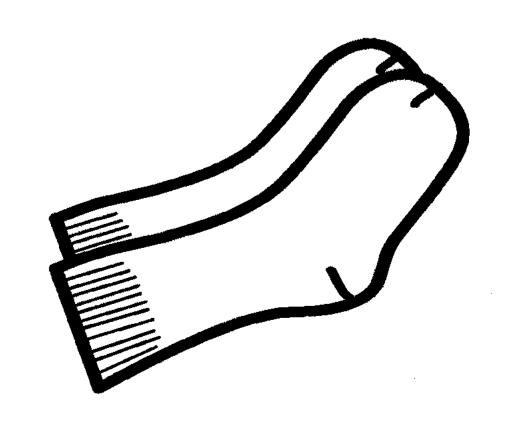
## Ihalhoowuh



# nTL.pAy00sh



# nTLzAhhadi-n



### nlha.kApmhh Language Program

Level:

Level One

Theme: Unit 1: Clothing IhewA-ysht

### Vocabulary

kapOO

coat

<u>k</u>emOOt

hat

shbAka.

gloves

shEElhTSoo.

shoes

kayeepA-wshtn

belt

### **Phrases**

- ha-n lha. kapOO Where is your coat?
- 2. IhOOmata Iha. kapOO Put on your coat.

### nlha.kApmhh Language Program

Program Level Theme Nursery Kindergarten

One Clothing

### Theme Information and Suggestions

The theme of clothing has been included because of the value of languages development taking place around the articles placed within the nursery kindergarten students' environment. At hand, are the objects students see and uses every day; coats, hats, gloves, and shoes, are introduced first because of the great opportunities for repeated practice using the vocabulary being ever present during the first weeks of school. Hearing the names of the articles, which the students will be putting on, and taking off within the school environment will allow the vocabulary to be used over and over. Sentences have been developed in which the students hear the core vocabulary in context of the language. Mastering these daily used articles, the next unit moves on to clothing, which is used in the personal dressing of each student

As stated above, there is ample opportunity for teachers, to use the vocabulary within the context of the classroom on a daily basis. As well, examples of specific vocabulary games can be used to reinforce the commitment of the words and sentences to long-term memory. These are included on the next page.

Any of the vocabulary in this theme and others, can be used in any kind of art or drama activity.

Displays of the vocabulary being used should be on the walls of the classroom available for students to view at any time in order to reinforce language memory. Displays can be organized according to themes.

### NAMES OF CLOTHING VOCABULARY GAMES

GAME 1:

**OBJECTIVE:** To Reinforce comprehension, memory and the language use of

the various names of clothing

**GRADE LEVEL:** Can be adapted from nursery kindergarten through to primary

and intermediate.

MATERIALS: Articles of clothing, hat, coat, shoes, gloves.

**GAME:** The language teacher tells one student to 'put on your

coat,' then, 'take off your coat,' that person has to tell the next student something like; 'take off your shoes,' then, 'put on your shoes, 'each person in a row takes a turn telling the next person a command to put on and take off

an article of clothing.

GAME 2:

**OBJECTIVE:** To reinforce comprehension, memory and the language use of

the various names of clothing.

**GRADE LEVEL:** Can be adapted from nursery kindergarten through to primary

and intermediate.

MATERIALS: Articles of clothing; hat, coat, shoes, and gloves.

**GAME:** The language teacher asks the students to sit in a circle.

The teacher tells a student to take off their coat, then another person tells them quickly to put on their coat. Whoever tells them first gets a point. The person with the

most points wins.

GAME 3:

OBJECTIVE:

To reinforce comprehension, memory and the language use of

the various names of clothing.

**GRADE LEVEL:** 

Can be adapted form nursery kindergarten through to primary

and intermediate.

MATERIALS:

Pictures or articles of clothing.

GAME:

The language teacher asks the students to sit in a circle. The teacher picks up an article of clothing and asks a student for its correct name. When the student has correctly answered, the student can pick up the next article of clothing or picture and ask another student for its correct name. This can be played until all

the students have a turn.

GAME 4:

**OBJECTIVE:** 

To reinforce comprehension, memory and the language use of

the various names of clothing.

**GRADE LEVEL:** 

Can be adapted form nursery kindergarten through to primary and

intermediate.

MATERIALS:

Pictures of clothing.

GAME:

The language teacher asks the students to take one of the pictures. They are reminded how to say their particular picture vocabulary, each student holds their card in front of them and holds it up for the others to see when the teacher calls it our. When the teacher has called our one student, that student may call out the name of a piece of clothing that is on another students picture. That student then identifies him/herself by holding up their card for the others to see. Then it is that persons turn to choose

another picture and son on.

### niha.kApmhh Language Program

Level:

Level One Clothing

Theme: Unit 2:

sh.eeshdk

Vocabulary

sh<u>k</u>EEyoosh

pants

nTLipEETSa.

shirt

lha lhOOwuh

dress underwear

nTL.pAyOOsh nTLzAhhadi-n

socks

**Phrases** 

1. ha-n lha. nTLipEETSa. Where is your shirt?

2. lhOOmata a. nTLipEETSa. Put on your shirt.

### nlha.kApmhh Language Program

Program Level

Nursery Kindergarten

Level Theme One Clothing

### Theme Information and Suggestions

The theme of clothing has been included because of the value of languages development taking place around the articles placed within the nursery kindergarten students' environment. At hand, are the objects students see and uses every day; coats, hats, gloves, and shoes, are introduced first because of the great opportunities for repeated practice using the vocabulary being ever present during the first weeks of school. Hearing the names of the articles, which the students will be putting on, and taking off within the school environment will allow the vocabulary to be used over and over. Sentences have been developed in which the students hear the core vocabulary in context of the language. Mastering these daily used articles, the next unit moves on to clothing, which is used in the personal dressing of each student

As stated above, there is ample opportunity for teachers, to use the vocabulary within the context of the classroom on a daily basis. As well, examples of specific vocabulary games can be used to reinforce the commitment of the words and sentences to long-term memory. These are included on the next page.

Any of the vocabulary in this theme and others, can be used in any kind of art or drama activity.

Displays of the vocabulary being used should be on the walls of the classroom available for students to view at any time in order to reinforce language memory. Displays can be organized according to themes.

### NAMES OF CLOTHING VOCABULARY GAMES

GAME 1:

OBJECTIVE:

To Reinforce comprehension, memory and the language use of

the various names of clothing

GRADE LEVEL:

Can be adapted from nursery kindergarten through to primary

and intermediate.

**MATERIALS:** 

Articles of clothing, hat, coat, shoes, gloves.

GAME:

The language teacher tells one student to 'put on your coat,' then, 'take off your coat,' that person has to tell the next student something like; 'take off your shoes,' then, 'put on your shoes, 'each person in a row takes a turn telling the next person a command to put on and take off

an article of clothing.

GAME 2:

**OBJECTIVE:** 

To reinforce comprehension, memory and the language use of

the various names of clothing.

**GRADE LEVEL:** 

Can be adapted from nursery kindergarten through to primary

and intermediate.

**MATERIALS:** 

Articles of clothing; hat, coat, shoes, and gloves.

GAME:

The language teacher asks the students to sit in a circle. The teacher tells a student to take off their coat, then another person tells them quickly to put on their coat. Whoever tells them first gets a point. The person with the

most points wins.

GAME 3:

**OBJECTIVE:** 

To reinforce comprehension, memory and the language use of

the various names of clothing.

**GRADE LEVEL:** 

Can be adapted form nursery kindergarten through to primary

and intermediate.

**MATERIALS:** 

Pictures or articles of clothing.

GAME:

The language teacher asks the students to sit in a circle. The teacher picks up an article of clothing and asks a student for its correct name. When the student has correctly answered, the student can pick up the next article of clothing or picture and ask another student for its correct name. This can be played until all

the students have a turn.

GAME 4:

**OBJECTIVE:** 

To reinforce comprehension, memory and the language use of

the various names of clothing.

**GRADE LEVEL:** 

Can be adapted form nursery kindergarten through to primary and

intermediate.

**MATERIALS:** 

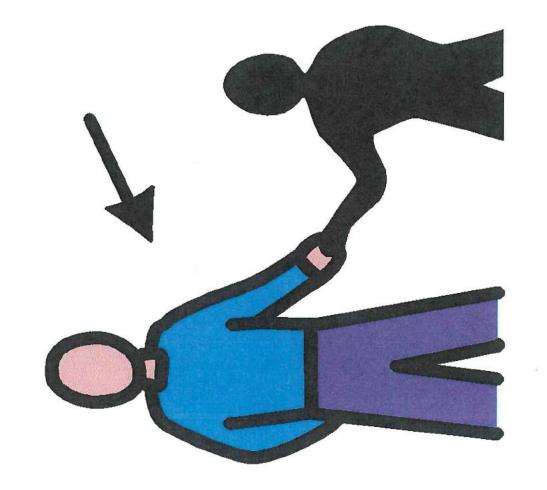
Pictures of clothing.

GAME:

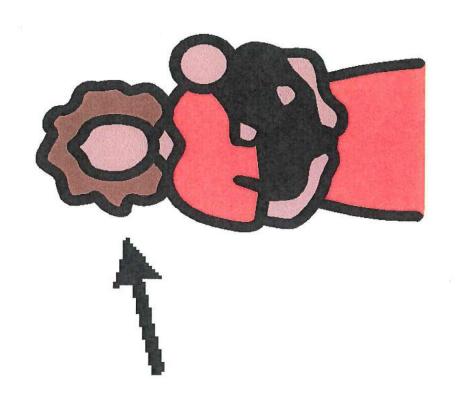
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### shkechzA



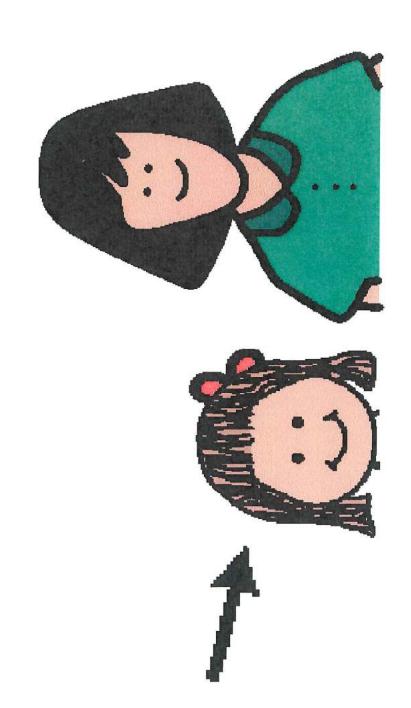
## shKEEhhza



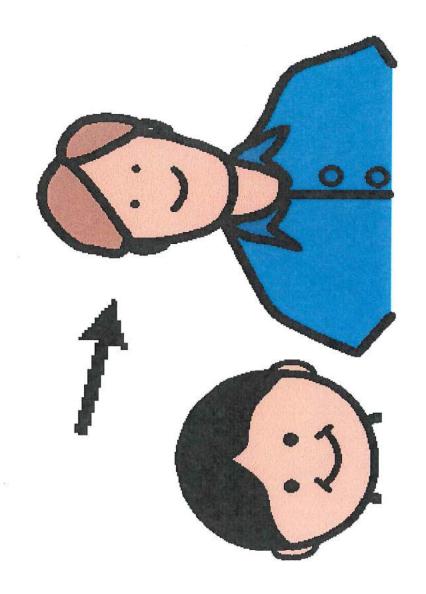
### keehh



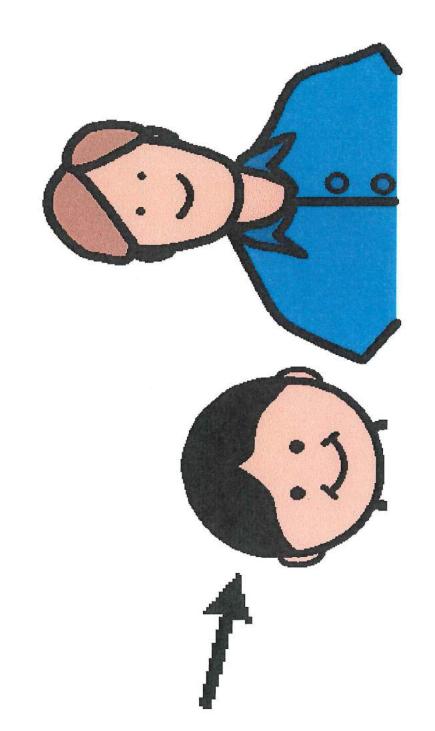
### chAcha.



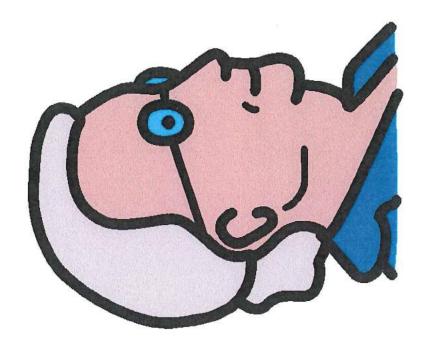
### Kachk



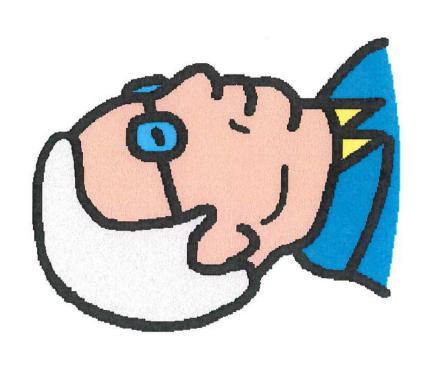
# shEEnchee.

