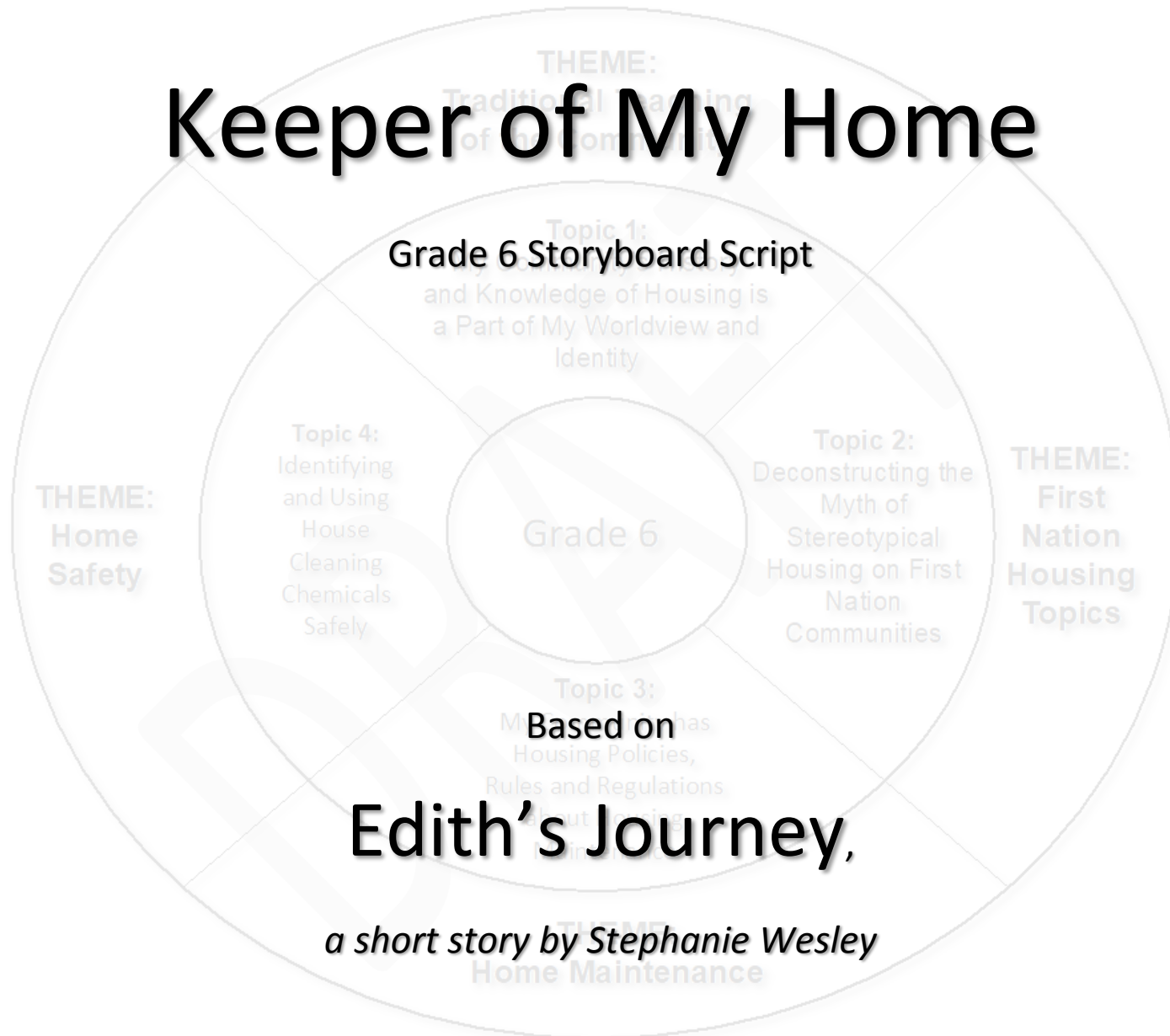




# Keeper of My Home





KEEPER OF MY HOME  
Teaching Children and Young People About Caring for a Home

## INTRODUCTION/NARRATIVE

### Legend:

**E-** Edith

**B-** Boy

**K-** Kookum (Edith's Grandmother) / **KN-** Kookum as narrator

**N-** Nimishoomis (Edith's grandpa)

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## INTRODUCTION/NARRATIVE

NAVIGATION		
Slide #	Description	Dialogue
Global	<p>Splash page.</p> <p>Title</p> <p>Name field fades in.</p>	<p>a) K- Please type your name in here.</p> <p>b) K- Which grade are you in?</p>
	<p>The object of the games is to collect the missing carvings. For each exercise there are multiple choices (good, better, best).</p> <p>Good = 100 Better = 200 Best = 300</p> <p>Player needs to select Best option to find the carving.</p> <p>There is a running score and the satchel will house the found carvings.</p>	

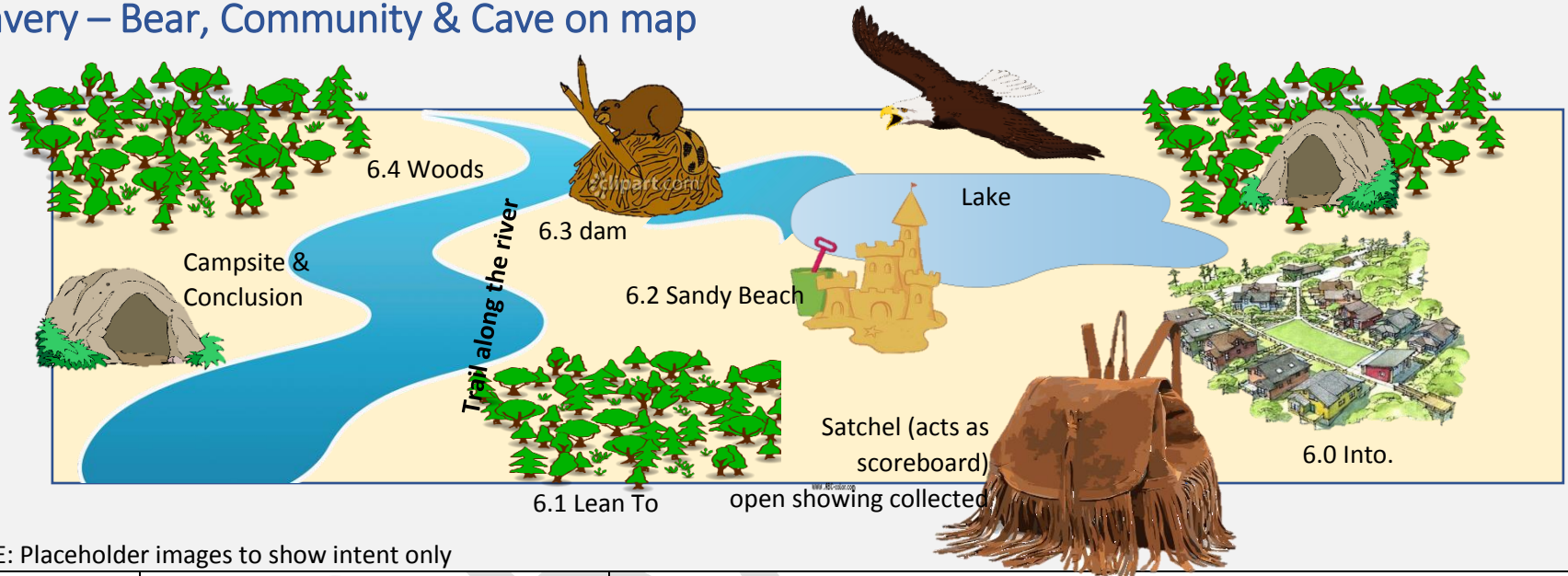


# INTRODUCTION/NARRATIVE

## Campsite

### INTRODUCTION/NARRATIVE

#### Bravery – Bear, Community & Cave on map



NOTE: Placeholder images to show intent only

**KMH-06-00-02**  
**(intro animation)**

*START WITH A MAP WITH A CAMPSITE, FOREST, RIVER WITH SANDY BEACH, TRAIL ALONG ONE EDGE OF THE RIVER. RIVER LEAD TO A LAKE BESIDE A COMMUNITY, HILLS WITH A CAVE OPENING. The 4 activity icons: 6.1-6.4 are greyed out. The rest is full colour.*

