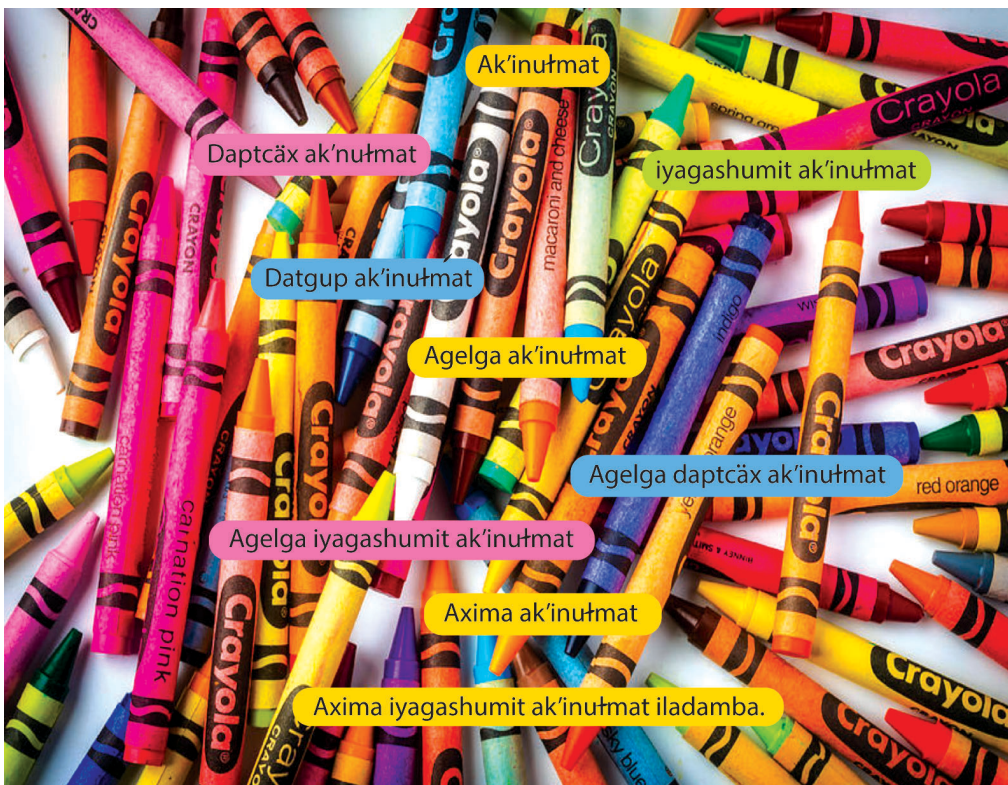


~ Culture & Heritage Language Lesson ~

Kiksht ~ Wasq'u



Ichishkiin ~ Warm Springs



~ Student lessons for the classroom ~ Kiksht ~ Wasq'u

WASCO LANGUAGE PROGRAM LESSON PLAN

UNIT:	TPR-MOVING AROUND	BY:	Gladys Thompson, Madeline McInturff, Valerie Aguilar, Elaine Clements, Christina Abreo
LEVEL:	Beginning	FOR:	Community Classes
LESSON:	Pick Up the Crayons II	TIME:	15 minutes at a time

GOAL: The student will be know, understand, and follow the commands to pick up and put down crayons, pencils and pens.

OBJECTIVES: The student will be able to:

- Execute the command, "Pick up" and "Put down"
- Know the words for Crayon, green crayon, yellow crayon, and white crayon.

PROCEDURES:

- Introduction:** Let the students know you will command them to do actions using TPR.
- Implementation:** Model the command you would like for the students to learn, repeat 3 times, say the commands without modeling and let the student follow the commands, repeat 3 times, then have everyone follow the command.
- Closure:** Have one of the students try the commands on their classmates.
- Follow-Up:** Repeat the next, day and add more to the lesson.

RESOURCES: Elders: Gladys Thompson, Madeline McInturff.

EVALUATION: The teachers will observe the students and keep a checklist of their accomplishments.

Language Focus: Ak'ínułmat means pen, pencil, marker or crayon.