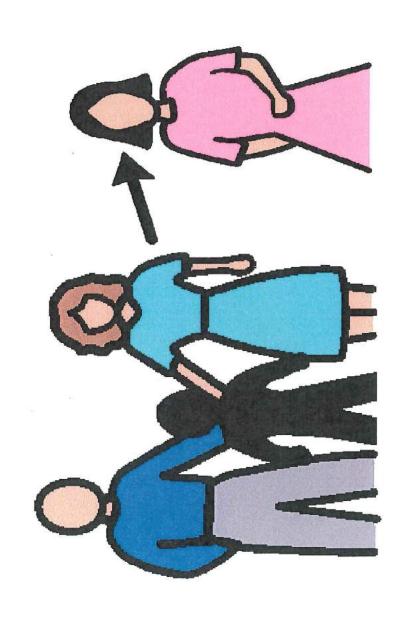


kezA

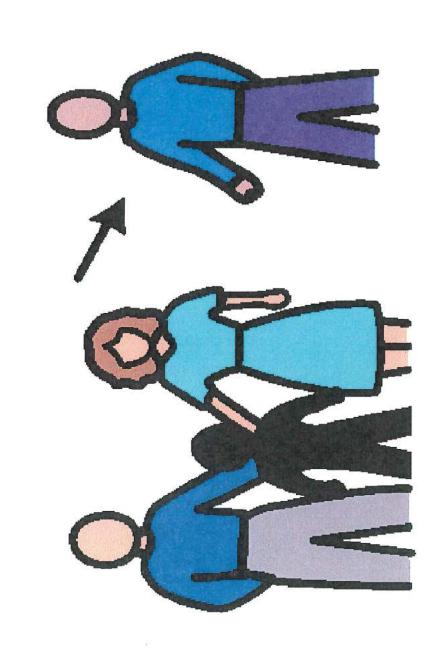


### shbApeza.





## shEEshka.



# shnooqua.



# an000pee.



### niha.kApmhh Language Program

Level:

Level One

Theme: Unit 1:

Family IhewA-ysht

### Vocabulary

sh<u>k</u>echzA.

father

shKEEhhza.

mother

keehh

older sister

chAcha.

younger sister

kachk shEEnchee. older brother

younger brother

### **Phrases**

- 1. shwat ka. shKEEhhza. Who's your mother?
- 2. ha-nlha. ka. shkechzA. Where is your father?
- woolhOO.a Over there.
- 4. n.Aya Here.
- 5. n.Aya nan cheetwuh Here at my house.

### niha.kApmhh Language Program

Program Level Theme Nursery Kindergarten

One Family

### Theme Information and Suggestions

The theme of family plays a significant part in any nursery kindergarten program. It is especially important within the culture of the nlha.kApmhh community. Unit 1 starts with immediate family members; father, mother, older sister, younger sister, older brother, and younger brother. The nlha.kApmhh language distinguishes between younger and older siblings for cultural reasons. Traditionally, cultural values were placed upon positions within the family, and therefore, different vocabulary is assigned to those family positions. The family position can be discussed within a cultural context with older students. For the purposes of the nursery kindergarten aged student, the vocabulary is simply presented and is meant to be applied to the students' immediate environment. Unit 2 continues along family lines which are not as immediate to the student, but who are culturally very significant people in most community members' lives; grandmother, grandfather, auntie, uncle, and friend. Unit 3 introduces vocabulary for the chief so that the nursery kindergarten students can begin to reflect on the concept of chief as head of the nlha.kApmhh community 'family'. This is intended to extend the students world beyond, self, family, and into the notion of community.

There are many teaching suggestions, which accompany the core curriculum for nursery kindergarten on the family. Therefore the vocabulary and sample sentences can be used to coincide with any discussions and activities the nursery kindergarten teacher is conducting with the students. For example, at the beginning of the school year, the nursery kindergarten curriculum begins with self, and extends outward to family members immediately surrounding the student, visual displays can be created during the first weeks of school using students' photos of family members surrounding photos of themselves at the centre of each. As they are created, the nlha.kApmhh vocabulary can be used in place of or along with the English vocabulary for naming the family positions. The unit questions and sentences accompanying the vocabulary can provide meaningful social interactions and conversation about family to take place within the classroom while creating the posters.

Another example is for the teacher to create 'centres' in the classroom, one of which could be the 'house'. Within the centre, students can be 'acting out their self assigned roles as family members during imaginative play periods. The teacher can coach the students to use the appropriate family names as the play.

Another highly interactive activity to engage nursery kindergarten students in is the use of puppets to tell stories with. The puppets could be different family members, and as the 'talk' to each other acting out the story, the characters could be calling each other by the nlha.kApmhh language words for family members. This is an excellent way to reinforce the language as it is contextually used and not merely heard as isolated words. Puppets can be used again and again throughout all of the units as they can take on different roles at any time, eg. The hunter in a story about sasquatch, the two boys in the story, the right road, or any other native stories and legends. Puppets can also be imaginative play periods. Soon, they will be using names for the

different family members themselves as they make up their own stories.

Picture cards of family members can be created by the teacher and as the teacher holds up the cards, or as the students later handle the cards themselves, games can be played where the names of family members are called out as each picture is shown to the students.

A creative 'writing' session with nursery kindergarten students can be conducted where the teacher and students gather together to create their own story about the family members. The teacher, with the help of students, can draw the 'actions' of the story, as would be seen in a cartoon strip. To do this, a piece of cardboard is sectioned into different squares and the main actions of the story plot are drawn from beginning to end in each of the squares. The 'story' poster can be brought out repeatedly to discuss what is happening in each square of the story. As the story is discussed, more of the nlha.kApmhh language vocabulary is applied as they learn more. Kindergarten students are able to review previously learned vocabulary as they retell and discuss a story poster throughout the school year. As the year progresses, so do the number of story boards co-created by the class, each to be brought our and retold whenever it is possible. This is an ideal way for student not only to review previously learned language, but to also learn how to integrate new vocabulary. As well, the students take great 'ownership' and pride and the interest in the stories because they are co-creators of the stories. This activity comes highly recommended as a very effective tool in language development for any age level, old or young.

Any of the vocabulary in this theme and others, can be used in place of English words in nursery rhymes, singing, or story telling activities. Many stories about animals, for example, can make use of family names, and the characters can address each other by nlha.kApmhh family member names in place of animals' names.

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### nlha.kApmhh Language Program \*

Level:

Level One

Theme:

Family

Unit 2:

sh.eeshdk

### Vocabulary

kezA.

grandmother

shbApeza.

grandfather

shQUooz

aunt

shEEshka.

uncle

shnOO<u>QU</u>a.

friend

### **Phrases**

shwat ka. kezA.
 Who's your grandmother?

2. ha-nlha ka. shbApeza. Where is your grandfather?

### nlha.kApmhh Language Program

Program Level Theme Nursery Kindergarten

One Family

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### nlha.kApmhh Language Program

Level:

Level One

Theme:

Family

Unit 3:

nwuhoo-yt

Vocabulary

<u>qu</u>OO<u>qu</u>bee.

chief

**Phrases** 

- 1. shwat ka. <u>qu</u>OO<u>qu</u>bee. Who's your chief?
- 2. ha-nlha. ka. <u>qu</u>OO<u>qu</u>bee. Where is your chief?

### nlha.kApmhh Language Program

Program Level **Nursery Kindergarten** 

Level Theme

One Family

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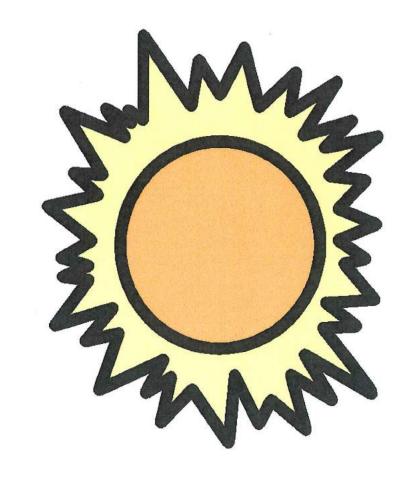
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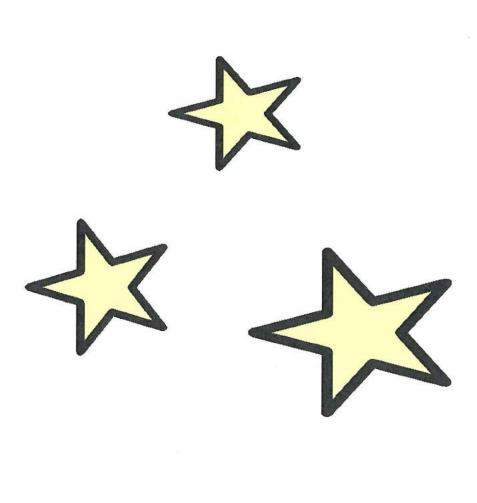
# shQUAQUash



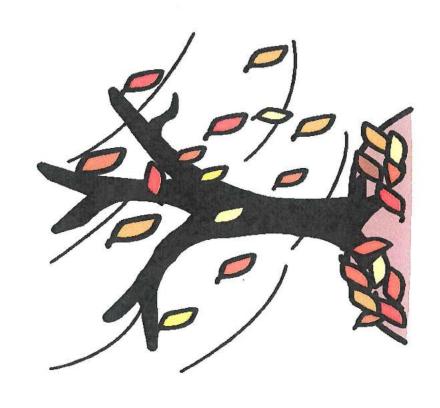
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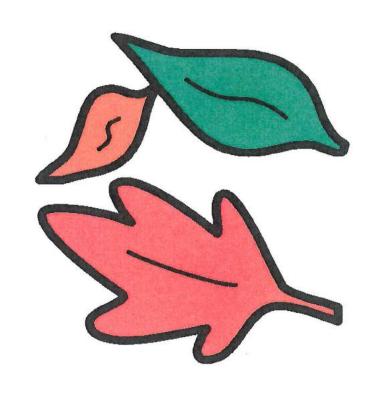
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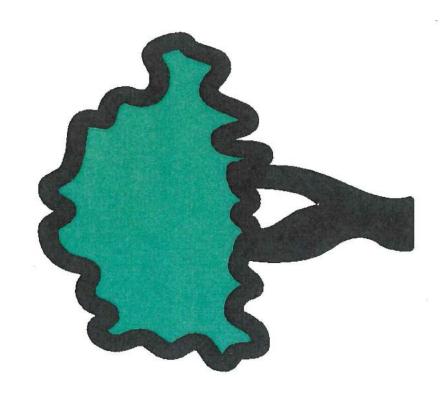
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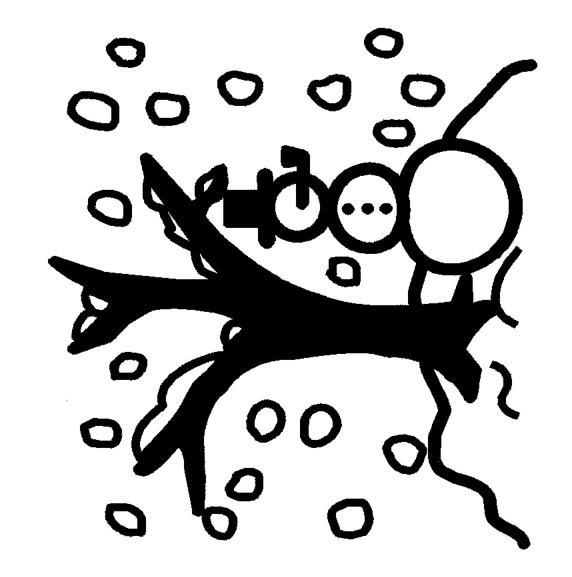
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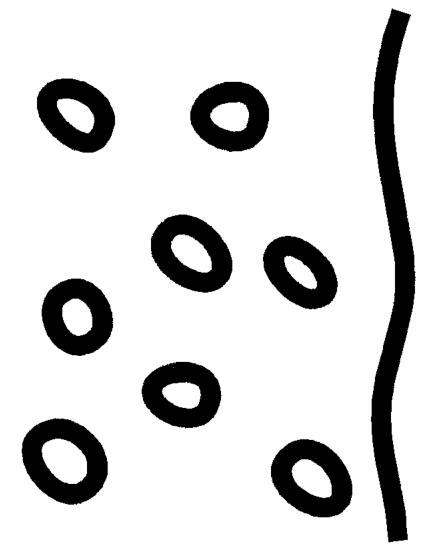
### sheyg. Ap