*ZOOM INTO CAMPSITE, PAN TO COMMUNITY USING MAP AS BACKGROUND AND THE RIVER AS A GUIDE TO COMMUNITY, ZOOM INTO A HOUSE IN THAT COMMUNITY, ZOOM*

The map will eventually be the menu for activities allowing the player to start at any one of the four areas. The definition of an area is the 4 learning objectives.  
Navigation

- 1) Worldview -
- 2) Deconstruction
- 3) Housing policies
- 4) Cleaning products
- Conclusion



## INTRODUCTION/NARRATIVE

	<p><i>INTO A WINDOW IN THAT HOUSE - AND WE NOW SEE EDITH JUMPING ON HER BED AND HER ROOM FILLS THE VIEW. (TRANSITION)</i></p>	
<p><b>KMH-06-00-03</b></p>	<p><b>Edith's room.</b> An 11-year-old girl (Edith Chisel) is dancing on her bed. She breaks a hole in the wall. She stops, looks and laughs. She breaks another hole and giggles. Doorway &amp; window is on the same wall.</p>	<p>Bang/thump sound when holes are made E- (Edith giggling)</p>
	<p>Kookum enters Edith's room and looks at holes. She speaks after a few seconds. She has a leather satchel over her shoulder. <b>NOTE:</b> This can be a static image with a talking head – animated mouth and blinking eyes on Edith, Kookum from side of even back view.</p>	<p>a) K – <i>(Surprised)</i> “Edith Chisel, look at those holes! How on Earth did they get there???” b) E – <i>(hesitantly)</i> “I don’t know Kookum. They were already there when I came into my room.” c) K – <i>(Stern)</i> “I’m very disappointed Edith. I wish you could show more respect for me and for your home. <i>(Softer)</i> I think it would be best if you stayed here while Nimishoomis (grandfather) and I go to the trap line across the big lake for the week, so you can think about this. d) E – <i>(Apologetic)</i> But... but... <i>(Resigned)</i> yes Kookum.</p>
<p><b>KMH-06-00-05</b></p>	<p><b>The Satchel.</b> Zoom into Satchel with top of carvings showing.</p>	<p>a) K- Before we leave, I wanted to give you this. This is a very old satchel. In it are 7 wooden carvings made many years ago. It was given to me by my Kookum when I was your age. b) E- <i>(Impressed)</i> Thank you Kookum! c) K- These carvings may look like old toys, but they are very special. These are actually important teachings; they are very precious to our family and our community. d) E- Why are they so important? e) K- They are teachings for all of us to live by for mino-bimaadiziwn; the good life. f) K- Besides, these carvings will help you on your journey. g) E- <i>(Quizzically)</i> “But I’m not going anywhere.” K – (SPEAKING TO THE LEARNER) Roll your mouse over each carving to learn their meaning.</p>
<p><b>KMH-06-00-06</b></p>	<p>MOUSE-OVER THE 7 TEACHINGS</p>	



## INTRODUCTION/NARRATIVE

	<p>When rolled over, the carving appears in the foreground with the teaching animal used in the story. Kookum narrates the lessons. The image of the carving fades back into the satchel once the narration completes.</p> <p>Once all 7 have been viewed, fade to black. (Simulating night and day)</p>	<p><b>Kookum narrates:</b></p> <p>a) <b>The Bear</b> To face life with courage is to know bravery! Mother Bear has the courage and strength to face her fears and challenges while raising her young. The bear also shows us to live a balanced life with rest, survival and play! Face your fears and allow yourself to live your life.</p> <p>b) <b>The Bison</b> To honour all of creation is to have respect. The Bison represents RESPECT. The bison gives every part of his being to sustain the human way of living, not because he is less, but because he respects the balance and needs of others. Live honourably in teachings and in your actions towards all things. Do not be hurtful to yourself or others.</p> <p>c) <b>The Wolf</b> Humility is to know you are a scared part of creation. Humility is represented by the wolf. For the wolf, life is lived for the pack. Live life selflessly and not selfishly. Respect your place and carry with your pride with your people and praise the accomplishments of all. Find balance within yourself and all living things.</p> <p>d) <b>The Raven</b> To walk through life with integrity is to know honesty. The Sasquatch or the Raven represents honesty. They remind us to be ourselves and not someone we are not. Sasquatch accepts himself and knows how to use his gifts. He uses what he was given to survive and thrive, and so must you. Recognize and accept who you are.</p> <p>e) <b>The Beaver</b> To cherish knowledge is to know wisdom. The Beaver represents wisdom. The beaver alters his environment in an environmentally friendly way for the benefit of his family. Use your inherent gifts wisely and live your life by them. Respect your own limitations and those of all your surroundings. Allow yourself to learn and live by your wisdom.</p>
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## INTRODUCTION/NARRATIVE

		<p>f) <b>The Eagle</b> To know love is to know peace. The Eagle represents love. The Eagle has the strength to carry all the teachings. Love is found in the core of all the teachings, therefore the Eagle's feather is considered the highest honour and a sacred gift. View your inner-self from the perspective of all the teachings. You will be at peace with yourself when you know love and love yourself, the balance of life, all things and also with the creator.</p> <p>g) <b>The Turtle</b> Truth is represented by the turtle, because she was here during the creation of Mother Earth and carries all the teachings on her back. She lives in a slow and meticulous manner, as she understands the importance of both the journey and the destination. Show honour and sincerity in all that you say and do. Be true to yourself and all other things.</p> <p><i>If paused longer than necessary, prompt learner to have a look at each.</i></p> <p><i>KN: Make sure to learn about each, they will help you on the journey.</i></p>
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<p><b>KMH-06-00-07</b></p>	<p><b>Enter the Cave.</b></p> <p>Eagle briefly flying high above (<i>almost ambient</i>) Fade back into Edith's room. Reverse the ZOOM out of WINDOW AND SHOW COMMUNITY SCENE INCLUDING LAKE AND CAVE.</p> <p>Have Kookum and Nimishoomis leaving in boat for camp, pause for 2-3 seconds</p>	
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## INTRODUCTION/NARRATIVE

