ᕿᕋᑕᔪᖅ ᐱᙵᐊᕈᑎ
Board Game

ᐊᐅᔭᒃᑯᑦ ᐅᓪᓗᖅ ᓄᓇᓕᒻᒥ
A SUMMER DAY IN THE COMMUNITY

ᒪᓕᒋᐊᓖᑦ

1. ᕿᑐᕐᖓᐃᑦ ᐊᒥᐊᓇᑎᒍᒃ ᐅᑭᑎᓇᓗᓂᓗ ᕿᕋᑕᔪᒥᒃ ᐱᙵᐊᕈᒻᒥ ᐃᓄᙵᐊᖏᓐᓂᒡᓗ (ᐊᖑᑦ ᐸᐸᓪᓗ) ᐊᒻᒪ ᐱᙵᐊᕐᕕᒋᓂᐊᖅᑕᓯ. (ᐃᑲᔪᓇᐊᖃᕈᕕᑦ ᐃᑲᔪᕐᓗᑎᑦ.)
2. ᒪᑭᒋᐊᖃᑦᑕᓂᒃ ᐊᑐᕐᓂᐊᖅᑕᔅᓯᓐᓂᒃ ᓇᓂᓯᓯᒪᓗᑎᑦ.
3. ᕿᑐᕐᖓᐃᓪᓗ ᓂᕈᐊᖅᓯᓯᒪᔭᓇᐊᖃᖅᑐᓯᒃ ᐃᓄᙵᐊᕐᒥ, ᐃᓕᓗᒋᓪᓗ “ᐱᒋᐊᕐᕕ-ᓚᔪᒃᑯᑦ”.
4. ᕿᑐᕐᖓᐃᑦ ᑐᑭᓯᑎᒍᒃ ᓈᖃᑦᑕᕐᓂᐊᕋᔅᓯ ᑭᐸᓈᒃᑐᒃᑯᑦ ᒪᑭᑦᑐᑦ ᓈᓴᐅᑏᑦ ᒪᓕᒃᓗᒋᑦ. ᑎᒃᑯᐊᖃᑦᑕᕐᓂᐊᖅᐸᑎᑦ ᐅᐸᓐᓂᐊᖅᑕᖏᑦ ᖃᐅᔨᔪᒥᓇᖅᑐᑦ ᐱᙵᐊᕈᒻᒦᑦᑐᑦ:

   - ᐱᙵᐊᕐᕕᖕᒦᙵᐊᖅᑐᑦ: ᐱᙵᐊᕐᕕᙵᐊᓕᐊᕈᕕᑦ, ᓈᑦᑕᓇᐊᖃᔅᔭᖏᑦᑐᑎᑦ ᐊᑕᐅᓯᐊᖅ ᐱᙵᐊᑐᐃᓐᓇᓕᖅᑐᒥᓂᐅᙵᐊᕐᓂᐊᕋᕕᑦ.
   - ᓯᒃᓯᖕᒧᑦ ᐃᑳᕐᕕᑦ: ᓄᖅᑲᕈᕕᑦ ᓯᒃᓯᐅᑉ ᐃᑳᕐᕕᙵᐊᖕᒐᓄᑦ, ᐊᖅᑯᑎᑯᑖᒐᓗᒃᑰᙵᐊᓇᐊᖃᕐᓂᐊᖅᑐᑎᑦ ᓲᖅᑲᐃᒻᒪ ᓯᒃᓯᐅᑉ ᐊᖅᑯᑦ ᓴᐱᓯᒪᙵᐊᕐᒪᒍ.
   - ᐅᒥᐊᓄᑦ ᓂᐅᕋᐃᕕᒃ: ᓂᐅᕋᐃᕕᙵᐊᓕᐊᕈᕕᑦ ᓇᐃᓐᓂᖅᓴᒃᑰᕈᓐᓇᖅᑐᑎᑦ ᐊᖅᑯᑎᒃᑯᑦ ᑐᐱᕐᕕᙵᐊᕐᒧᑦ.
   - ᑐᐱᕐᕕᙵᐊᖅ: ᑐᐱᕐᕕᙵᐊᒧᑦ ᓄᖅᑲᕈᕕᑦ, ᖃᖏᖅᑕᐅᔭᓇᐊᖃᖅᑐᑎᑦ ᓲᖅᑲᐃᒻᒪ ᐃᓐᓇᑐᖃᐃᑦ ᐅᓂᒃᑳᖅᑎᓪᓗᒋᑦ ᓈᓚᒋᐊᖃᙵᐊᕋᕕᑦ.

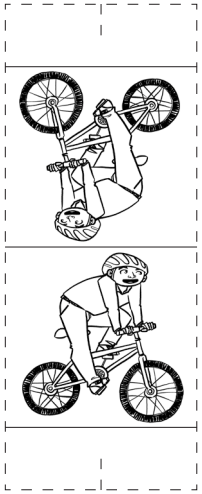
5. ᐱᙵᐊᕈᑎ ᐱᒋᐊᕈᓐᓇᖅᓯᔭᐃᑦ ᐃᑲᔪᓇᐊᖃᕈᕕᑦ ᐃᑲᔪᕐᓗᑎᑦ.