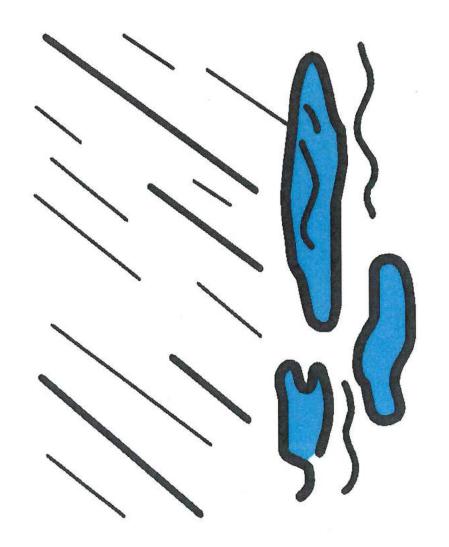
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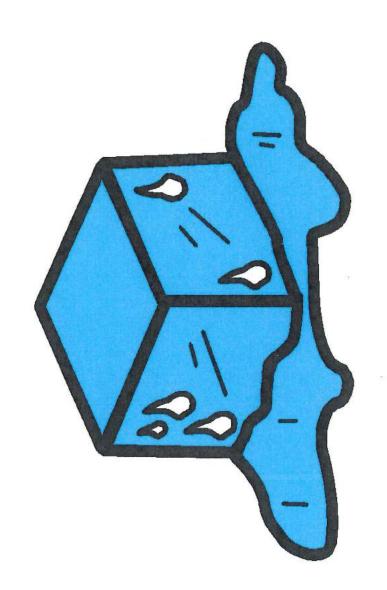
## shwuhoowuht



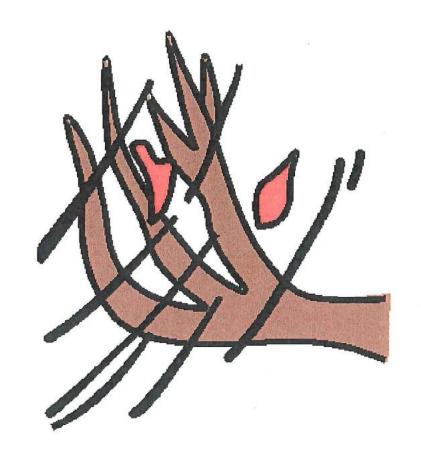
### taklh



## nba-woa



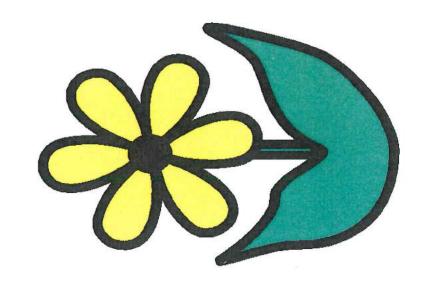
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## nwuh00-yt



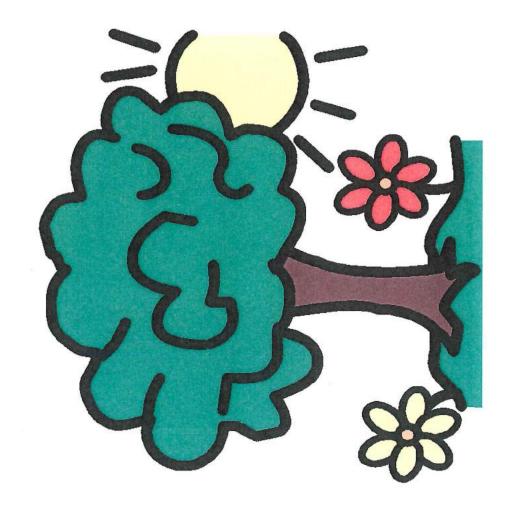
## shbAKem



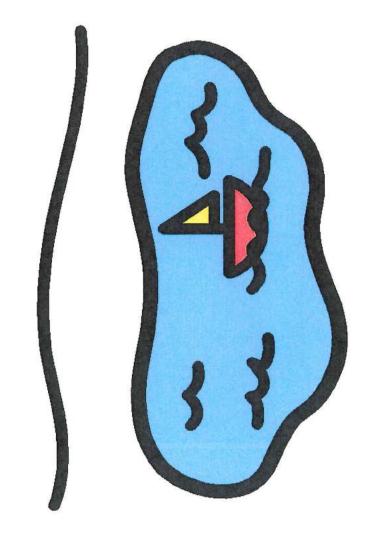
## shyAKem



## demlheek



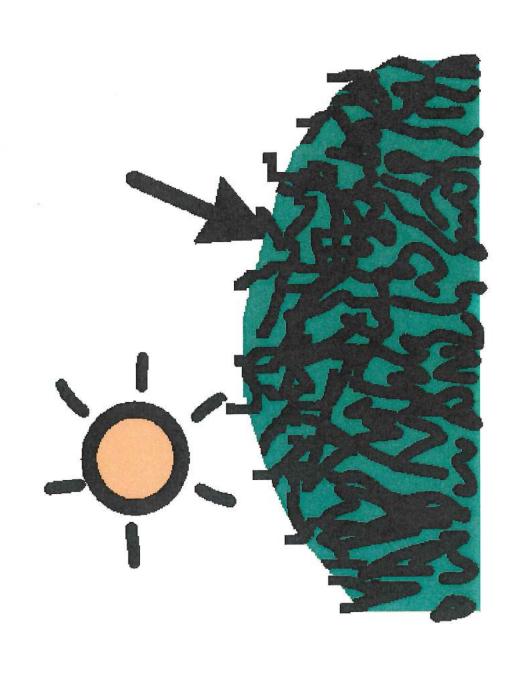
### Oshquoo palhO



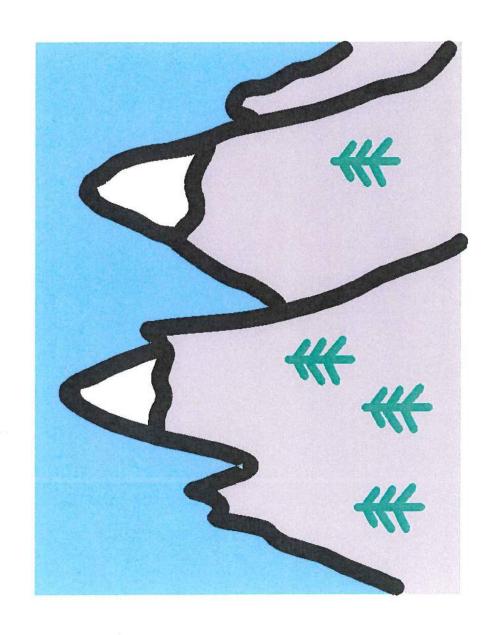
## shchoowa-wuh



# shquoomwuhoosh



## shquoom



### niha.kApmhh Language Program

Level:

Level One

Theme:

Nature

Unit 1:

IhewA-ysht

### Vocabulary

shQUAQUash

sun

mA<u>ah</u>hhadn

moon

nquaquOOsh-n

stars

lhewA-ysht

fall

pechEklh

leaves

sheyg.Ap

tree (any)

### **Phrases**

- 1. wEEkna a shQUAQUash I see the sun.
- 2. wEEktwuh-n ih shQUAQUash Do you see the sun?
- yee.A a-n nQUantnsh a mAahhhadn The moon looks really good.
- ch.ash tA.a a lhewA-ysht Fall is coming.
- 5. a TLoo. hhA.a ash lhewA-ysht It's becoming fall.
- zaTLt a pechEklh The leaves are falling.

### niha.kApmhh Language Program

Program Level Theme **Nursery Kindergarten** 

One Nature

### Theme Information and Suggestions

Nature, its elements, and its weather patterns are included in this theme. The first unit starts with students identifying the familiar friends in the sky; sun, moon, and the stars. Because the school year begins with fall, vocabulary has been chosen to accompany this season. In unit 2, the elements and characteristics of winter are found, and in Unit 3, those that are familiar to spring and summer are included.

As a kindergarten teacher begins to review the seasons, and months of the year with the students, the nlha.kApmhh language words can easily be supplied to help identify the weather and names of the season.

The sun, moon, and stars are included in many native stories, which could be shared with the children, and during these times of story telling, the names could be substituted with the nlha.kApmhh language names.

There are accompanying visual aids to this theme, which can be used, which reflect the vocabulary of each unit. Repetition of course is essential to mastering language and the idea that the students need to hear the language repeated over and over. A teacher can easily review the nature vocabulary a few times a week by using these visual aids.

Any variety of memory and rhyming games can be created to assist in making the repetition fun and interesting for students. Some ideas for games are included in the curriculum. In addition, whenever possible, the teacher can substitute the English words for the seasons throughout the course of a regular day as nature is discussed on walks or in class.

The teacher can use the vocabulary in the context of the sentences provided. For example, as the leaves are falling, it is good opportunity for the teacher to draw the students' attention to them and repeat the sentences provided in unit 1. Similarly, as it begins to rain or snow, the teacher can provide the students with the opportunity to hear how this is expressed in the nlha.kApmhh language as many times over as is possible.

There are many art activities, which accompany the seasons, and language opportunities arise while the students are colouring, painting, and creating. While doing this, the teacher can reinforce the different nature vocabulary. As stated previously, the objective is to integrate the core vocabulary of this curriculum into the regular curriculum as much as possible to encourage long-term memory and usage.

Displays of the vocabulary being taught should be available on the walls of the classroom for students to view at any time in order to reinforce language memory.

### Nature Vocabulary Games

Game 1:

To reinforce comprehension, memory and language use of the

various nature words

**Grade Level:** 

can be adapted from nursery kindergarten throughout primary and

intermediate.

Materials:

pictures of nature vocabulary.

Game

The teacher spreads out pictures of nature on the floor, and when asked the students go get one picture and say its name. If they forget its name, they have to ask another student for the name. They have to keep asking until they are successful in getting the

name.

For grade 3 and up, the students can also be asked to use the

animal names in a sentence about their animal.

This game can be used with any of the other vocabulary objects,

eg; clothing, foods, numbers, etc.

Game 2:

to reinforce comprehension, memory and language use of the

various nature words.

Grade Level:

can be adapted from nursery kindergarten through to primary and

intermediate

Materials:

picture cards of nature words. Rolled up newspaper.

Game:

students stand in a circle facing each other. The teacher assigns one nature word per student who each holds their card in front of them. One student stands in the middle with the wand of rolled up newspaper. To start, the language teacher calls the name of one of the nature words. The person who has been assigned that word has to call the name of another nature word in the circle before getting hit by the person in the middle. The person in the middle is constantly looking at the picture cards as names are being called out trying to remember which name belongs with which nature words in order to tap them on the head. The students holding the cards have to remember the other nature words in order not to get hit. When a person gets tapped on the head because they couldn't think of another nature word fast enough, he/she has to switch with the tapper and become the

new person in the middle.

### niha.kApmhh Language Program

Level:

Level One

Theme:

Nature

Unit 2:

sh.eeshdk

### Vocabulary

sh.EEshdk

winter

shwuhoowuht taklh snow

nba-<u>woa</u>

rain

shna-wt

ice wind

### **Phrases**

- wEEkna a shwuhoowuht I see the snow.
- 2. wEEktwuh-n a shwuhoowuht Do you see the snow?
- 3. a TLoo. hhA.a ash sh.EEshdksh Winter is coming.
- 4. takih nooqu It's raining
- 5. na-wt nooqu It's windy
- 6. na-m tek na-wt It's windy
- 7. TLee.EEQU It stopped (raining or snowing)
- 8. tooqupAksht It stopped blowing

### nlha.kApmhh Länguage Program

Program Level

Nursery Kindergarten

One Theme Nature

### Theme Information and Suggestions

Nature, its elements, and its weather patterns are included in this theme. The first unit starts with students identifying the familiar friends in the sky; sun, moon, and the stars. Because the school year begins with fall, vocabulary has been chosen to accompany this season. In unit 2, the elements and characteristics of winter are found, and in Unit those that are familiar to spring and summer are included.

As a kindergarten teacher begins to review the seasons, and months of the year with the students, the niha.kApmhh language words can easily be supplied to help identify the weather and names of the season.

The sun, moon, and stars are included in many native stories, which could b shared with the children, and during these times of story telling, the names could be substituted with the nlha.kApmhh language names.

There are accompanying visual aids to this theme, which can be used, which reflect the vocabulary of each unit. Repetition of course is essential to mastering language and the idea that the students need to hear the language repeated over and over. A teacher can easily review the nature vocabulary a few times a week by using these visual aids.

Any variety of memory and rhyming games can be created to assist in making the repetition fun and interesting for students. Some ideas for games are included in the curriculum. In addition, whenever possible, the teacher can substitute the English words for the seasons throughout the course of a regular day as nature is discussed on walks or in class.

The teacher can use the vocabulary in the context of the sentences provided. For example, as the leaves are falling, it is good opportunity for the teacher to draw the students' attention to them and repeat the sentences provided in unit 1. Similarly, as it begins to rain or snow, the teacher can provide the students with the opportunity to hear how this is expressed in the nlha.kApmhh language as many times over as is possible.

There are many art activities, which accompany the seasons, and language opportunities arise while the students are colouring, painting, and creating. While doing this, the teacher can reinforce the different nature vocabulary. As stated previously, the objective is to integrate the core vocabulary of this curriculum into the regular curriculum as much as possible to encourage long-term memory and usage.

Displays of the vocabulary being taught should be available on the walls of the classroom for students to view at any time in order to reinforce language memory.

### Nature Vocabulary Games

Game 1:

To reinforce comprehension, memory and language use of the

various nature words

**Grade Level:** 

can be adapted from nursery kindergarten throughout primary and

intermediate.

Materials:

pictures of nature vocabulary.

Game

The teacher spreads out pictures of nature on the floor, and when asked the students go get one picture and say its name. If they forget its name, they have to ask another student for the name. They have to keep asking until they are successful in getting the

name.

For grade 3 and up, the students can also be asked to use the

animal names in a sentence about their animal.