	<p>then Zoom to the cave with friends in front of cave entrance.</p> <p>Pan and zoom into cave opening. Sound of puppy barking and fading away as the puppy goes further in the cave...</p> <p>Edith starts towards the cave calling: <b>NOTE:</b> zoom further into cave opening (black)</p>	<p>a) E- (<i>Nervous</i>) You know you're not supposed to be anywhere near here! E – (Baby like voice) Ohhh! Here little puppy...here boy, come here..."</p>
	<p>Edith moves into the dark cave... fade to black.. see her eyes only (blinking)</p> <p>Footsteps, Loud crack</p> <p>Her eyes suddenly drop out of sight.</p> <p>Burst of bright sunlight gets larger and larger as if Edith falling., the 7 wooden carvings are thrown up and fade away in the distance.</p>	<p>b) E- (<i>Nervous, scared</i>) Here boy... kissing noise as if calling a dog...</p> <p>c) E- <i>Screams</i> as she falls into darkness</p>

	Edith is sprawled on the ground...	E- ( <i>Panicking</i> ) My carvings! My carvings!
<b>KMH-06-00-08</b>	<p><i>The Time Before.</i></p> <p>Still sitting on grass, zoom out to reveal a bright and wonderful place (butterflies and rainbows ☺). Edith is holding the empty satchel with a grimace on her face.</p>	





## INTRODUCTION/NARRATIVE

	<p>Pan trees and rivers and bright sky until we see the back of her surveying the land in front of her. --5 second delay-- The Boy's voice startles Edith as you see feet to waist walk into scene (from Edith's point of view)</p>	<ul style="list-style-type: none"> <li>a) B- Are you OK?</li> <li>b) E- (<i>Surprised</i>) Who are you? Where did you come from? Why are you dressed like that? Did you see where my carvings went? I dropped my carvings!</li> <li>c) B- (Fun laughter) Ha ha ha ha ha</li> <li>d) E- (Clears her throat, collects herself) "I'm fine thank you. My name is Edith, Edith Chisel"</li> <li>e) B- (Playful) "Hello Edith, Edith Chisel, you can call me... Boy! And don't worry, we will find you carvings. Besides, I think they knew where they were going when you fell! Hahahaha</li> </ul>
<p><b>KMH-06-00-09</b></p>	<p><b>Where am I?</b> Boy squats down to be eye level.</p> <p>Images of map fades in, the lake on the map disappears and is replaced with rolling hills and meadow. Image of community fades out and is replaced with steep hills and rugged terrain with trees surrounding cave. 4 activity icons are greyed out. When learner rolls over to click they are in colour. Once activity is done, icon remains coloured.</p> <p>Show Trickster (fox) hiding behind a tree on the map and peaking out.</p> <p>Satchel with bear carving fades in.</p>	<ul style="list-style-type: none"> <li>a) E- Just Edith. Where am I?</li> <li>b) B- By going through the cave, you have fallen to a time before. A time before the traditional lands of your people were flooded.</li> <li>c) E- What? A different dimension? You're crazy!</li> <li>d) B- (Laughter) Ha ha ha ha. JUST Edith. You must find your precious carvings... I think then you'll find your grandparents camp. You have to cross the stretch of forests and rivers to find them. We can then find the exit, which is another cave near your Kookum's camp.</li> <li>e) There may be dangers in the woods and on the water. We have to be wary of the Trickster who lurks in the forest.</li> <li>f) E- MY NAME IS EDITH. And <i>WHO</i> is TRICKSTER?</li> <li>g) B- (Serious) Trickster is mischievous and wants you to stay here with us. He will do whatever he can to slow you down. Watch for him and don't let him stop you.</li> <li>h) B- (Upbeat) Let's go find your 7 friends... they will help you when you need them. (Speaking to the audience) Are you willing to try?</li> <li>i) E – YES! But where do I begin?</li> <li>j) B – You already have. Look in your bag, the bear carving has returned. The Bear represents BRAVERY! To face life with courage and strength is to know bravery.</li> <li>k) B – (speaking directly to learner) Choose where you would like to begin the journey.</li> </ul>



## INTRODUCTION/NARRATIVE

	<p>Everything but map fades out. Show map with 4 clickable areas.</p> <p>06-01 – Lean-to</p> <p>06-02 – Sand Castle that is shaped like a house (cross section)</p> <p>06-03 – Dam</p> <p>06-04 – Cave</p>	
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## 6.1 WORLDVIEW

### THEME: TRADITIONAL TEACHING OF THE COMMUNITY

#### Classroom curriculum

#### 6.1 My Community's History and Knowledge of Housing is a Part of My Worldview and Identity:

The students will develop a deeper awareness of their community by learning the laws their local First Nation peoples lived by before the arrival of the newcomers and connect those teachings to the concept of housing in their community.

#### Housing Concept Description:

Learning the history of housing is important for young people in their local First Nation. Embedded in this history are the natural laws that govern the life and guide the identity of the community. Students should learn about how their homes and understanding of home affect their identity and worldview.

### Humility – Wolf – Lean to along river on map (but far enough not to risk getting wet!)

**KMH-06-01-01**

#### Worldview:

#### Making a Lean-To

Nearing sunset (late afternoon/early evening)


Images of Edith and boy walking together from the front. Animated faces (talking & blinking front center of screen, head to mid chest bobbing slightly up and down to simulate walking)  
Background terrain changes.  
Other images appear supporting the ongoing discussion.

SIMULTANEOUSLY...

- a) E- Why aren't you in school?
- b) B- (Laughs) My life is my school Edith. We learn from our parents and from their parents. Everyone in our community are our teachers.
- c) E- So everyone learns different things?
- d) B- Yes and no. We all learn the same basic rules as children, like what's safe and what's dangerous, how and what to eat, how to hunt and prepare food. We also learn important lessons from our ancestors, like the 7 Grandfatherly Teachings. Every day is full of lessons as we explore our world around us, the animals, the plants and Mother Earth
- e) E- I think I'd like that better than studying from books and sitting in a classroom.
- f) B - But aren't the books stories written by your Elders?
- g) E – No, but their traditional teachings are becoming a much bigger part of our learning. It's getting dark, where's your house?



## 6.1 WORLDVIEW

	<p>ON EDITH'S SIDE OF SCREEN: Image of small school</p> <p>ON BOY'S SIDE: Image of hunting, listening to elders</p> <p>SIMULTANEOUSLY...</p> <p>ON EDITH'S SIDE: RESERVE HOUSES DEPICTING SOME ISSUES</p> <p>ON BOY'S SIDE: Longhouse, wigwam, lean-to, igloo</p>	<p>h) B- Edith... we don't have houses (Laughs), we live where Mother Earth lets us. We build our homes from the things around us. We live close to the animals for food and skins and water for travel and life. We live in tents and wigwams made from skins and trees. I've heard that some people live in longhouses made of many trees where many people live at once. There are also cousins in the far north that live in houses made of blocks of snow during the winter months! Let me show you...</p>
<p><b>KMH-06-01-02</b></p>	<p>ANIMATION: Have Edith and Boy walk off screen. Boy re-enters screen from side with a pile of materials (3 key drag items: branches, hide and rawhide rope) Background is a close up of the location – SEE THE BASE OF TREES IN THE BACKGROUND, A SPECIFICALLY SHAPED ROCK TO ONE SIDE AND GRASS (VISUAL CUES TO IDENTIFY THE SPOT IN A SUBTLE WAY). THE BOY ASSEMBLES THE LEAN-TO IN 3 STEPS.</p> <p><b>NOTE: the image is not an appropriate lean to. It is simply an example.</b></p>	 <p>The diagram illustrates the construction of a lean-to shelter in three steps. Step 1, 'THE BRANCH', shows a large tree branch being positioned to form the roof. Step 2, 'THE HIDE', shows a piece of animal hide being draped over the branch. Step 3, 'THE PEGS', shows the hide being secured to the ground with several wooden pegs. A 'LANDMARK CLUE' is shown as a uniquely shaped rock on the ground to the left of the shelter. The scene is set in a grassy field with daisies and a ladybug.</p>



## 6.1 WORLDVIEW

**Boy (head to waist) turns to learner, background zooms out to overall scene.**

Player must click the appropriate location.