	Crayon	Green crayon	Yellow crayon	White crayon
Kiksht Name	ak'ínułmat	Daptcáx ak'ínułmat	Ichagashumit ak'ínułmat	Datgup ak'ínułmat
Pick Up	Agelga ak'ínułmat	Agelga Daptcáx ak'ínułmat	Agelga ichagashumit ak'ínułmat	Agelga Datgup ak'ínułmat
Put down	A~ima ak'ínułmat	A~ima Daptcáx ak'ínułmat	A~ima ichagashumit ak'ínułmat	A~ima Datgup ak'ínułmat
Put down on Table	A~ima ak'ínułmat iladamba	A~ima Daptcáx ak'ínułmat iladamba	A~ima ichagashumit ak'ínułmat iladamba	A~ima Datgup ak'ínułmat iladamba
Put down on Rug	A~ima ak'ínułmat ikilgigwiatba	A~ima Daptcáx ak'ínułmat ikilgigwiatba	A~ima ichagashumit ak'ínułmat ikilgigwiatba	A~ima Datgup ak'ínułmat ikilgigwiatba

Numu ~ Paiute



~ Student lessons for the classroom ~ Numu ~ Paiute

UNIT:	CLOTHES UNIT	BY:	Pat Miller, Shirley Tufti, Alice Harman
LEVEL:	Beginning	FOR:	Home-Based Learning
LESSON:	Packing for Las Vegas	TIME:	20-30 Minutes at a Time

~ Student lessons for the classroom ~ Ichishkiin ~ Warm Springs

UNIT:	CLOTHING	BY:	Sahaptin Language Team
LEVEL:	Beginning	FOR:	2nd Grade
LESSON:	Point & Touch, Pick Up & Put Down	TIME:	15 minutes at a time

GOAL:

To learn the Sahaptin names of the clothes they are wearing, and to understand commands and ask and answer simple questions.

OBJECTIVES: The student will be able to:

- Follow directions to point to and touch clothes, for full control.
- Follow directions to pick up and put down clothes, for partial control.

PROCEDURES:

- Introduction:** Put some items of clothing on a table and tell the students what this lesson is about.

Chikúukmatash sapsíkw'ata táatpas taatpaski. Today I'm going to teach you all about clothing.

2. Implementation:

Give TPR commands to groups of students to point to and touch different items of clothing.

Pinatusknáiti q'pq'plí. Pamatusknáiti q'pq'plí.	Everybody, point to your shoes.
Atúskti aswanmí mxshpyat táatpas.	Everybody, point to the boy's green shirt.
Pamawapasháiti táatpas awáta tilatalá.	Everybody, touch your shirts or pants.
Awapasháti chmuk q'pq'plína.	Everybody, touch the black shoes.
Atúskti áswainma mxshpyat táatpas.	Touch the boy's green shirt.

Give TPR commands to one student at a time to pick up and put down different items of clothing.

Awnpnk walách'wichna.	Pick up belt.
Atamcháshak walách'wichna.	Put the belt down.

3. Closure:

Tell the students you'll see them later.

I'au áxwaimatash ánych'a q'ínuta. Okay, I will see you all later.

4. Follow-Up:

Review this lesson through out the year, using different items of clothing.

RESOURCES:

- Clothes

EVALUATION:

The teacher will observe the students and keep a checklist of their accomplishments.

Numu ~ Paiute for the Classroom ~

GOAL:

The students will have fun learning the names of items of everyday clothing by playing a memory game.

OBJECTIVES: The student will be able to:

- Name five items of everyday clothing, for full control.
- Say "I'm going to _____" and "I'm taking a _____", for full control.
- Say "I forgot" and "I don't know" for full control.

PROCEDURES:

1. Introduction:

The teacher will bring a suitcase with her to class. She will open it and show the empty suitcase to the class. She will tell them that we are going to take a trip to Las Vegas in the summer (or Burns in the winter, etc) and that we need to pack clothes. She will ask the students "What will you take with you to Las Vegas?"

NUMU in the Classroom continues on 9