This game can be used with any of the other vocabulary objects.

eg; clothing, foods, numbers, etc.

Game 2:

to reinforce comprehension, memory and language use of the

various nature words.

Grade Level:

can be adapted from nursery kindergarten through to primary and

intermediate

Materials:

picture cards of nature words. Rolled up newspaper.

Game:

students stand in a circle facing each other. The teacher assigns one nature word per student who each holds their card in front of them. One student stands in the middle with the wand of rolled up newspaper. To start, the language teacher calls the name of one of the nature words. The person who has been assigned that word has to call the name of another nature word in the circle before getting hit by the person in the middle. The person in the middle is constantly looking at the picture cards as names are being called out trying to remember which name belongs with which nature words in order to tap them on the head. The students holding the cards have to remember the other nature words in order not to get hit. When a person gets tapped on the head because they couldn't think of another nature word fast enough, he/she has to switch with the tapper and become the new person in the middle.

### niha.kApmhh Language Program

Level:

Level One

Theme: Unit 3: Nature nwuhoo-yt

### Vocabulary

nwuhoo-yt

spring

shbA<u>K</u>em

flower

shyA<u>K</u>em

hay

demlhEEk palhOOshquoo summer

palhOOshquoo shchoowA-wuh lake

shquoomwuhOOsh

creek hill

sh<u>qu</u>oom

mountain

### **Phrases**

- 1. wEEkna a shbAKem I see the flowers.
- 2. wEEkt-wuh-n a shbAKem Do you see the flowers?
- TSee ta yee. A a shyAKem The hay looks really good.
- 4. ch.ash tA.a a nwuhoo-yt Spring is coming.
- 5. a TLoo. hhA.a ash nwuhoo-yt sh Spring is coming soon.
- 6. TLaKt a <u>qu</u>oo.OOy
  The river is rising.

### nlha.kApmhh Language Program

Program Level Theme **Nursery Kindergarten** 

One Nature

### Theme Information and Suggestions

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There are accompanying visual aids to this theme, which can be used, which reflect the vocabulary of each unit. Repetition of course is essential to mastering language and the idea that the students need to hear the language repeated over and over. A teacher can easily review the nature vocabulary a few times a week by using these visual aids.

Any variety of memory and rhyming games can be created to assist in making the repetition fun and interesting for students. Some ideas for games are included in the curriculum. In addition, whenever possible, the teacher can substitute the English words for the seasons throughout the course of a regular day as nature is discussed on walks or in class.

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eg; clothing, foods, numbers, etc.

Game 2:

to reinforce comprehension, memory and language use of the

various nature words.

Grade Level:

can be adapted from nursery kindergarten through to primary and

intermediate

Materials:

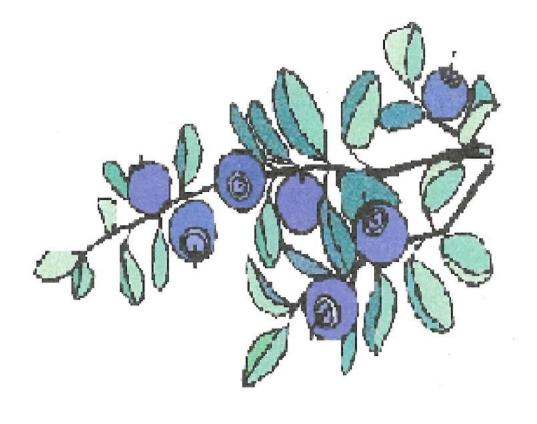
picture cards of nature words. Rolled up newspaper.

Game:

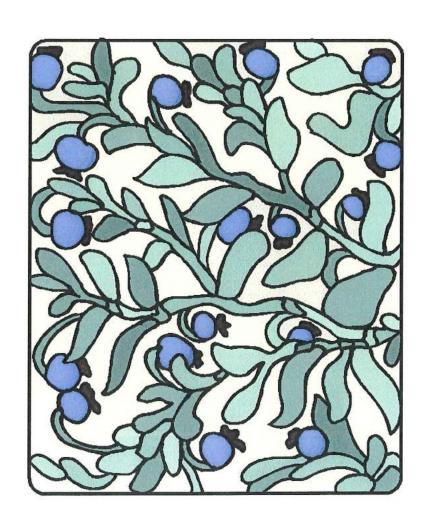
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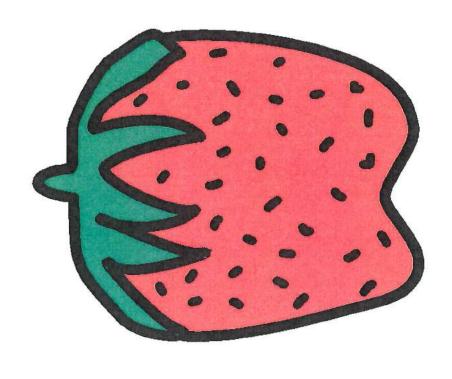
## **TSaITSAla**



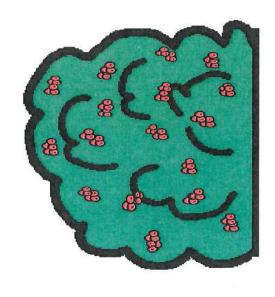
## shchaqum



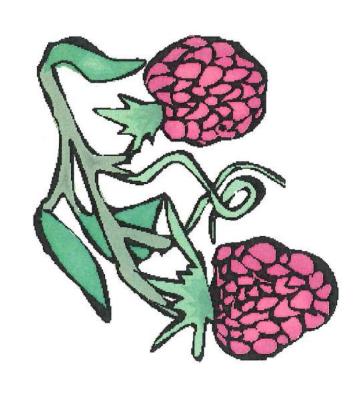
### Jee-yap sh<u>QUaQ</u>



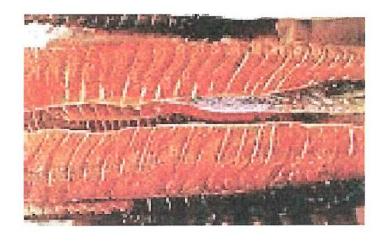
### Oshem 8hwuh0



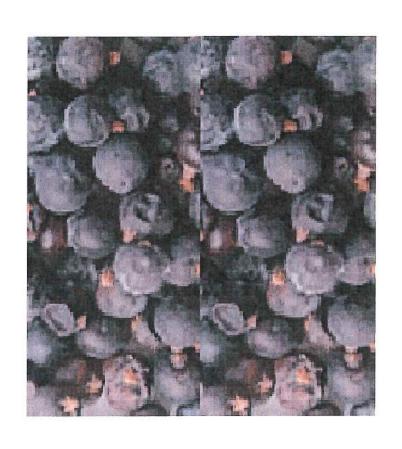
## sh.A-yachgu



## shTSwan



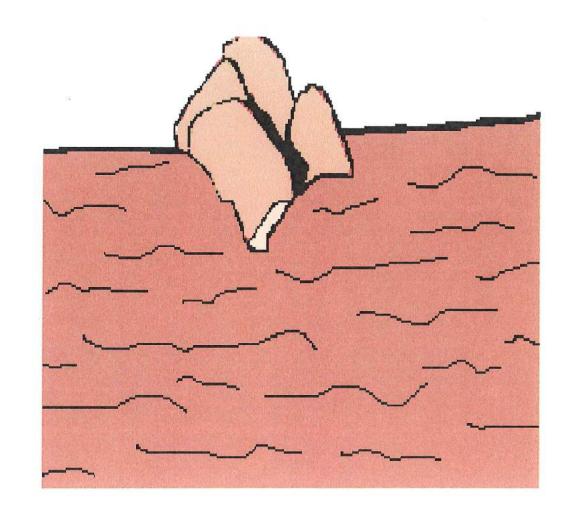
# Kahh tek shchaqum



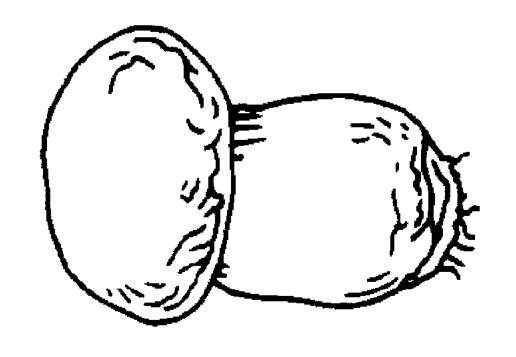
# Kahh tek shmeeych



## Ke-mAshayQU



## Ke-mAsh



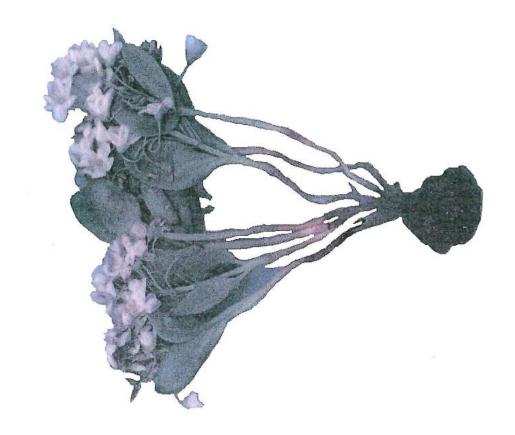
## TSawAta.



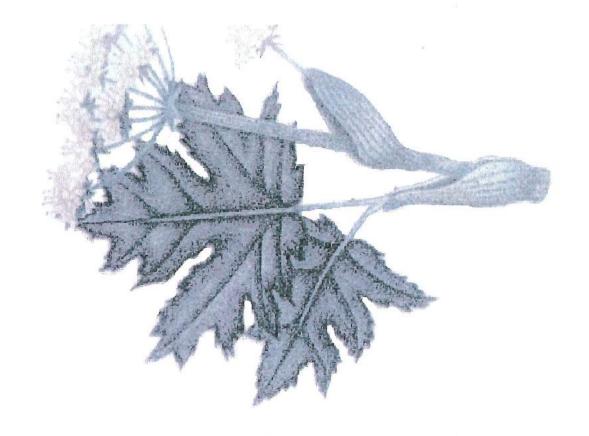
## showuh-m



## tat00we-n



## hAquoo.



Level:

Level One Wild Foods

Theme: Unit 1:

IhewA-ysht

### Vocabulary

TSalTSAla shchagum huckleberry saskatoon berry

sh<u>QU</u>a<u>QU</u>ee-yAp

strawberry soapberry

sh<u>wuh</u>OOshem sh.A-yachgu

raspberry

### **Phrases**

- hAchoo nash QUee-yA-wim tek TSalTSAla Let's go (just two) pick some huckleberries.
- 2. hAchooza na-yeet QUee-yA-wim tek TSalTSAla Let's go (a bunch) pick some huckleberries.
- 3. na.A awsh choowOO a TSalTSAla Huckleberries grow there.
- 4. hAchooza nash wuhee.im tek TSalTSAla Let's go looking for some huckleberries.
- 5. nchEE.a a wEEkim kn ta TSalTSAla I saw some huckleberries there.
- wuhee.kt pA-yim tek TSalTSAla We're going to dry some huckleberries.

Program Level

**Nursery Kindergarten** 

One

Theme Wild Foods

### Theme Information and Suggestions

The wild foods theme is a central theme to the whole of the nursery kindergarten native language curriculum. At certain times of the year, field trips are conducted to gather and to observe the wild foods that were indigenous to the nlha.kApmhh people growing in the surrounding natural habitat. In unit 1, fall berries are included such as huckleberries, saskatoons, strawberries, soapberries, and raspberries. Unit 2, winter, discusses indigenous foods eaten during winter such as dried fish, meat and berries, as well as dried mushrooms and tea. Unit 3, spring/summer, includes wild foods that can be observed by the students growing as they take their field trips; wild celery, sunflowers, wild potatoes, sap, and cows parsnip. The text by Nancy Turner, ET AL, Thompson ethno botany; knowledge and usage of plants by the nlha.kApmhh people of British Columbia, is an excellent resource for the classroom and native languages teachers, for it contains much information about plants indigenous to the nlha.kApmhh people

The wild foods theme and its vocabulary and sentences all relate to picking and gathering the foods. The sentences are meant to assist the teacher as he/she walks the students through the steps of first deciding to pick the foods, to seeing where they grow (identifying the species) and to the process of drying the foods or preparing them in some traditional way. Specific field trips and related activities have been included in this curriculum which can be cross referenced to support this theme, such as; outdoor activities, projects, drying fish, and field trips, salmon run, berries, plants.

The teacher can make much use of these foods as part of the nursery kindergarten curriculum, for the students can bring back the foods from their field trips, and follow up at the school with lessons and experiences on how to prepare them for winter, or in some other way favourite to the nlha.kApmhh people. For instance, berries can be picked, dried, eaten with ice cream, baked into pies, made into jellies and preserves, canned and even made into ice cream (soapberries). The concepts of sharing foods and inviting guests to eat together in feast or simply inviting parents to 'tea' can be fun for this age group.

In every activity conducted with these foods, nlha.kApmhh names and language can be used which will provide a context for students to relate the actual foods to the language being spoken. Again, repetition is important for students to be able to store the language into long-term memory. As much physical activity and experiences relating to the vocabulary will assist in the process of storing the vocabulary to long-term memory.

Visual aids have been provided to accompany the vocabulary used in these themes. The teacher can use these aids to reinforce the learning of wild foods, vocabulary and sentences.