(Have Eagle make brief appearance high above)

**NOTE:** NUMBERS SHOULD NOT BE PRESENT IN INTERACTION THEY ARE JUST TO SHOW HOTSPOTS.



- i) B – (Speaking to learner) Find a good spot to build the lean-to and put it together while I get some supper. You better be quick as it's getting dark fast. Show me where you want to build?

**Option 1.**

- j) KN- Yes, the depression may give them more room under the shelter, but if it rains, it will turn into an indoor swimming pool! Water inside your home will cause damage, mold and mildew. And I wouldn't want to pay rent for a home that could make us sick, or to repair this kind of damage!





## 6.1 WORLDVIEW

3 POSSIBLE LOCATIONS:

**OPTION 1** - a depression in the ground,

**OPTION 2** – a spot by the river,

**OPTION 3** - up against some trees on higher ground

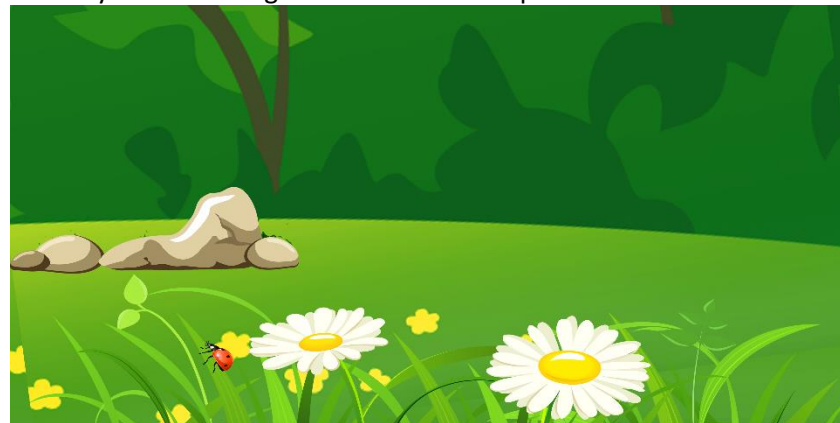
**Option 2.**

- k) Setting it up here would make it easier to get water or go fishing, but YOU would be exposed. Many animals large and small visit the river too, especially at night. Make sure your home is safe and secure!



**Option 3**

- l) KN – Excellent, trees can be used as natural walls and make a much more solid and secure place to sleep. Water will naturally run downhill too. Making good choices like this isn't always easy, but our community has a housing council who can help.





## 6.1 WORLDVIEW

<p><b>KMH-06-01-03</b></p>	<p>Sun going down, getting darker as the timer runs out. All the “drag items” necessary are present... zoomed in view of chosen area:</p> <p>Rope, Hide Large branch 5 Small branches for pegs (each of these pegs are individual drag items)</p> <p><b>Learner is awarded the first KEY Graphic</b></p>	<p>a) B – You better get to work putting the lean-to together, it’s already getting dark! Drag the pieces one by one, but don’t waste time; you only have one minute.</p> <p><b>3... 2...1 then countdown timer starts at 60... Player drags pieces in the proper order to recreate the image in the animation of when the boy built the lean-to.</b></p> <p><b>Trickster- Randomly sabotaged events – items dragged returns to original position to be redragged... undoes the rope for the main pole... pulls a peg (this can be a repeated interaction on 2 different pegs)... pulls the hide down.</b></p> <p><b>OUT OF TIME FEEDBACK 1:</b></p> <p>b) KN – Boy built his lean-to in a specific way to ensure your shelter was safe and secure. If you were at home, you could get help from the housing office. Give it another try!</p> <p><b>RESET THE EXERCISE (SECOND TRY)</b></p> <p>c) KN- How about I give you a hand? First Boy secured the main branch. Then he added the hide and finally, he pegged down the sides to keep out the wind. Give it one more try.</p> <p><b>RESET EXERCISE (THIRD TRY)</b></p> <p>On fail, complete the image one piece at a time. ON FAIL, COMPLETE THE IMAGE ONE PIECE AT A TIME</p> <p>d) KN – Learning from others, whether it is an elder, Boy or the housing council, helps us to understand the reason behind the order of things. <i>The WOLF represents HUMILITY, he lives life selflessly and not selfishly. Respect your place and carry with you the pride of your people and praise the accomplishments of all. Find balance within yourself and all living things.</i></p> <p><b>SUCCESSFUL COMPLETION:</b></p> <p>e) KN – Learning from others, whether it is an elder, Boy or the housing council, helps us to understand the reason behind the order of things. <i>The WOLF represents HUMILITY, he lives life</i></p>



## 6.1 WORLDVIEW

	<p><b>background image fades map with selectable areas. (awarded carvings showing in satchel in bottom corner)</b></p>	<p><i>selflessly and not selfishly. Respect your place and carry with you the pride of your people and praise the accomplishments of all. Find balance within yourself and all living things.</i></p> <p>B – Not bad for your first try. Would you like to try and beat your score or move on to another part of the journey?</p>
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THEME: FIRST NATION HOUSING TOPICS

Classroom curriculum

6.2 Deconstructing the Myth of Stereotypical Housing in First Nation Communities:

The students will be able to deconstruct the myth of stereotypical housing in First Nation communities.

Housing Concept Description:

Students should learn about how their homes and understanding of home affect their identity and worldview. Therefore, it is important for students to not only know the history of housing but to also to know and be able to deconstruct the stereotypes about First Nation housing.

Housing Related Myths:

- Free Housing
- Progress: as time passes, things are inevitably getting better. Yes, bad things happen, but they are in the past and equitability has been achieved. (overcrowding and repairs still an issue)
- Level playing field: equal access to the same rights regardless of past grievances

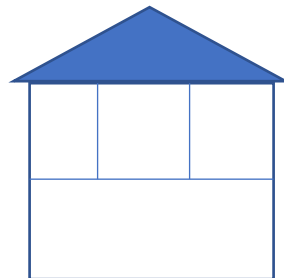
Respect – sandy beach along side of river on map

<p><b>KMH-06-02-01</b></p>	<p><b>Breaking Camp.</b> Zoom into sand castle on map with scene of meadow with sun coming up - lean to in background. Edith and Boy eating a breakfast of berries and fish sitting in the sand.</p>	<p>a) B- Good morning! I think it's time to pack up our reserve. b) E- This <i>isn't</i> a reserve. A reserve has houses, with floors, walls, a roof, a bathroom and kitchen! c) B- What's a bathroom? d) E- (Laughs) A bathroom is... well where you go to do your business! I mean like go pee-pee and you know... e) B- (Incredulous) YOU PEE in your house??? Ewwwww! Does everyone get a house with a bathroom? f) E- (Laughing hard) Yes, each family has the best housing that is available to either rent or buy... nothing in this world is free, especially housing!</p>
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### 6.3 Home Maintenance

