ᖁᓕᑦᑕᐅᔭᙳᐊᓕᐅᓇᑦ
DESIGN A PARKA

ᐅᖀᐅᑉ ᖁᓕᑦᑕᐅᔭᑖᖅᑲᐅᖓ
UQI'S NEW PARKA

ᒪᓕᒋᐊᓖᑦ

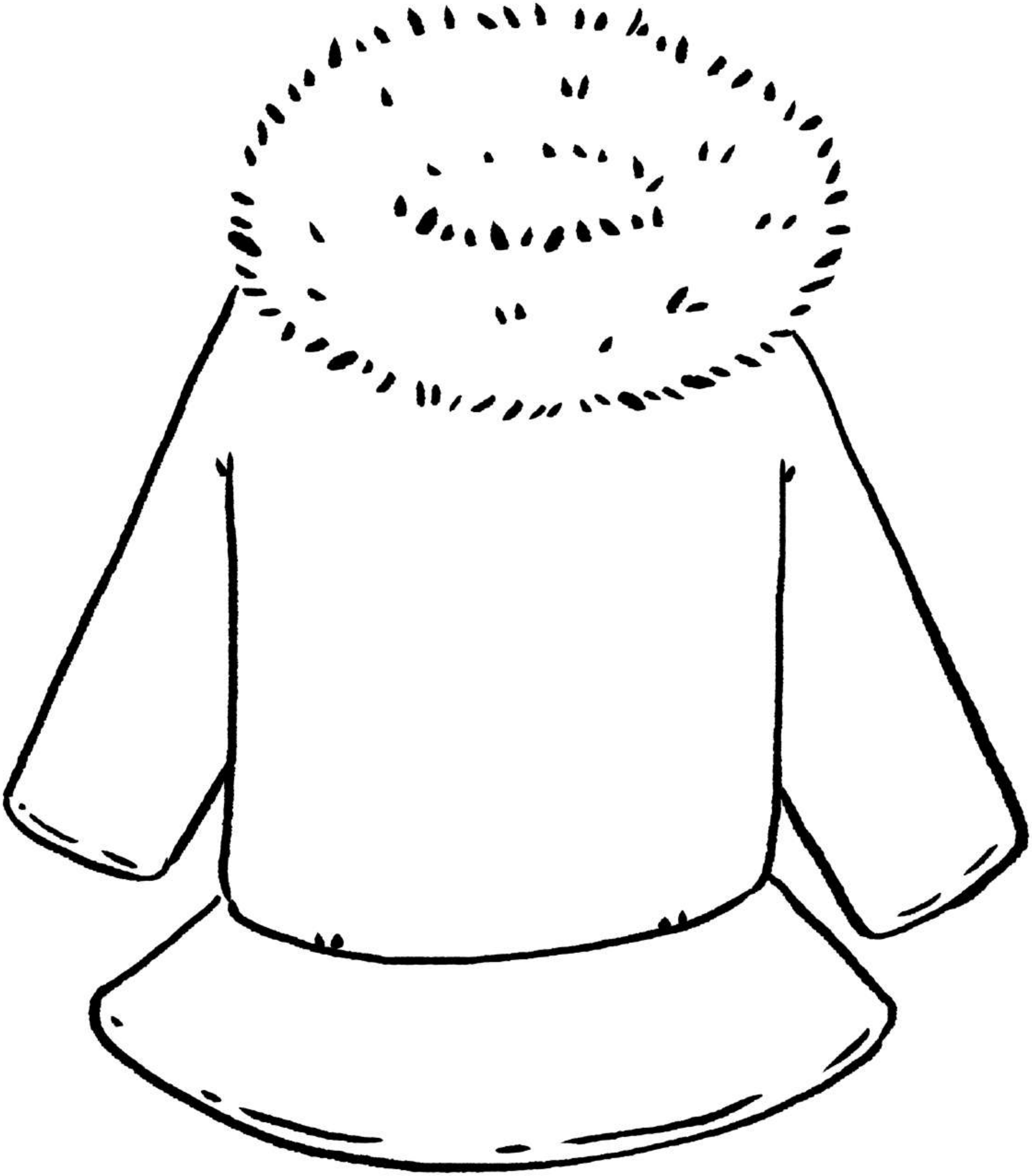
ᕿᑐᕐᖓᐃᑦ ᖁᓕᑦᑕᐅᔭᙳᐊᓕᐅᖁᒍᒃ, ᑕᐃᒪᐃᙳᐊᕐᒪᑦ ᐅᖀ ᐅᓂᒃᑳᕐᒥ. ᕿᒥᕐᕈᐊᒃᑭᑦ ᐊᔾᔨᒌᖏᑦᑐᙳᐊᑦ ᖁᓕᑦᑕᐅᔭᐃᑦ ᐅᖀᐅᑉ ᐃᓱᒻᒥᕈᑎᙳᐊᖏᑦ. ᐊᔾᔨᒌᖏᑦᑐᓂᒃ ᑎᑎᕋᐅᑎᒋᔪᓐᓇᖅᑕᖏᓐᓂᒃ ᐊᑐᐃᓐᓇᕈᐃᒋᑦ ᓲᕐᓗ ᑎᑎᕋᐅᑏᑦ ᐸᐅᑦ, ᐊᒥᐊᕈᑏᑦ, ᐊᒥᐊᕈᑏᑦ ᐃᔅᓯᓛᑦ, ᑎᑎᕋᐅᑏᑦ ᐊᒥᐊᓛᑦ ᐃᔅᓯᖃᖏᑦᑐᑦ.