Displays of the vocabulary being taught should be available on the walls of the classroom for students to view at any time in order to reinforce language memory.

Level:

Level One Wild Foods

Theme: Unit 2:

sh.eeshdk

### Vocabulary

shTSwan Kahh tek shchagum Kahh tek shmeeych dried salmon dried saskatoon dried meat

<u>K</u>e-mAshay<u>QU</u>

cottonwood mushrooms

Ke-mAsh

pine mushrooms

### **Phrases**

- 1. wuhee. kn kahh lh TSee. I'm going to dry meat.
- hAchoo nayeet <u>Ke-mAshm</u>
   Let's go gather pine mushrooms.
- nA.a awsh choowoo a <u>Ke-mAshayQU</u> Cottonwood mushrooms grow there.
- hAchoo nash wuhee.m tek <u>ke-mAshayQU</u>
   Let's go looking for some cottonwood mushrooms.
- 5. wEEkim kn ta <u>Ke-mAshm</u> I saw some pine mushrooms.
- wuhee.kt pA-yim tek shchagum We're going to dry some saskatoons.
- 7. meshtAhhchima tan shTSwan Try my dried salmon.
- 8. wuhee. nAshna an shkeeyAydn wa nTSwantn I'm going to carry my fish to the cellar.
- QUOOyemna nooqu a shTSwan I'm hungry for some dried salmon.

Program Level

**Nursery Kindergarten** 

One

Theme Wild Foods

### Theme Information and Suggestions

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The wild foods theme and its vocabulary and sentences all relate to picking and gathering the foods. The sentences are meant to assist the teacher as he/she walks the students through the steps of first deciding to pick the foods, to seeing where they grow (identifying the species) and to the process of drying the foods or preparing them in some traditional way. Specific field trips and related activities have been included in this curriculum which can be cross referenced to support this theme, such as; outdoor activities, projects, drying fish, and field trips, salmon run, berries, plants.

The teacher can make much use of these foods as part of the nursery kindergarten curriculum, for the students can bring back the foods from their field trips, and follow up at the school with lessons and experiences on how to prepare them for winter, or in some other way favourite to the nlha.kApmhh people. For instance, berries can be picked, dried, eaten with ice cream, baked into pies, made into jellies and preserves, canned and even made into ice cream (soapberries). The concepts of sharing foods and inviting guests to eat together in feast or simply inviting parents to 'tea' can be fun for this age group.

In every activity conducted with these foods, nlha.kApmhh names and language can be used which will provide a context for students to relate the actual foods to the language being spoken. Again, repetition is important for students to be able to store the language into long-term memory. As much physical activity and experiences relating to the vocabulary will assist in the process of storing the vocabulary to long-term memory.

Visual aids have been provided to accompany the vocabulary used in these themes. The teacher can use these aids to reinforce the learning of wild foods, vocabulary and sentences.

Displays of the vocabulary being taught should be available on the walls of the classroom for students to view at any time in order to reinforce language memory.

Level: Theme: Level One

Unit 3:

Wild Foods nwuhoo-yt

### Vocabulary

TSawAta.

wild celery

sho<u>wuh</u>-m

sunflowers

tatOOwe-n

wild potatoes

ndoo.

sap

hAquoo.

cow parsnips

### **Phrases**

- nA.a awsh choowOO a tatOOwe-n Wild potatoes grow there.
- 2. hAchoo nash wuhEE.im tek tatOOwe-n Let's go looking for some wild potatoes.
- weekim kn ta tatOOwe-n I saw some wild potatoes.
- 4. hAchoo nash quanAm tek ndoo. Let's go get some sap.
- 5. QUOOyemna nooqu k tatOOwe-n I'm hungry for some wild potatoes.

Program Level **Nursery Kindergarten** 

One

Theme Wild Foods

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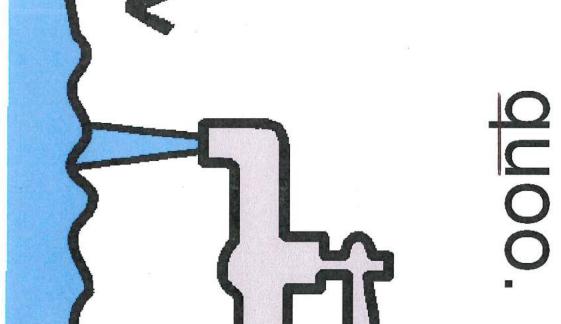
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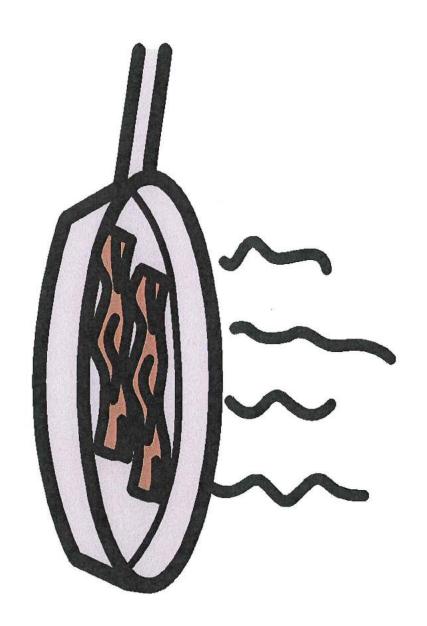
In every activity conducted with these foods, nlha.kApmhh names and language can be used which will provide a context for students to relate the actual foods to the language being spoken. Again, repetition is important for students to be able to store the language into long-term memory. As much physical activity and experiences relating to the vocabulary will assist in the process of storing the vocabulary to long-term memory.

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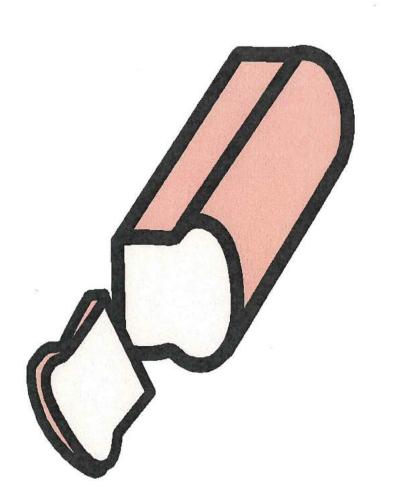
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# ha. OOsha.



### KEhhim



### ShaplEE

Level: Level One Theme: Known Foods

Unit 1: IhewA-ysht

### Vocabulary

quoo.waterha.OOsha.eggsKEhhimto fryshapIEEIbread

### **Phrases**

- quAhhchima tek <u>qu</u>oo. n<u>hh</u>A-wem kn Get me some water, I'm thirsty.
- shda. ka.sh shTLAKeeya What do you have for lunch?
- 3. shda. ka.sh chahaknma tek shTLAkee-ya. What are you packing for lunch?
- 4. n<u>wuh</u>Olh<u>gu</u>mhha tek ha.OOsha. Boil some eggs.
- 5. <u>KEhh</u>im ha tek ha.OOsha. Fry some eggs.
- 6. mOguata a ha.OOsha. Collect the eggs.
- 7. <u>KEhh</u>im a tek shaplEEI tayt kn nooqu Fry some bread (I'm hungry).

Program

**Nursery Kindergarten** 

Level

One

Theme

**Known Foods** 

### Theme Information and Suggestions

The vocabulary and sentences for the theme, known foods, were kept very simple for this age group. nlha.kApmhh language program focuses mainly on wild or indigenous foods as seen in the previous theme, wild foods, because of the cultural component taught in partnership with eh native language program. These particular known foods were chosen because of their ease of pronunciation given the nursery kindergarten student age group. Water, eggs and fry bread are well known foods to these students; a favourite sentence among students, "what do you have for lunch?" has been chosen to teach because of its ability to be used everyday in the classroom.

The nursery kindergarten teacher can easily make a cooking lesson using the vocabulary for fry bread and eggs. Every student will enjoy a delicious piece of bannock with jam and butter. Often these are served at school functions, parent teacher meetings, and as fundraisers for classroom activities. Even nursery kindergarten students can enjoy a lesson on how to make these foods. Eggs can be boiled and made into nutritious sandwiches, potato salads, and eaten as snacks when teaching about nutrition to this age group. The idea is to create curriculum around vocabulary and sentences and enjoy the experience of cooking, cleaning and eating together.

Water is a necessary component of any students' day, so it is a natural word to use in the classroom by the teacher and the students as often as possible. Water play is also included in the nursery kindergarten core curriculum.

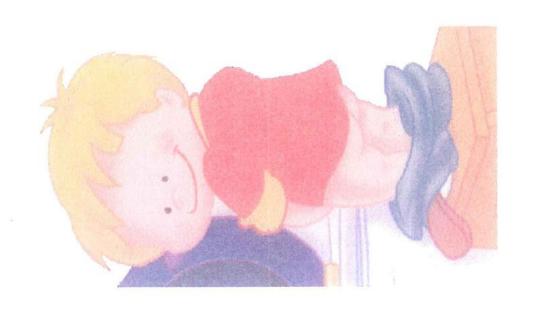
At Easter time, eggs can be decorated in class and while doing so the English term for egg should be substituted for the nlha.kApmhh vocabulary. Later during and egg hunt for Easter, the language can again be reinforced.

Displays of the vocabulary being taught should be available on the walls of the classroom for students to view at any time in order to reinforce language memory.

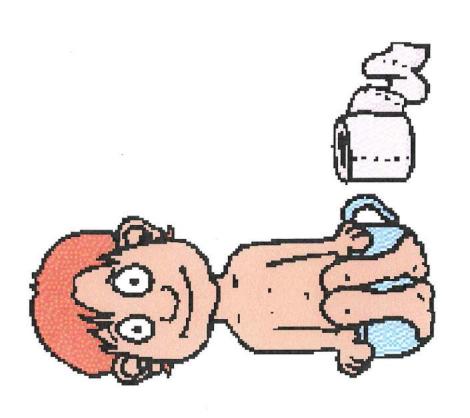
### tkA-yem



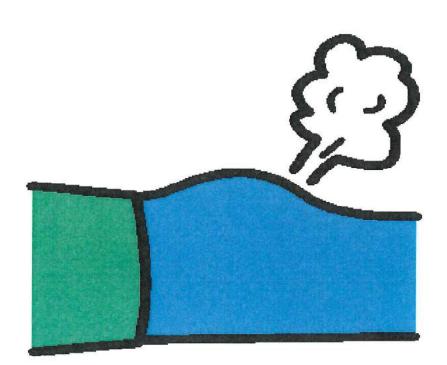
### tkA-yem



### **wuheeyTS**



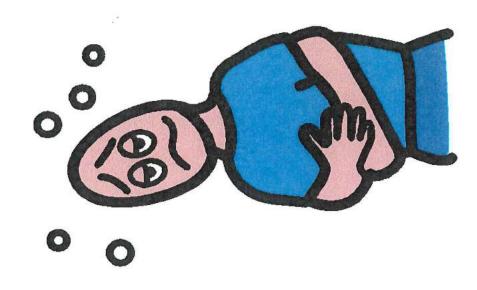
### poo.00m



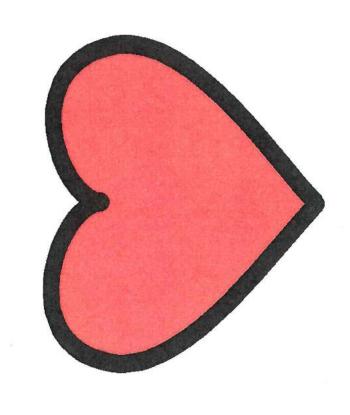
# quA. quee.t



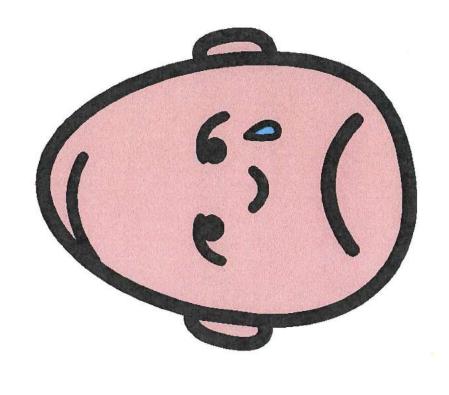
# quenOmuh



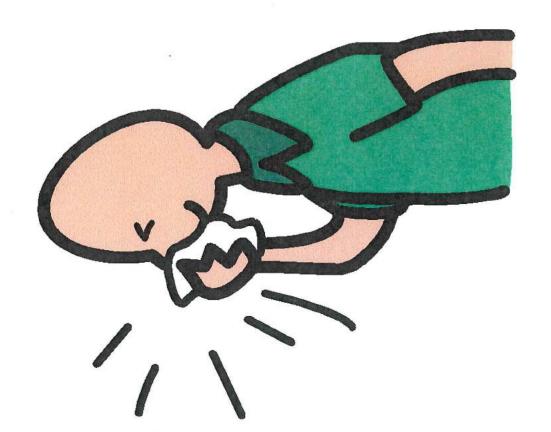
# shwuhawqu



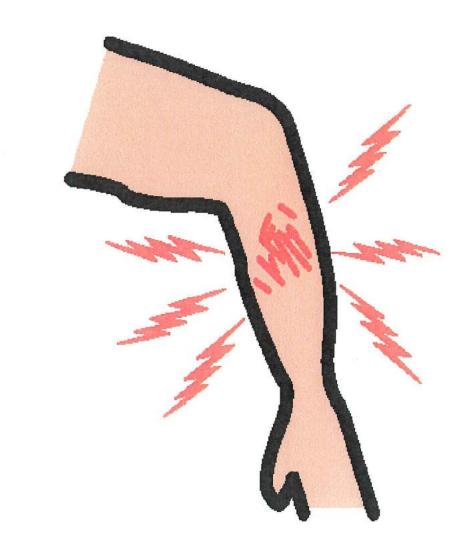
# nquenwuhAlhTSee.