<p><b>KMH-06-02-02</b></p>	<p>Pan down to the sand and boy draws the 5 families (stick figures)          Family 1 – Mom, dad &amp; 2 kids = 4          MOM &amp; DAD in one room, kids each have their own room</p> <p>Family 2 – Grandma, mom, dad, uncle, and 2 kids (girl and boy) = 6          Rm1 – Grandma &amp; girl          Rm2 – uncle and boy          Rm3 – mom and dad</p> <p>Family 3 – mom, dad, grand dad, 4 kids (2 boys, 2 girls) = 7          Rm1 – mom and dad          Rm 2 – granddad and 2 boys          Rm3 – 2 girls</p> <p>Family 4 – mom, 3 kids (girls), aunt and uncle = 6          Rm. 1 – mom          Rm. 2 – 3 kids          Rm 3 – Aunt and uncle</p> <p>Family 5 – Grandma, uncle, 3 cousins (1 boys 1 girl), a brother and sister = 7          Rm. 1 – grandma          Rm. 2 – uncle and 2 boys          Rm. 3 - 2 girls</p>	<p>a) B- My village has 5 families. So our reserve would have 5 houses?</p>
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## 6.3 Home Maintenance

	<p>As Edith speaks House is drawn as cross section showing different rooms:</p> <p>Draw clouds in the sand</p>	<p>b) E- In a perfect world it would, but that's not exactly how it is. <b>ONLY 1</b> in 5 households on reserve have enough room for the <b>WHOLE</b> family and just as many need serious repairs. My mother is on the housing committee for our community. She helps people buy and rent houses, repair things that break in the rentals, she helps look after our houses. She says there is never enough to go around.</p> <p>c) (EDITH SPEAKING TO THE PLAYER.) Try to make each of these families fit into the houses. As things break down, click on them to stop them from getting worse. You better hurry, it looks like rain and you don't want everyone to get wet!</p> <p><b>INTERACTION: TIMED – 120 seconds, as the time elapses, more clouds (drawn in the sand) accumulate, at 30 seconds, lightning bolts start appearing...</b></p> <p><b>One family at a time, drag each member to a bedroom until the whole family is in.</b></p> <p><b>TRICKSTER - Randomly and simultaneous to the activity, have different things happen to the house (draw them in the sand...): spring a leak, hole in the roof, broken window, whole in the wall, etc.. If player does not click on the problem within 3 seconds, make the problem devour the house. For example, the leak grows until the house is completely underwater and player must start over.</b></p> <p><b>FEEDBACK – As the player runs out of time, the rain pours down and washes away the drawing of the house in the sand.</b></p> <p>d) E- <b><i>THIS IS AS HARD AS JUGGLING!</i></b> I can't believe I put holes in the wall – on purpose! I disrespected <b>MY</b>self, <b>MY</b> family and <b>MY</b> community <b>BY</b> acting like a maci-awâsis; a bad child. Thanks for helping me try to make it right! Want to try again or play move on to another part of the journey? (<b>RESET THE HOUSE DRAWING</b>)</p> <p>Zoom out to overall map.</p> <p><b>MISSED REPAIR –</b></p> <p>e) KN – We must take care of each other by taking care of our homes! <del>Please make sure you</del> Making repairs can be tricky, but if they are done quickly, they don't</p>
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## 6.3 Home Maintenance

	<p><b>Learner is awarded the bison carving and additional points.</b></p> <p>Satchel pops-up with Bison added. Zoom out from satchel to whole map.</p>	<p>become a bigger issue than they have to. Would you like to try again or move onto another challenge?</p> <p><b>SUCCESSFUL FEEDBACK:</b></p> <p>f) KN - The Bison is the symbol for respect. By doing your best to provide each person a home and keep that home repaired, you respect yourself and your people. By teaching others of this powerful truth, you will be honourable in your teachings. Edith has some repairs of her own to make. Would you like to try again or move onto another challenge?</p>
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## 6.3 Home Maintenance

### THEME: HOME MAINTENANCE

#### Classroom curriculum

#### 6.3 My Community has Housing Policies, Rules and Regulations about Housing Maintenance

By the end of this lesson, students will be able to list and describe some laws, regulations and rules that contribute to healthy and safe housing in their first nation

#### Housing Concept Description:

Housing policies and procedures help First Nation bands look after existing houses and plan for future housing needs. It is important to have these administrative policies so that members of each First Nation have equal opportunities for housing. Many tenants who live in reserve housing have difficulty understanding how these policies, rules and regulations can assist them.

Wisdom ✓ Respect ✓ Humility ✓ Bravery ✓ Honesty Truth Love

#### WISDOM – BEAVER ✓ - Dam across narrow part of river on map

To cherish knowledge is to know wisdom. The Beaver represents wisdom. The beaver alters his environment in an environmentally friendly way for the benefit of his family. Use your inherent gifts wisely and live your life by them. Respect your own limitations and those of all your surroundings. Allow yourself to learn and live by your wisdom.

<b>KMH-06-03-01</b>	<p><b>Swept Away.</b> Zoom into dam on map. Children walking ON TRAIL THAT ROUGHLY FOLLOWS THE RIVER WHICH IS DOWN A BANK SEVERAL FEET LOWER. WATER IS STARTING TO CLIMB AND FLOOD THE TRAIL IN LOWER AREAS. You can see the dam up ahead on the trail. First person perspective (viewing the scene as if you were Edith and Boy) Ripples in the puddles as they move ahead to</p>	<p>a) B- THE BEAVERS HAVE DAMMED THE RIVER! I'VE NEVER SEEN THE WATER REACH THE TRAIL. THIS TRAIL IS THE ONLY WAY TO GET THROUGH SAFELY.</p> <p>b) E- Look! THERE IT IS! THAT'S the biggest dam I've ever seen</p> <p>c) B-WE HAVE TO DO SOMETHING BEFORE WE LOSE THE TRAIL COMPLETELY.</p> <p>d) E- DO YOU HAVE A GIANT SLEDGEHAMMER IN THAT PACK? WHAT ARE WE SUPPOSED TO DO?! CLIMB ON TOP AND TRY TO CAVE IT IN?</p> <p>e) B – COULD YOU CAVE IN A HOUSE BY CLIMBING ONTO THE ROOF? BEAVER LODGES ARE PRETTY SOLID WHEN THEY ARE BUILT RIGHT, AND BEAVERS ALWAYS BUILD THEM RIGHT, BESIDES, THEY ARE STOPPING AN ENTIRE RIVER FROM</p>
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## 6.3 Home Maintenance