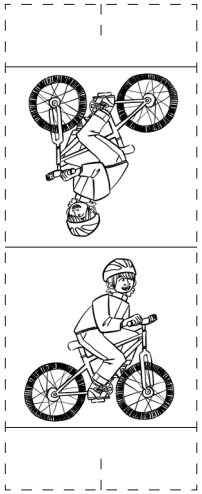
Directions

1. Have your child cut out the board game characters (Angut and Papak) and the game board. (Assist as needed.)
2. Find a dice to use for the game.
3. You and your child should each choose a character and place the characters on the “Start” spot.
4. Explain to your child that you will take turns rolling the dice and moving the corresponding number of squares. Point out the special spaces on the board:
   - Playground space: If you land on the playground space, you miss a turn because you stay and play on the playground.
   - Hikhik crossing: If you land on the hikhik crossing, you take the long way around to get to the boat dock because the hikhik is blocking the road.
   - Boat dock: If you land on the boat dock, you can take the short cut to the campground.
   - Campground: If you land on the campground, you miss a turn because you stay to listen to the Elders’ stories.
5. Begin the game and assist as needed.

ᑭᔭᕐᖃ- *cut*

ᐃᒧ- *fold*





INHABIT EDUCATION BOOKS

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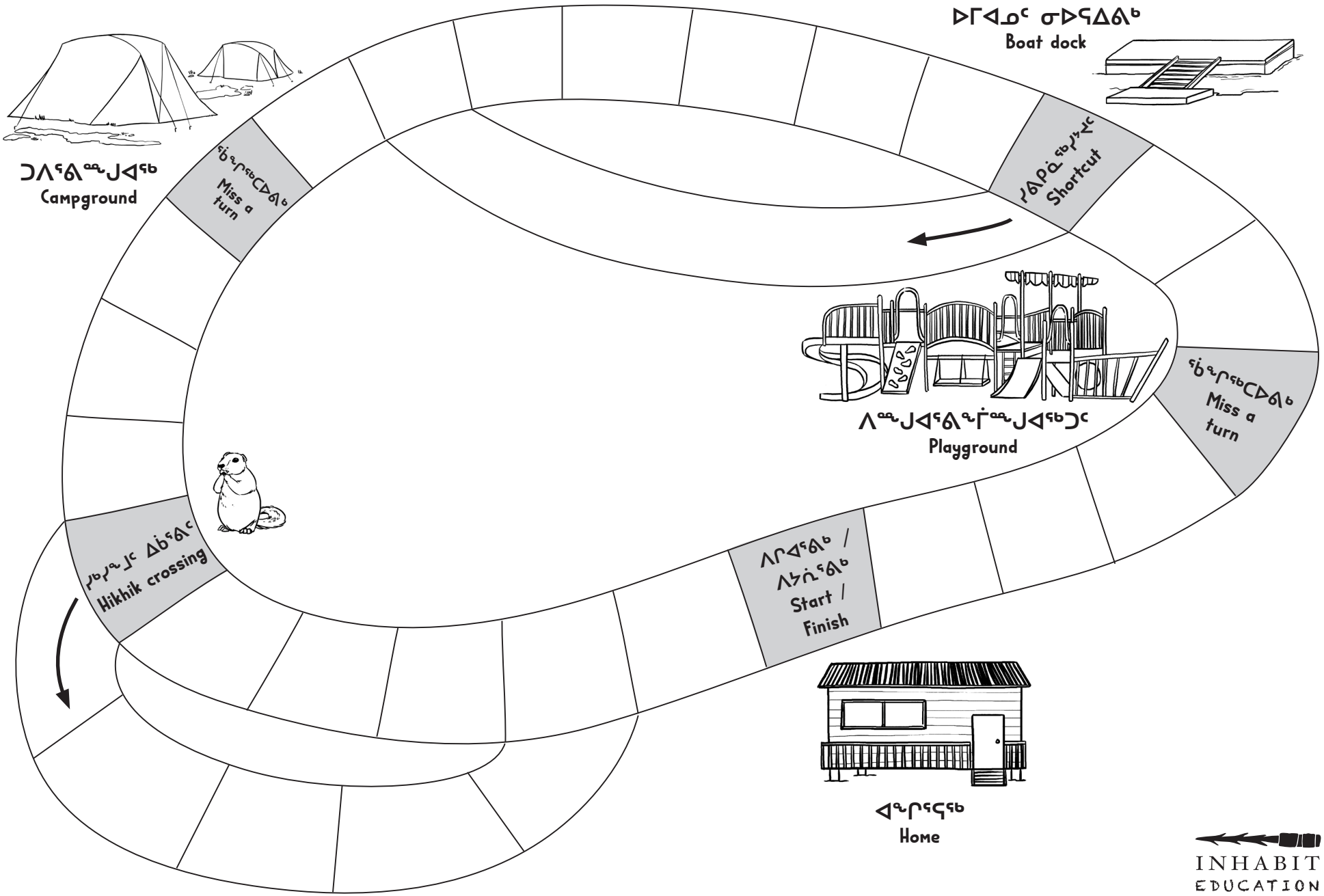
A SUMMER DAY IN THE COMMUNITY



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