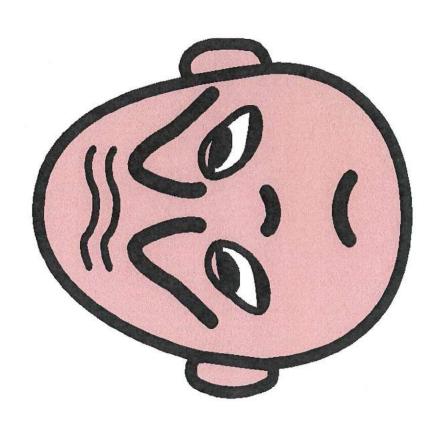
### ashha



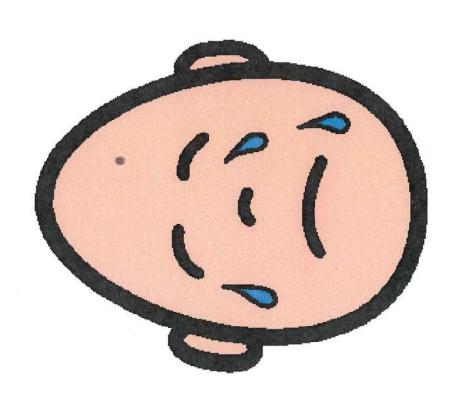
# quA.quee.t



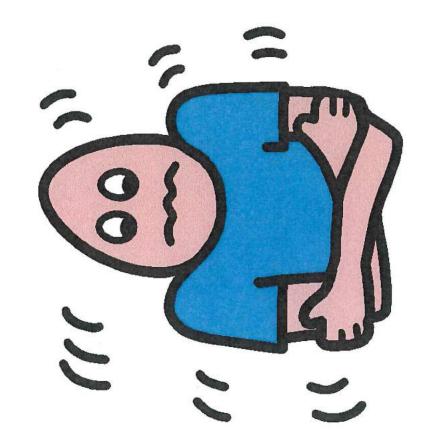
### ka.Az



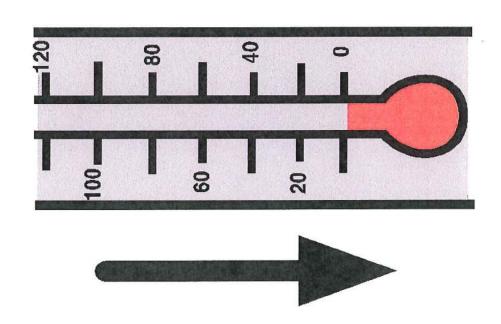
# wawEEyhh



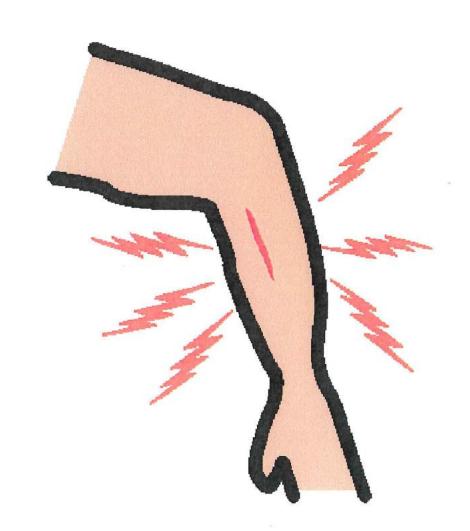
### IhAhheey



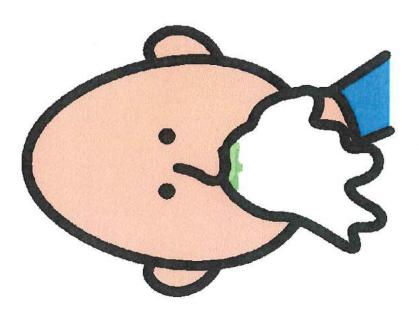
### TSelht



### neeKt

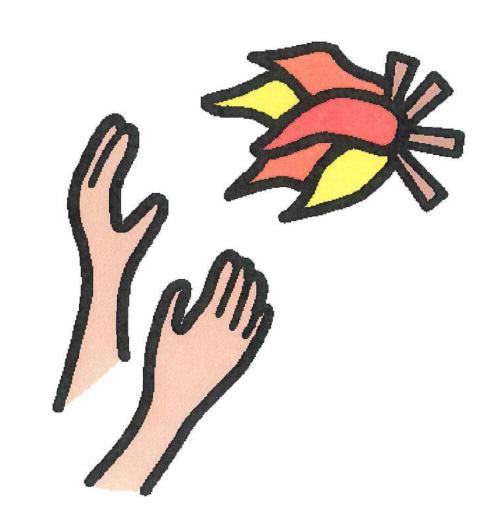


# shwuhTLEksh





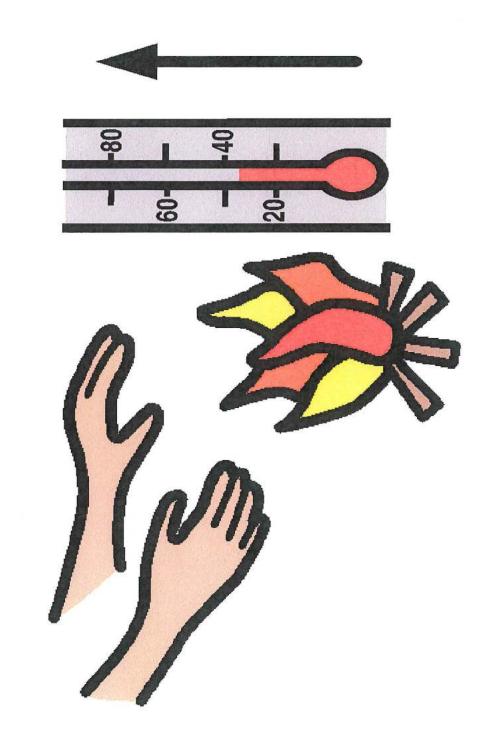
# qua. Ach kn



### Ash hha



### kemEp kn



\_evel:

Level One

Theme: Unit 1: Health/Self IhewA-ysht

### Vocabulary

tkA-yem wuheeyTS to pee

wuheey IS Poo.OOm to poop to fart

<u>qu</u>A.<u>qu</u>ee.t <u>qu</u>enO<u>wuh</u> to hurt to be sick

### **Phrases**

- 1. wuhee. kn nash tkA-yem I need to pee.
- 2. tkA-yee. mamin kn nooqu I want to pee.
- 3. <u>qu</u>A.<u>qu</u>ee.t kn I'm hurt.
- 4. <u>quenOwuh</u> kn I'm sick.
- 5. nha-n k <u>qu</u>A.<u>quee.toosh</u> Where does it hurt?

Program Level Theme **Nursery Kindergarten** 

One Health

### Theme Information and Suggestions

Health plays a major role in nursery kindergarten core curriculum, and it is included in the nlha.kApmhh language curriculum in its most practical sense. Factors regarding health related body functions and concepts readily identifiable by the nursery kindergarten students were taken into consideration when choosing the vocabulary for these units. As well, ease of pronunciation played a role in their selection. Unit 1, therefore, includes words found in normal body functions experienced in the daily world of the nursery kindergarten student. Unit 2 includes vocabulary about feelings and emotions, body temperature, and basic health while Unit 3 expands on these further.

The student can be taught these vocabulary and sentences as soon as the school year begins. For example, when a student needs to communicate that he/she has to use the toilet, the teacher can teach the sentences in unit 1.

Oftentimes, students will hurt themselves on the playground or begin to feel sick while attending school. Again, sentences are provided for the teacher and students to use when these things happen.

A standard component of the nursery kindergarten core curriculum is the instruction of emotional health and safety. An example is the teachings of the CARE KIT or other self esteem units where students begin to learn how to identify and recognize certain feelings and emotion. The teacher can reinforce the nlha.kApmhh language curriculum by substituting the English vocabulary and sentences during these lessons.

Furthermore, students of this age group often express emotions. They readily admit to feeling happy or sad, especially when hurt. These circumstances can provide opportunities to use the nlha.kApmhh language vocabulary and sentences.

As they are used repeatedly within the classroom context, the vocabulary and sentences will be committed to memory and will be apt to be used even when the students are at home.

There are accompanying visual aids to this theme, which can be used, which reflect the vocabulary of each unit. A teacher can easily review the health vocabulary a few times a week by using these visual aids. Any variety of songs and rhyming games can be created to assist in making the repetition fun and interesting for the students.

There are many art activities, which accompany the seasons, and language opportunities arise while the students are colouring, painting, creating. While doing this, the teacher can reinforce the different health vocabulary. As stated previously, the objective is to integrate the core vocabulary of this curriculum into regular curriculum as much as possible to encourage long-term memory and usage.

The theme body parts, cross references to these units on health, and can be used by

the teacher to express when someone is hurt; which body part in particular hurts? The vocabulary can be expanded and built upon using the sentences from the health theme and vice versa.

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Displays of the vocabulary being taught should be available on the walls of the classroom for students to view at any time in order to reinforce language memory.

Level:

Level One Health/Self

Theme: Unit 2:

sh.eeshdk

### Vocabulary

shwuhaw<u>qu</u>

heart sad

n<u>gu</u>en<u>wuh</u>AlhTSee.

sau

Ashha

to sneeze

<u>qu</u>A.<u>qu</u>ee.t

to hurt

ka.Az wawEEyhh to be tired

lhA<u>hh</u>eey

to cry be cold

TSelht

cold (weather)

### **Phrases**

- yee.A n shwuhaw<u>qu</u>
   i'm happy (my heart is good).
- 2. yee.A -n ka. shwuhaw<u>qu</u> Are you happy?
- kanm a.sh nquenwuhAlhTSee.What's the matter, you look sad?
- 4. <u>k</u>a.Az kn I'm tired.
- ka.kAsh ka.Az Are you tired?
- 6. chka.kAsh <u>k</u>a.Az Are you tired?
- 7. wa wEEyhh Ih Debbie Debbie is crying
- 8. ahh nooqu woochEE.a kahh kayee.shchOOt Someone is laughing over there.
- TSalhaksht kn My hands are cold.

## niha.kApmhh Language Program

Program Level Theme **Nursery Kindergarten** 

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## nlha.kApmhh Language Program

Level:

Level One Health/Self

Theme: Unit 3:

nwuhoo-yt

## Vocabulary

neeKt

to get cut

sh<u>wuh</u>TLE<u>k</u>sh

snot

waTLk

to vomit

<u>qu</u>a.Ach kn

to feel warm

kemEp kn

I am getting warm

## **Phrases**

- neeKt qui-n Did you get cut?
- neeKt kn I got cut.
- 3. APata a. shpsha<u>k</u>shdn Wipe your nose.
- 4. APata a. sh <u>wuh</u> enTLE<u>k</u>sh Wipe your snot.
- wuhee. kn waTLk I'm going to vomit.
- 6. qua.Ach qu-n Are you warm?
- 7. <u>kemEp qu-n</u> Are you warm?
- 8. ha.EE qua.Ach kn Yes, I'm warm.