	<p>simulate walking. EAGLE FLIES BY OVER THE WATER IN THE BACKGROUND.</p> <p>PAN/Zoom TO GIANT BEAVER DAMN. (Eagle again, briefly)</p> <p>ANIMATION: AS BOY DESCRIBES HOW THE LODGE IS DESIGNED AND BUILT, FADE BACKGROUND AND SHOW A CROSS SECTION OF THE INSIDE OF THE LODGE. BUILD THE LODGE AS BOY DESCRIBES IT.</p> <p>Interaction: EDITH LOOKS DIRECTLY AT THE PLAYER</p> <p>(SIMILAR TO PICK-UP STICKS GAME)</p>	<p>FLOWING. WE CAN'T JUST LET THE WATER FLOW, IT WOULD DESTROY OR DROWN EVERYTHING BELOW.</p> <p>f) E - ARE YOU TELLING ME THERE'S A BEAVER BUILDING CODE?!</p> <p>g) B- ABSOLUTELY! THEY HAVE RULES ON THE ORDER OF HOW TO BUILD. WHO BUILDS WHAT AND WHERE. A SINGLE-FAMILY BUILDS AND LIVES IN A LODGE YEAR AFTER YEAR.</p> <p>THE ONLY WAY IN IS UNDERWATER. THEY USUALLY HAVE 2 CHAMBERS, ONE ON TOP OF THE OTHER. THE BOTTOM ONE IS WHERE THEY DRY OFF AND EAT, UPSTAIRS IS WHERE THEY SLEEP. STACKING THE CHAMBERS REDUCES THE WEIGHT OF THE WALLS AND HELPS PREVENT CAVE-INS.</p> <p>LAST YEAR'S YOUNG BECOME THIS YEARS BUILDERS, MAINTENANCE WORKERS AND BABYSITTERS!</p> <p>YEARS AGO, THAT LODGE WAS STARTED BY "planting" foundation sticks in the mud, then ADDING sticks, bark, rocks, mud, grass, leaves, masses of plants, and anything else available TO BUILD THE DOME. EVERY YEAR THE FAMILY HAS GROWS AND THE RENOVATIONS BEGIN! WITH AS MANY AS 18 BEAVERS IN A FAMILY, IT IS PRETTY IMPORTANT TO BUILD IT IN THE RIGHT PLACE FOLLOWING THE RULES TO MAKE SURE IT IS SAFE AND WILL LAST FOR A LONG TIME.</p> <p>h) E- WE NEED TO LET SOME OF THE WATER THROUGH, BUT WE HAVE TO BE CAREFUL NOT TO DESTROY THE LODGE! PICK THE STICKS OUT CAREFULLY, BUT HURRY, THE WATER KEEPS RISING! TRICKSTER WOULD LOVE TO SEE THE LODGE DESTROYED. MAKE SURE TO REPLACE ANY STICKS HE MIGHT PULL BY CLICKING TO CLOG THE HOLE!</p> <p><b>HAVE 3 "KEY STICKS" STRATEGICALLY PLACED WITH SUBTLE CONNECTIONS THAT MAY OR MAY NOT BE VISIBLE UNTIL THE STICK IS PULLED (CAN'T MAKE IT TOO EASY – THE PLAYER NEEDS A CHALLENGE!) THE AREA SHOULD BE AT AN OUTER EDGE OF THE DOME AS IS WOULD HAVE BEEN DONE RECENTLY.</b></p>
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## 6.3 Home Maintenance

		<p>EACH CORRECT STICK HAS THE WATER RECEDING INCREMENTALLY. EACH INCORRECT CHOICE HAS THE WATER RISING UNTIL IT COVERS EVERYTHING BUT THE LODGE.</p> <p>TRICKSTER: EVERY 5-10 SECONDS, TRICKSTER APPEARS AND PULLS OUT A STICK. MAKE IT SNEAKY AND NOT COMPLETELY OBVIOUS. THE MINUTE IT HAPPENS THE WATER STARTS RUNNING OUT OF THE HOLE. THE LONGER IT TAKES FOR THE PLAYER TO CLICK THE BIGGER THE HOLE AND THE MORE WATER THAT POURS OUT. IF THE PLAYER DOES NOT CLICK THE HOLE, THE LODGE BECOMES A PILE OF RUBBLE AND THE WATER POURS DOWN THE OTHER SIDE OF THE DAM LIKE A TORRENT!</p> <p>1<sup>ST</sup> CORRECT STICK:</p> <p>i) B- THE BEAVER BUILDS A STRONG HOME, LAYER BY LAYER, YEAR BY YEAR. THE CHANGES MADE THIS YEAR ARE EXACTLY WHERE YOU SHOULD PAY ATTENTION! I THINK THE WATER HAS RECEDED SLIGHTLY!</p> <p>2<sup>ND</sup> CORRECT STICK:</p> <p>j) B- ITS WORKING! CONSIDERING THE DETAILS AS DID THE BEAVER WHEN HE WAS BUILDING, PROVIDES A CERTAIN WISDOM!</p> <p>3<sup>RD</sup> CORRECT STICK:</p> <p>k) B- WELL DONE! The Beaver is the symbol for wisdom. Wisdom is always observing life around you and allowing yourself to learn even more from that wisdom. WOULD YOU LIKE TO TRY AGAIN OR TAKE YOUR CHANCES BACK ON THE TRAIL?</p> <p>3 – POOR CHOICE STICKS ARE SLIGHTLY MORE WEATHERED AS A STICK IS PULLED, THE WATER RISES</p> <p>1<sup>ST</sup> WRONG STICK FEEDBACK:</p>
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## 6.3 Home Maintenance

	<p>Satchel pops-up with Beaver added. Zoom out from satchel to whole map.</p>	<p>l) KN – THIS FAMILY HAS LIVED HERE FOR MANY GENERATIONS. EACH LEARNING AND BUILDING ON WHAT THEIR ELDERS STARTED. THIS PROBLEM IS NEW, AND THAT IS WHERE YOU SHOULD START. FIND THE RIGHT STICK QUICKLY!</p> <p><b>2<sup>ND</sup> WRONG FEEDBACK: WHEN STICK IS PULLED IT BREAKS AS IT IS VERY OLD AND BRITTLE.</b></p> <p>m) KN – ALTHOUGH OLD AND FRAYED, THIS STICK MAY NOT BE THE BEST CHOICE. YOU MUST CONSIDER HOW THE LODGE WAS BUILT TO UNDO WHAT HAS RECENTLY BEEN DONE. THE WATER IS GETTING HIGHER – HURRY!</p> <p><b>3<sup>RD</sup> WRONG FEEDBACK:</b></p> <p>N) KN – THE BEAVER ALTERS HIS LODGE IN AN ENVIRONMENTALLY FRIENDLY WAY FOR THE BENEFIT OF HIS FAMILY WHICH HAS GROWN BY 4 THIS YEAR. HE HAS GROWN THE OUTER EDGE OF HIS HOME TO INCREASE THE ROOM INSIDE. WOULD YOU LIKE TO TRY AGAIN OR TAKE YOUR CHANCES BACK ON THE TRAIL?</p> <p><b>RESET EXERCISE</b></p>
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THEME: HOME SAFETY

Classroom curriculum

6.4 Identifying and Using House Cleaning Chemicals Safely

The students will identify and describe house cleaning chemicals and their elements. They will demonstrate how and when to use them.

Housing Concept Description:

Chemicals have been developed to be used in cleaning our homes. Some of these chemicals are dangerous and must be stored in safe places. There are many environmentally friendly products on the market today. These products are safe and available for purchase. However, many other products found in the home can also be used for cleaning.

Wisdom ✓ Respect ✓ Humility ✓ Bravery ✓ Honesty ✓ Truth Love

HONESTY – SASQUATCH/RAVEN ✓ - Forest near cave on map

To walk through life with integrity is to know honesty. The Sasquatch or the Raven represents honesty. They remind us to be ourselves and not someone we are not. Sasquatch accepts himself and knows how to use his gifts. He uses what he was given to survive and thrive, and so must you. Recognize and accept who you are.

KMH-06-04-01

Clean and Shiny.

Zoom into woods near cave on map. Edith and the boy SITTING ON A LOG IN THE MIDDLE OF THE WOODS EATING LUNCH on left side of screen. EDITH RIPS OPEN A SNACK BAR AND DROPS THE WRAPPER ON THE GROUND. EAGLE SITTING HIGH ABOVE IN A TREE.

- a) B- Edith Chisel! What did you just do?
- b) E- NOTHING, WHAT DO YOU MEAN?



## 6.4 Home Safety

ANIMATION: IN A DARKER AREA IN THE TREES to the right AND PRESENT A BABY SQUIRREL WITH A WRAPPER ON IT'S HEAD BUMPING INTO TREES, TRIPPING OVER A ROCK, SITTING IN A PUDDLE AND FINALLY GROWN WITH THE RIPPED BAG BESIDE HIM. Fade back to wrapper on the ground.

Fade in images as they are described...



- c) B – TO YOU IT'S JUST A WRAPPER. TO THE BABY SQUIRREL THAT GETS HIS HEAD STUCK INSIDE BECAUSE HE IS CURIOUS, IT IS **VERY DANGEROUS**. HE WON'T BE ABLE TO SEE ANYTHING, HE'LL BE WALKING INTO TREES AND TRIPPING OVER ROCKS, FALLING INTO PUDDLES UNTIL HE GROWS BIG ENOUGH THAT IT FINALLY RIPS OFF!
- d) E – WELL WE CAN'T HAVE THAT! (EDITH PICKS UP THE WRAPPER LAUGHING), BUT REALLY, IT'S NOT LIKE I POURED OUT A CAN OF OIL ON THE GROUND.
- e) B – WOULD THAT BE WORSE FOR THE SQUIRREL?
- f) E – FOR SURE, IT WOULD BE TOTALLY TOXIC!
- g) B - I DON'T KNOW IF I COULD SURVIVE IN YOUR WORLD.
- h) E – SURE YOU COULD. THERE ARE LABELS ON EVERYTHING AND IF YOU ARE REALLY CONCERNED, A LOT OF THE TIME YOU CAN USE PRODUCTS THAT ARE ENVIRONMENTALLY FRIENDLY. ONE OF MY CHORES IS CLEANING THE KITCHEN AND, BELIEVE IT OR NOT, I ACTUALLY CARE, SO WE USE "GREEN" CLEANERS WHERE WE CAN. THEY AREN'T HARMFUL TO US OR THE WORLD AROUND US.
- i) B – LABELS WOULD BE GREAT IF I COULD ACTUALLY **READ!**
- j) E – NOT A PROBLEM – THE LABELS ARE ACTUALLY PICTURES OF WHAT CAN HAPPEN WITH WHATEVER IS IN THE CONTAINER
- IF IT CAN EXPLODE, LIKE AN AEROSOL CAN, THERE'S A PICTURE OF AN EXPLOSION – YOU DON'T WANT TO PUT THOSE ANYWHERE NEAR HEAT!
  - CORROSIVE CHEMICALS can burn your skin or eyes. THEY CAN hurt your throat and stomach if THEY get swallowed SO THE LABEL SHOWS THE SKELETON OF A HAND.
  - FLAMMABLE CANS CATCH FIRE VERY EASILY, even the fumes or vapors can catch fire so it's very important to keep THEM away from sparks, flames or cigarettes. SO IT HAS A PICTURE OF FIRE.
  - POISONS CAN MAKE YOU SICK IF YOU SWALLOW THEM, BUT EVEN BREATHING THEM IN CAN HURT YOU SO THE LABEL SHOWS A SKULL AND BONES.



## 6.4 Home Safety



### INTERACTION: WHERE'S WALDO

KITCHEN SCENE slides in from right and pushes Forest scene out left. THERE ARE CONTAINERS WITH LABELS HIDDEN THROUGHOUT THE SCENE. SOME STORED APPROPRIATELY AND OTHERS NOT SO MUCH.

(EDITH SLIDES INTO SCENE FROM LEFT - HEAD TO Waist. EDITH SPEAKS DIRECTLY TO THE PLAYER.)

BOY SLIDES IN FROM RIGHT TO STAND BESIDE HER WITH ARMS CROSSED WEARING GOGGLES, A HARD HAT AND BIG RUBBERS GLOVES (EXAGGERATED AND A LITTLE SILLY)

THROUGHOUT THE CLUTTERED AND BUSY KITCHEN THERE ARE ITEMS HIDDEN IN PLAIN SIGHT. SOME ARE

NO MATTER WHAT, YOU HAVE TO BE CAREFUL USING ANYTHING WITH THESE KINDS OF LABELS. PROTECT YOUR EYES WITH SAFETY GLASSES AND YOUR HANDS WITH RUBBER GLOVES AND MAKE SURE TO STORE THEM PROPERLY.

- k) B- WHAT IF I WANT TO BE GREEN?
- l) E- THAT LABEL CAN BE SHOWN A COUPLE OF DIFFERENT WAYS, BUT IT IS OFTEN THREE GREEN ARROWS IN A CIRCLE OR GREEN LEAVES.
- m) B – SINCE I CAN READ NOW, THIS WOULD BE EASIER THAN CATCHING LUNCH!
  
- n) E – YOU THINK SO? BE MY GUEST!
  
- o) E - HELP BOY FIND THE LABELS IN THE KITCHEN, BUT BE CAREFUL, SOME THINGS AREN'T WHERE THEY SHOULD BE! IF YOU SEE ANY, CLICK ON THEM TO PUT THEM AWAY BEFORE THEY BECOME A PROBLEM.



## 6.4 Home Safety

	<p>BENIGN AND WILL NOT CAUSE A PROBLEM (BUT CAN BE CLICKED – RED HERRINGS DEALING WITH INTEGRITY AND THE WORLD AROUND US THROUGH FEEDBACK) WHILE OTHERS ARE ABOUT TO ERUPT, CORRODE, CATCH FIRE OR MAKE THE CAT REALLY SICK.</p> <p><b>EXPLOSIVE</b> – STORED NEAR THE STOVE WHERE SOMETHING IS COOKING. IT IS SLOWLY GETTING HOTTER AND HOTTER, STARTS SHAKING, FASTER AND FASTER, UNTIL IT EXPLODES AND SHOOTS UP THROUGH THE CEILING MAKING A HUGE HOLE THAT YOU SEE SKY THROUGH.</p> <p><b>CORROSIVE</b> – bottle of bleach on top of the folded laundry with a pink sweater at the top. The bottle has a big dent and the bleach is dripping out. The sweater slowly starts to smolder as a hole begins. As time progresses, the wisps become smokier and the hole becomes bigger until the whole bottle drops into the hole in the middle of the pile.</p>	<p><b>EXPLOSIVE:</b></p> <p><b>FOUND IT FEEDBACK:</b></p> <p>p) E - Good catch, that could have been really scary! Mom loves that stuff, she says it smells amazing. I might not do the shopping, but I can definitely recycle it when it's empty.</p> <p><b>MISSED IT FEEDBACK:</b> GAME KEEPS GOING, BUT YOU HEAR EDITH SAY:</p> <p>q) E – That could have really hurt! Hurry before anything else happens.</p> <p><b>CORROSIVE:</b></p> <p><b>FOUND IT FEEDBACK:</b></p> <p>r) E – That's my favourite sweater! Is there a hole? is it ok? Better my sweater than your hands! That was a really big save – did you notice that this was both corrosive – obviously, but explosive too! AND it was on the dryer. Good thing the laundry was done!</p> <p><b>MISSED IT FEEDBACK:</b></p> <p>s) E – Good thing Boy has gloves on! But now my favourite sweater is wrecked! At least I wasn't wearing it...</p> <p><b>FLAMMABLE:</b></p>
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## 6.4 Home Safety