## niha.kApmhh Language Program

Program Level Theme Nursery Kindergarten

One Health

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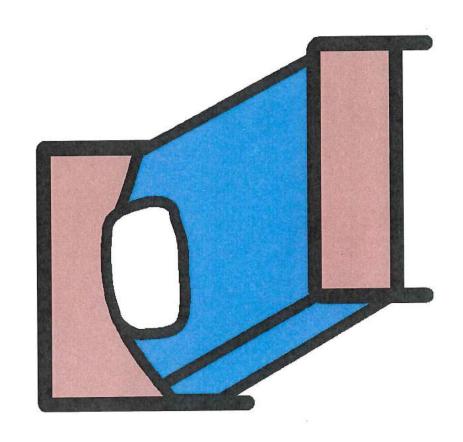
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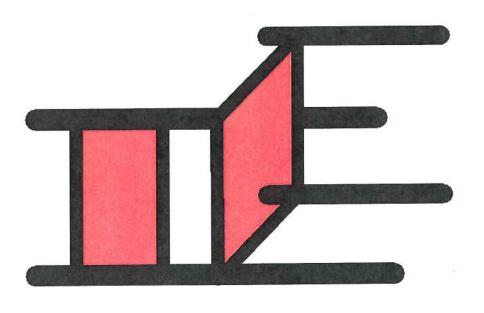
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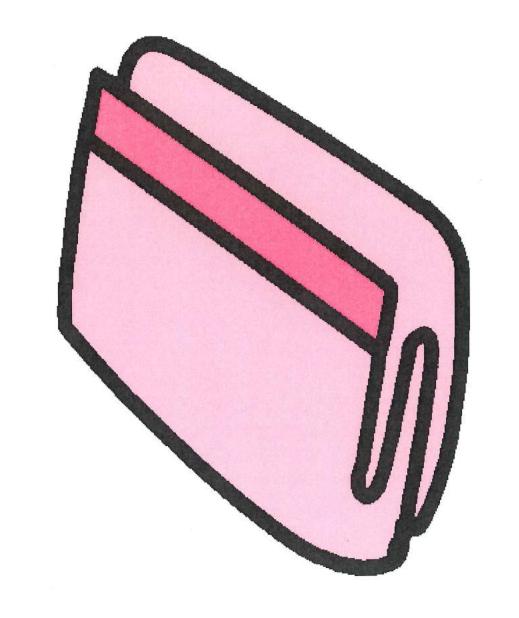
# npooydin



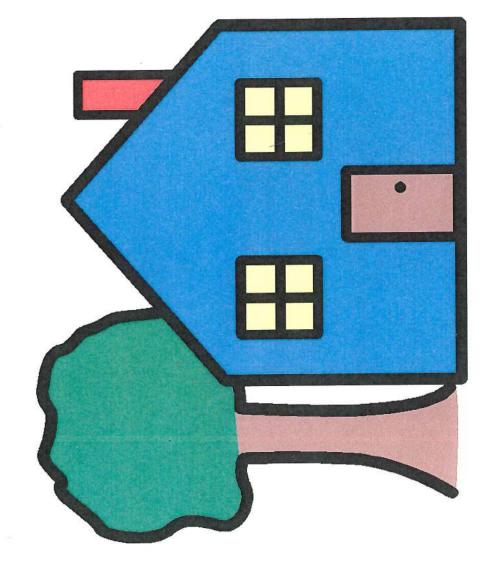
# nlhquApdin



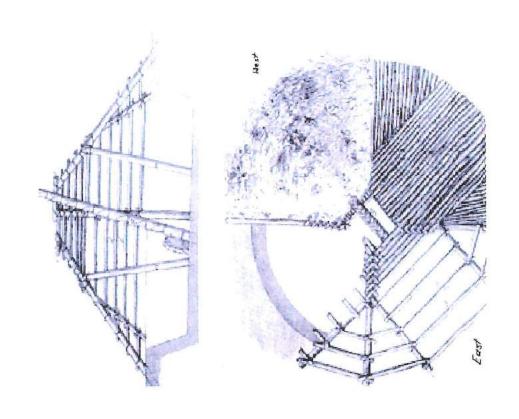
# shEETSem



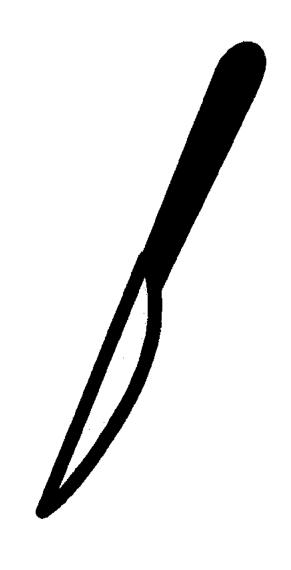
## cheetwuh



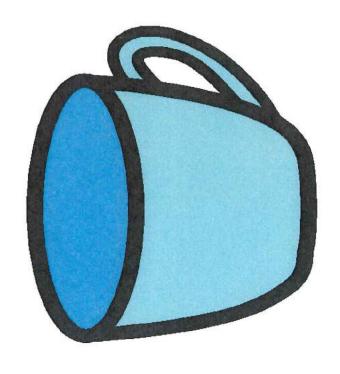
# sh.eeshtkn



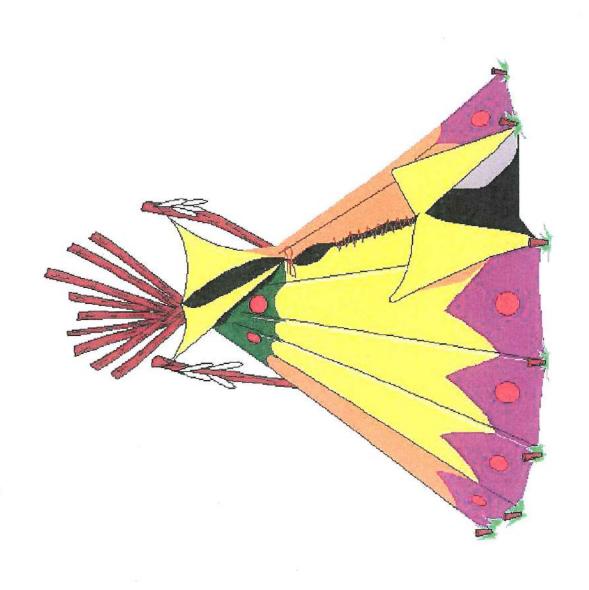
# sha.IEEsh



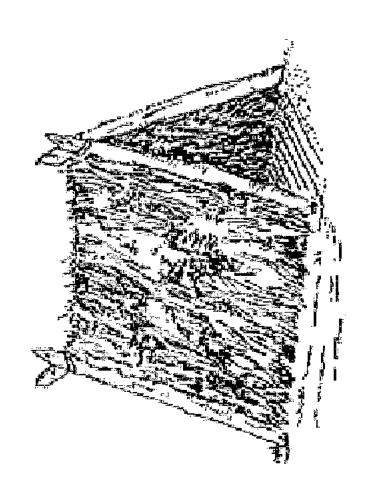
## zA-wd-n



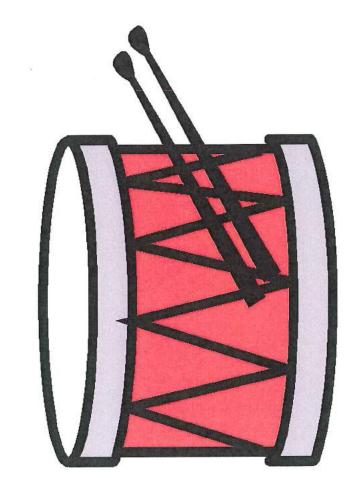
# shpaTSenalhwuh



# sTSalhwuh



# boomEEn



## nlha.kApmhh Language Program

Levei:

Level One

Theme:

Objects

Unit 1:

lhewA-ysht

Vocabulary

npOOydin nlhguApdin bed chair

shĒĒTSem

blanket

**Phrases** 

- 1. TSa-n hhA.a ka. npOOydin Is that your bed?
- 2. ha.EE TSa hhA.a n npOOydin Yes, that is my bed.
- 3. mEEcha<u>k</u>a nA.a na nlh<u>qu</u>Apdin Sit down on the chair.
- 4. dAlheehha dOOwa nlh<u>qu</u>Apdin Stand up from the chair.
- 5. quAnta a shEETSem Get your blanket.
- pa-n shta a shEETSem Bring your blanket back.

## niha.kApmhh Language Program

Program Nursery Kindergarten

Level One Theme Objects

## Theme Information and Suggestions

The objects chosen as vocabulary for the nursery kindergarten native language program were selected on the basis of their ease of pronunciation, plus their relationships to what might be found inside a house. In addition, the cultural component of the native language program deals with traditional objects found in traditional houses; both winter and summerhouses and the lean-to. This makes it possible for the classroom and the native language teachers to engage the students in bi-cultural activities throughout the school year.

There are a number of ideas that can be followed using the vocabulary, bed chair, and blanket provided in unit 1. The questions have been composed so that nursery kindergarten students can be actively engaged in a house centre or unit while using the vocabulary.

Reinforcement from the teacher can come from putting actions with the sentences. "Total Physical Response" methodology can thus be employed to assist students in committing the vocabulary and the sentences to long-term memory. It is easy; therefore, for teachers to make simple action games with this unit such as asking students to sit on the chair then stand up from the chair. When the students practice relates to hearing the commands, they are more apt to store the language into long-term memory because muscular action assists with this process. Simple games where one student after another stands in the middle of the circle, giving the commands to sit down or stand up from their chairs can be invented by the teacher. These sentences can even be made into songs.

In Unit 2, terms for house and traditional winter house are introduced, along with knife and cup. The sentences in which they are used, such as "where is your house?" and the possible replies are designed to make similar action games as above. When out walking, for example, the teacher can ask the student to point out their houses, which requires the action of pointing to the house and relating the vocabulary to their own houses. This can be reinforced even if the teacher is providing the nlha.kApmhh language replies every time a student's reply is English.

Eventually, as more walks are taken and repetition occurs, the student will answer in nlha.kApmhh language.

The traditional winter house provides the classroom setting for the nlha.kApmhh language lessons at the Lytton school and this will easily become a familiar word to the student.

The nlha.kApmhh language teacher can make action games using the knife and cup vocabulary and sentences included in Unit 2. For example, the cup can be placed at a distance from the student and commands "get me a cup" and "put the cup back" can be used repetitively as a game.

In Unit 3, the nlha.kApmhh teacher might demonstrate the making of a summerhouse and lean-to to the students as part of their cultural program.

The Hand drum can be used frequently in the classroom when the students are having time to sing songs. As well, the vocabulary and sentences can be cross referenced with other themes provided in this curriculum; activities; games; music; hands on project; hand drums.

The vocabulary from the health units relating to feelings and emotions can be expressed when students are having fun engaging in any of the activities listed above.

As they are used repeatedly within the classroom context, the vocabulary and sentences will be committed to memory and will be apt to be used even when the students are at home.

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## nlha.kApmhh Language Program

Level: Theme: Level One Objects

Unit 2:

sh.eeshdk

## Vocabulary

cheetwuh

house

sh.eeshtkn

winter house

sha.IEEsh

knife

zA-wd-n cup

## **Phrases**

- 1. woohA-n lha. cheetwuh Where is your house?
- woolhOO.a Over there.
- nchEE.a Right there.
- 4. n.Aya Here.
- 5. TSa hhA.a an cheetwuh That's my house.
- 6. wuhee. kt nash woolh sh.eesht kn We're going to the winter house.
- 7. yee.A nooqu a sha.IEEsh. Your knife is good.
- 8. yee.A-n a sha.lEEsh Is your knife good?
- 9. <u>qu</u>OOm<u>qu</u>mt a. sha.lEEsh Your knife is really good.
- quAhhchima tek zA-wd-n Get me a cup.
- 11. PA-ntshda a zA-wd-n
  Put the cup back
- 12. TSA-wata a zA-wd-n Wash the cup.

## niha.kApmhh Language Program '

Program

**Nursery Kindergarten** 

Level Theme One Objects

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## niha.kApmhh Language Program

Level:

Level One

Theme: Unit 3: Objects nwuhoo-yt

Vocabulary

shpaTSenalhwuh

summer house (teepee)

sTSalhwuh boomEEn lean-to drum

## **Phrases**

- 1. hAchoo choowOOm tek shpaTSenalhwuh Let's make a teepee.
- 2. QUa-nata a sTSalhwuh Look at the lean-to.
- 3. wuhee.kt choowOOm tek sTSalhwuh We're going to make a lean-to
- 4. wuhee.kt choowOOm tek boomEEn. We're going to make a drum.
- 5. wuhee. <u>que</u>ztam a boomEEn a EETLem oowuh We're going to use the drum when you sing.

## niha.kApmhh Language Program

Program Level **Nursery Kindergarten** 

Level Theme

One Objects

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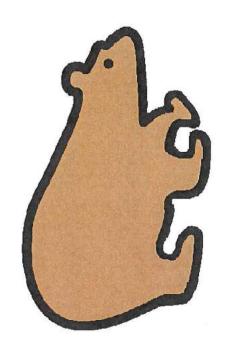
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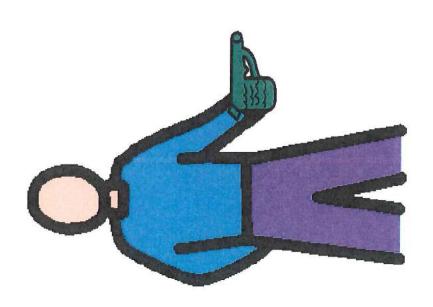
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There are accompanying visual aids to this theme, which can be used, which reflect the vocabulary of each unit. A teacher can easily review the objects vocabulary a few times a week by using these visual aids. Any variety of songs and rhyming games can be created to assist in making the repetition fun and interesting for the students.

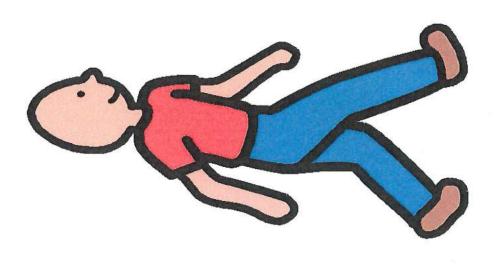
There are many art activities, which accompany the units, and the language opportunities arise while the students are colouring, painting, and creating. While doing this, the teacher can use the different objects vocabulary. As stated previously, the objective is to integrate the core vocabulary of this curriculum into the regular curriculum as much as possible to encourage long-term memory and usage.