	<p><b>FLAMMABLE</b> – NEAR THE COFFEE MAKER WITH A HOT POT OF COFFEE. SPORADIC SPARKS START BECOMING LESS AND LESS SPORADIC UNTIL THE STACK OF NEWSPAPERS BESIDE IT CATCH FIRE!</p> <p><b>POISON</b> – BOTTLE OF SOMETHING TOXIC BUT BIODEGRADABLE (GREEN) SPILLING ONTO THE TABLE (WHICH IS IN THE BOTTOM LEFT HAND SIDE OF THE SCREEN). THE CAT DRINKING IT UP AND SLOWLY GETTING GREENER AND GREENER. HIS CHEEKS ARE PUFFING OUT TRYING TO HOLD IT IN...UNTIL HE CAN'T. CAT LEANS OVER THE SIDE OF THE TABLE (THE TOP OF HIS HEAD FILLS THE CORNER OF THE SCREEN SO THAT WHATEVER COMES OUT IS OFF-SCREEN, BUT YOU SEE HIS BODY HEAVING!)</p>	<p><b>FOUND IT FEEDBACK:</b></p> <p>t) E – That’s always there – I never noticed! I’m glad you did, we’ll have to be more careful. I wonder if we do that anywhere else in this house.</p> <p><b>MISSED IT FEEDBACK:</b> <b>EDITH SLIDES INTO SCENE WITH A FIRE EXTINGUISHER AND PUTS IT OUT WHILE TALKING:</b></p> <p>u) E – I thought you said this would be easy! Sometimes the most obvious things go unnoticed because has always been there! Look around with fresh eyes and finish up, I don’t think I can take much more of this!</p> <p><b>POISON:</b></p> <p><b>FOUND IT FEEDBACK:</b> I’m impressed, I didn’t know if you would get that one! Even green products can be dangerous. Poor Ralph, but he’s looking better already.</p> <p><b>MISSED IT FEEDBACK:</b></p> <p>v) E – “Green” doesn’t automatically mean safe and can be very harmful – just ask Ralph!</p> <p><b>RED HERRINGS:</b></p> <p><b>UNLABELLED SPRAY BOTTLE WITH CLEAR LIQUID:</b></p> <p>w) E - If you aren’t sure, better safe than sorry! Kookum keeps vinegar and water in that to clean the windows. It might not taste all that great, but it won’t hurt you. <b>Mason Jar with bacon grease tucked safely away:</b></p> <p>x) E – I know, it looks kind of gross, but looks can be deceiving. I save the bacon grease to make suet for the birds in the winter. They LOVE it!</p> <p><b>UNLABELLED BOTTLE WITH CREAMY WHITE LIQUID:</b></p> <p>y) E – Did you know that dryer sheets we use to make our clothes soft and smell good can have 10 to a 100 different chemicals and they blow right into the air</p>
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## 6.4 Home Safety

	<p>Satchel pops-up with Raven carving added. Zoom out from satchel to whole map.</p>	<p>outside! When I found out, I figured out how to make my own fabric softener. It's just hair conditioner, vinegar and water!</p> <p><b>SUCCESSFUL FEEDBACK: ALL 4 ARE FOUND IN TIME:</b></p> <p>z) KN- The girl who knows these labels and teaches them to others does NOT litter our forest. The raven is the symbol of truth. Like the raven Edith knows she should live her life with integrity and find ways to use her gifts to thrive! Edith's mistake reminded her to be herself and not someone she is not. Would you like to try again or continue the journey?</p> <p><b>UNSUCCESSFUL FEEDBACK: TIME RAN OUT...</b></p> <p>aa) KN: You are learning as Edith is, what gifts you have to thrive and survive. Edith knows better, but still littered the forest floor. Her mistake reminded her to be herself and not someone she is not. You can do the same. Would you like to try again or continue the journey?</p>
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## CONCLUSION: Cave on map

Wisdom ✓ Respect ✓ Humility ✓ Bravery ✓ Honesty ✓ Truth Love

### LOVE -The Eagle

To know love is to know peace. The Eagle represents love. The Eagle has the strength to carry all the teachings. Love is found in the core of all the teachings, therefore the Eagle's feather is considered the highest honour and a sacred gift. View your inner-self from the perspective of all the teachings. You will be at peace with yourself when you know love and love yourself, the balance of life, all things and also with the creator.

### TRUTH - The Turtle

Truth is represented by the turtle, because she was here during the creation of Mother Earth and carries all the teachings on her back. She lives in a slow and meticulous manner, as she understands the importance of both the journey and the destination. Show honour and sincerity in all that you say and do. Be true to yourself and all other things.

KMH-06-05-01

#### Once all the pieces are found...

Each lesson/activity can be done in any order. Once all 4 objectives are completed (the bear, beaver, bison, raven and wolf carvings collected) the conclusion automatically starts...

You see Edith, from the back standing in a meadow with wild flowers and long grass. There is a rocky hill in the background.

Boy's voice is now that of an elderly gentleman - Nimishoomis

- a) E – Will we ever find the cave? We've hiked by the river, tramped through the forest, looked high and low, and still NOTHING!
- b) N – you have opened your eyes wider than ever before throughout your journey, but it's not quite over yet...
- c) E – NIMISHOOMIS?! YOU are boy? But why?
- d) N – When you fibbed to Kookum about the holes in the wall, we felt it was time you went on a journey. We learn from our experiences in the world, the stories told, our



## 6.4 Home Safety

<p>Edith turns slowly as the boy morphs into grandfather. Edith, jaw dropped, sits down heavily on a rock.</p> <p>Edith falls off the rock which is actually a turtle that starts to slowly lumber away. On the flattened grass where he was is the Turtle carving.</p> <p>Edith with the open satchel to add the turtle</p> <p>Eagle is flying in and out of the screen. When Nimishoomis gives the instruction, the Eagle speeds up a little and does loops and goes up and down.</p> <p>No incorrect feedback. Once the player clicks on the Eagle, it slowly lowers to the ground morphing into Kookum with her arms around Edith. The background fades to Edith's room with the completed poster front and center on the wall.</p>	<p>family and those around us. You learn by doing and experiencing life and the world around you.</p> <p>e) N - The turtle represents truth because she was here during the creation of Mother Earth and carries all the teachings on her back. She lives in a slow and meticulous manner, as she understands the importance of both the journey and the destination. This was your journey and you showed honour and sincerity in all that you said and did, you were true to yourself and all other things.</p> <p>f) E – But I still haven't found the Eagle carving. Can we find our way home without it?</p> <p>N - The Eagle represents love and you never really lost it. Did you notice, throughout your journey, the Eagle was always present? The Eagle has the strength to carry all the teachings. Love is found in the core of all the teachings.</p> <p>g) E – Then we CAN find our way home?</p> <p>h) N – Help Edith tap the Eagles shoulder by clicking on her when she goes by. Your journey allowed you to view your inner-self from the perspective of all the teachings.</p> <p>K- Your journey allowed you to view your inner-self from the perspective of all the teachings. When you know love and love yourself, the balance of life, all things and also with the creator - you are at peace.</p>
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