## beehhl-m





# wuhashEEt



# QUee-yA-wim



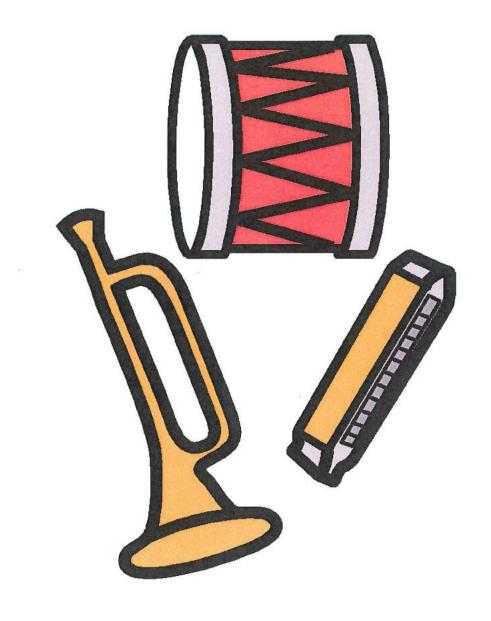
# ze-lpEEhh



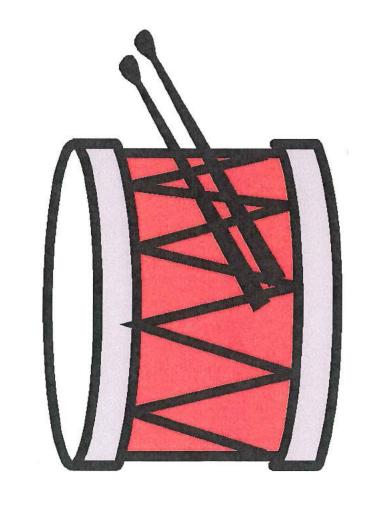
# shA-yshee



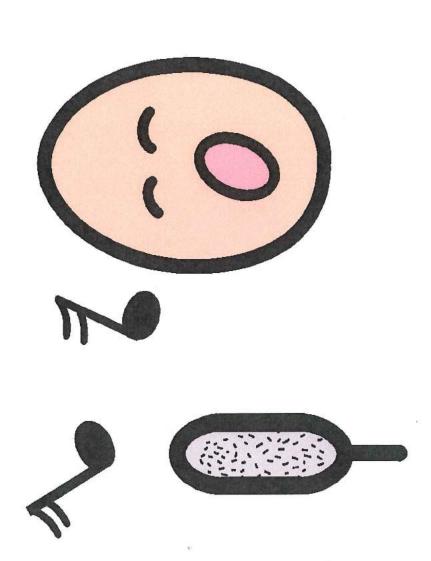
# wuhOOwuhladn



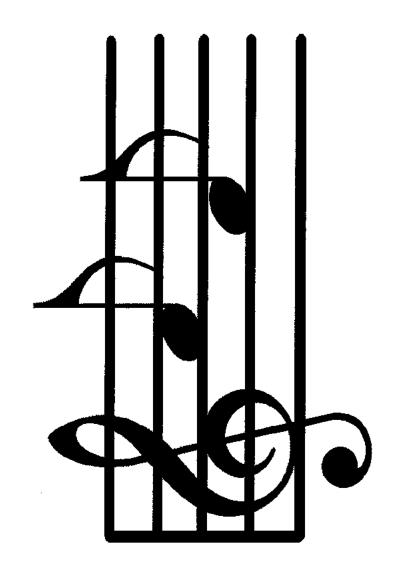
# boomEEn



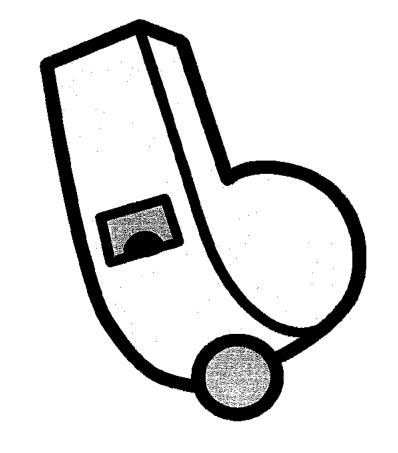
## EETLem



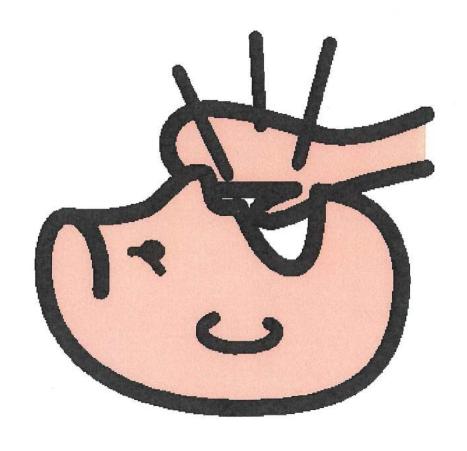
## shna.m



# wuheetdm



# KA. hhnim



## nlha.kApmhh Language Program

Level:

Level One

Theme:

**Activities: Outdoors** 

Unit 1:

IhewA-ysht

Vocabulary

bee<u>hh</u>l-m

to hunt to walk

wuhashEEt

to pick berries

QUee-yA-wim

## Phrases

- 1. hAchoo nash bEEhhl-m Let's go hunting.
- wuhee. kn nash bEE<u>hhl</u>-m 2. I'm going hunting.
- wechEE.a a wuhashEEtoosh 3. He walked in that direction.
- 4. ahh kn QUee-yA-wim ta TSalTSAla I am picking huckleberries.
- hAchoo nash QUee-yA-wim tek shchaqum 5. Let's go pick some saskatoons.

## nlha.kApmhh Language Program

Program

**Nursery Kindergarten** 

Level

One

Theme

**Activities: Outdoors** 

## Theme Information

The game activities vocabulary and sentences included in this theme are; bone games and play. This unit can be used in conjunction with the following theme units; activities; music; hands on projects; making hand drums; and field trips which relate to playing bone games within the school and at other community gatherings and special events.

## **Teaching Suggestions**

The main idea with this unit is to use the vocabulary while the students play Bone games together. The Bone game provides the context for the students to hear and practice the vocabulary and sentences while committing them to long-term memory.

**Theme** 

activities: music

## Theme information

The music activities vocabulary and sentences included in the theme are; music makers, hand drum, sing, song, whistle and holler. This unit can be used in conjunction with the following theme units; activities; Bone Games; hands on projects; making hand drums; and filed trips which relate to playing Bone Games within the school and at other community gatherings and special events.

## **Teaching suggestions**

Music making is an important activity in both the native language cultural program and the Nursery kindergarten core curriculum. Enough can't be said about the importance of music in developing language skills in children. Whenever the class engages in music making and singing activities, the teacher can be using the nlha.kApmhh language vocabulary and sentences included in this unit

This unit coincides nicely with the Bone Games unit because of the way singing and drumming are central to how the game is conducted therefore, these units are interchangeable with one another.

At some point, the class may engage in the hand drum-making project as has been done previously at the nlha.kApmhh School. This project provides plenty of opportunities to use the vocabulary and sentences from the activities and from the making hand drum units. The hand drum can be used frequently in the Nursery Kindergarten classroom when the students are having time to sing songs.

As they are used repeatedly within the classroom context, the vocabulary and sentences will be committed to memory and will be apt to be used even when the students are at home.

There are accompanying visual aids to these themes, which can be used to reinforce

the acquisition of the vocabulary of each unit. A teacher can easily review the activities vocabulary a few times a week by using these visual aids. Any variety of songs and rhyming games can be created to assist in making the repetition fun and interesting for the students.

There are many art activities, which accompany the units, and language opportunities arise while the students are colouring, painting, and creating. While doing this, the teacher can reinforce the different activities vocabulary. As stated previously, the objective is to integrate the core vocabulary of this curriculum as much as possible to encourage long-term memory and usage.

Displays of the vocabulary being taught should be available on the walls of the classroom for students to view at any time in order to reinforce language memory.

## niha.kApmhh Language Program

Level:

Level One

Theme:

**Activities: Music** 

Unit 3:

nwuhoo-yt

## Vocabulary

wuhOOwuhladn

musical instrument

boomEEn EETLem shna.m drum sing

shna.m song wuheetdm to whistle

KA.hhnim

to holler (for a boat etc.)

## **Phrases**

- quAnda hha wuhOOwuhladn Get your instrument.
- 2. ha-nlha. wuhOOwuhladn Where's your instrument?
- 3. shektAta hha. boomEEn Hit your drum.
- EETLemoot Let's sing.
- eeTLemOOza Everybody sing.
- 6. shda. ka.sh shna.m What's your song?
- 7. shda. wuhee. ka.sh EETLem What are you going to sing?
- wuheetdm Whistle.
- 9. wuhee. kn wuheetdm I'm going to whistle.
- 10. <u>Ka.hh</u>nim nooqu Someone is hollering.

## niha.kApmhh Language Program

Program Nursery Kindergarten

Level One

Theme Activities: Outdoors

## Theme Information and Suggestions

The outdoor activities vocabulary and sentences included in this theme are; hunting, walking and picking. This unit can be used in conjunction with the following theme Units; animal kingdom, vocabulary, nature, wild foods, objects, hands on projects; drying fish, hide tanning; and field trips; tea gathering; salmon run; berry picking and identification.

Many teaching suggestions have been included in the themes listed above and can be cross-referenced with the outdoors activities.

Role-playing within the Nursery Kindergarten classroom makes further practice using this unit's vocabulary possible. Students of this age group are very imaginative and can fall into 'make believe' instantly when given the choice. The teacher can take advantage of this wonderful ability and suggest a variety of scenarios for the students to act out or dramatize. For example, the teacher could read a story or create one, and he/she can prompt the students' actions through the narrative. Story telling is culturally very important to the nlha.kApmhh people, so it is a natural blending of core and language/cultural curriculum objectives whenever role-playing is employed. Story lines can easily be invented relating a hunter out walking, who sees a bear, gets frightened by the bear, and runs away. The teacher, thus relating experience and muscle action to the language heard by the students, can use the vocabulary from the animal kingdom and this unit. This kind of fun activity can help commit the language to long-term memory for the students.

Other make believe role-plays can be created when the teacher asks the students to take on the different animals and the hunter(s). Now the students can create the sounds and the movements those animals make. Simple games can be created as well for Physical Education where half the students might be deer and half might be hunters. This can be applied in a similar ay to the idea of 'frozen tag', where the hunters catch the particular animals and when they are caught, the animals 'freeze'.

## nlha.kApmhh Language Program

Program

**Nursery Kindergarten** 

Level

One

Theme

**Activities: Outdoors** 

## Theme Information

The game activities vocabulary and sentences included in this theme are; bone games and play. This unit can be used in conjunction with the following theme units; activities; music; hands on projects; making hand drums; and field trips which relate to playing bone games within the school and at other community gatherings and special events.

## **Teaching Suggestions**

The main idea with this unit is to use the vocabulary while the students play Bone games together. The Bone game provides the context for the students to hear and practice the vocabulary and sentences while committing them to long-term memory.

Theme

activities: music

## Theme information

The music activities vocabulary and sentences included in the theme are; music makers, hand drum, sing, song, whistle and holler. This unit can be used in conjunction with the following theme units; activities; Bone Games; hands on projects; making hand drums; and filed trips which relate to playing Bone Games within the school and at other community gatherings and special events.

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## nlha.kApmhh Language Program

Level:

Level One

Theme:

**Activities: Games** 

Unit 2:

sh.eeshdk

Vocabulary

ze-lpEEhh

stickgame

shA-yshee.

play

## **Phrases**

- wuhee. ze-lpEEhh a shAytknmahh
   The people are going to play stickgames.
- 2. wuhee. qu-n ze-lpEEhh
  Are you going to go play the stickgame?
- 3. hAchoo nash shA-yshee. Let's go play.
- 4. wuhee. kn shA-yshee. I am going to play.
- wuhee. qu-n shA-yshee. Are you going to go play?

## niha.kApmhh Language Program

Program Nursery Kindergarten

Level One

Theme Activities: Outdoors

## Theme Information

The game activities vocabulary and sentences included in this theme are; bone games and play. This unit can be used in conjunction with the following theme units; activities; music; hands on projects; making hand drums; and field trips which relate to playing bone games within the school and at other community gatherings and special events.

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Theme activities: music

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## niha.kApmhh Language Program

Program Level **Nursery Kindergarten** 

evel

One

Theme

**Activities: Outdoors** 

## Theme Information and Suggestions

The outdoor activities vocabulary and sentences included in this theme are; hunting, walking and picking. This unit can be used in conjunction with the following theme Units; animal kingdom, vocabulary, nature, wild foods, objects, hands on projects; drying fish, hide tanning; and field trips; tea gathering; salmon run; berry picking and identification.

Many teaching suggestions have been included in the themes listed above and can be cross-referenced with the outdoors activities.

Role-playing within the Nursery Kindergarten classroom makes further practice using this unit's vocabulary possible. Students of this age group are very imaginative and can fall into 'make believe' instantly when given the choice. The teacher can take advantage of this wonderful ability and suggest a variety of scenarios for the students to act out or dramatize. For example, the teacher could read a story or create one, and he/she can prompt the students' actions through the narrative. Story telling is culturally very important to the nlha.kApmhh people, so it is a natural blending of core and language/cultural curriculum objectives whenever role-playing is employed. Story lines can easily be invented relating a hunter out walking, who sees a bear, gets frightened by the bear, and runs away. The teacher, thus relating experience and muscle action to the language heard by the students, can use the vocabulary from the animal kingdom and this unit. This kind of fun activity can help commit the language to long-term memory for the students.

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## nlha.kApmhh Language Program

Program Level **Nursery Kindergarten** 

One

**Theme** 

**Activities: Outdoors** 

## Theme Information and Suggestions

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