Directions

Invite your child to design a parka, just like Uqi did in the story. Look at the different parkas Uqi had in the book for inspiration. Provide a variety of drawing utensils, such as pencils, crayons, markers, and pencil crayons.

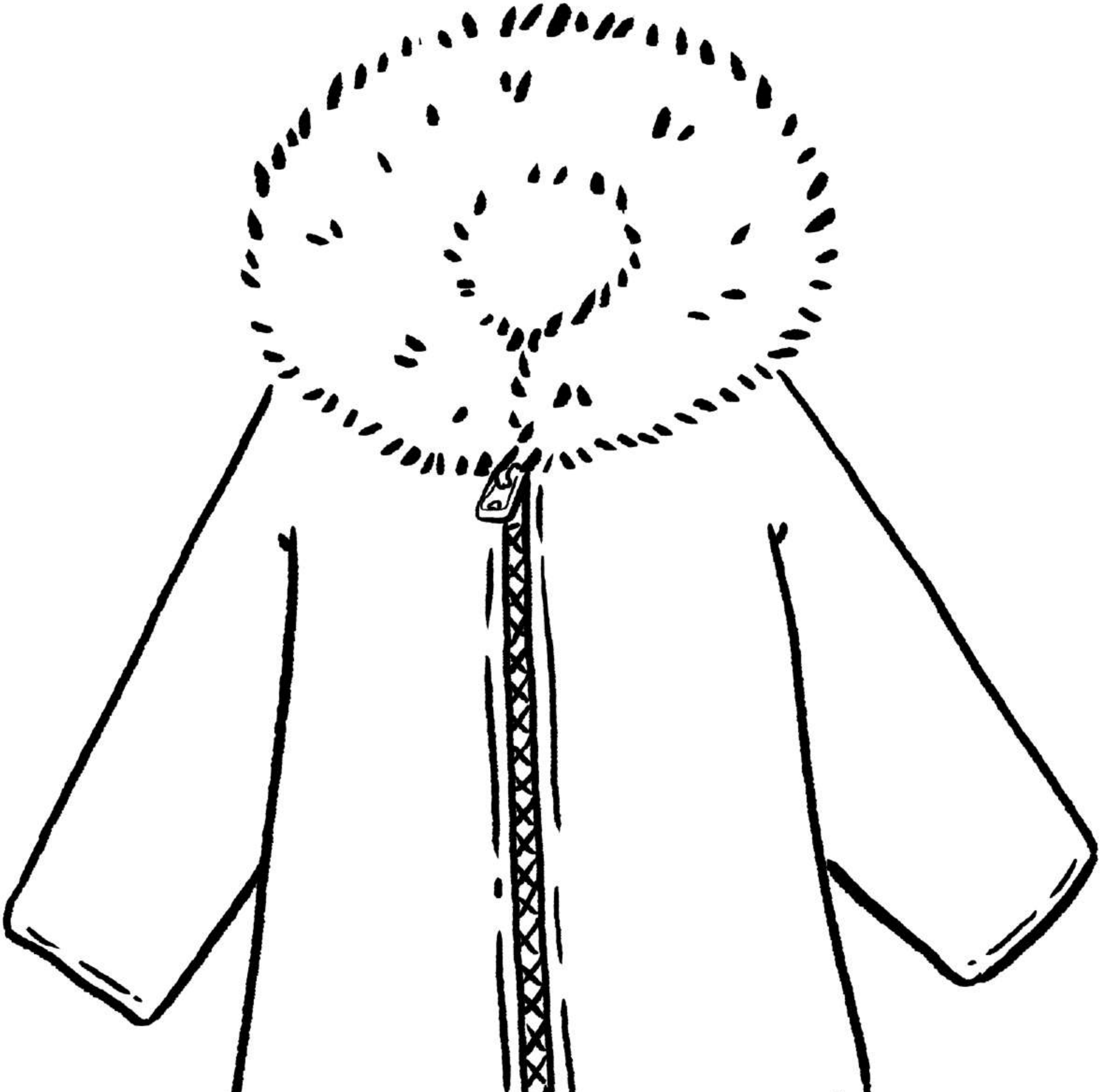
ᖁᓕᑦᑕᐅᔭᙵᑐᐊᓕᐅᑎᑦ
DESIGN A PARKA

ᐅᖅᑭᐅᑉ ᖁᓕᑦᑕᐅᔮᖅᑲᐅᖕᒐ
UQI'S NEW PARKA



ᖁᓕᑦᑕᐅᔭᙵᒍᐊᓕᐅᑎᑦ
DESIGN A PARKA

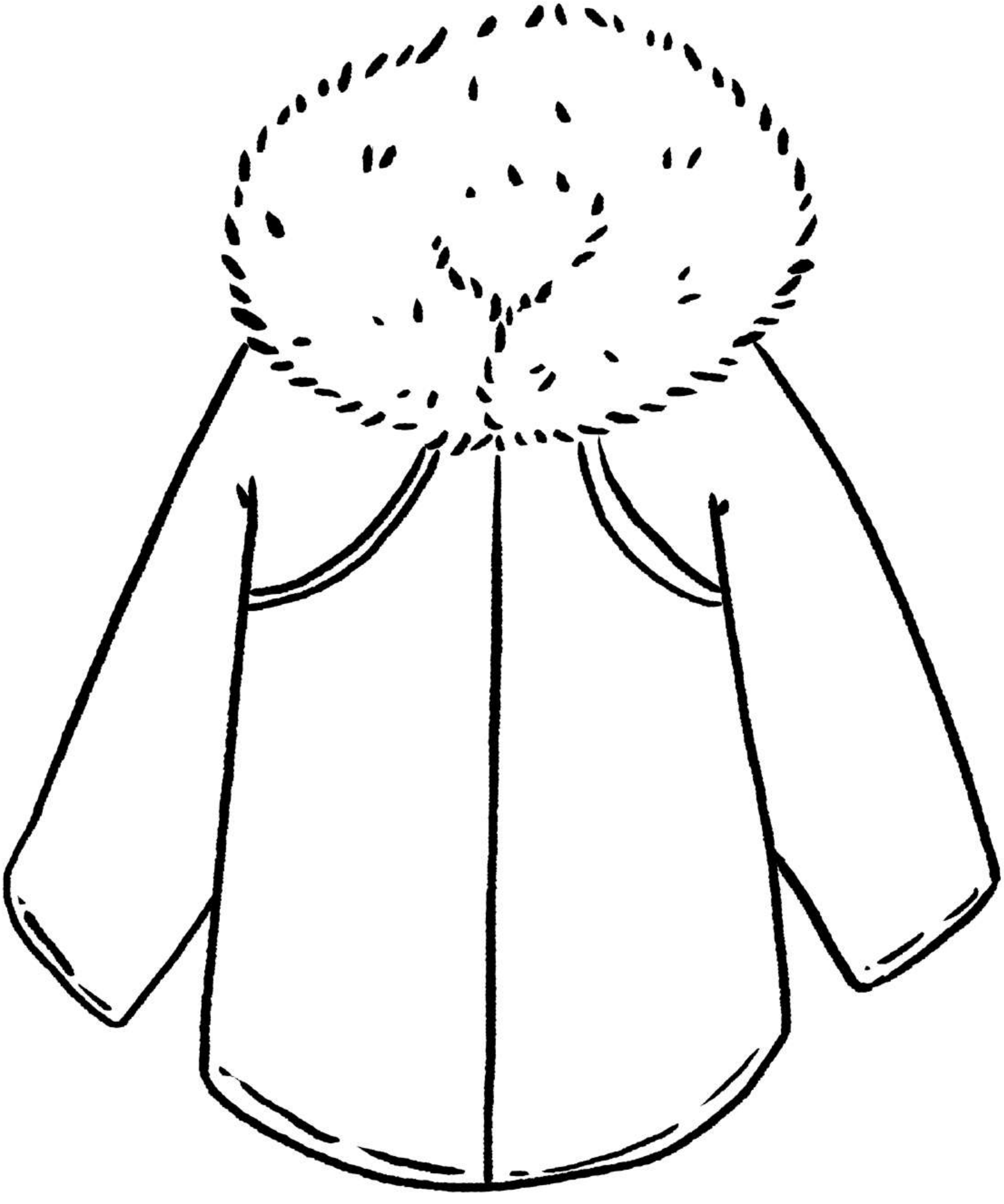
ᐅᕿᐅᑉ ᖁᓕᑦᑕᐅᔮᖅᑲᐅᖓ
UQI'S NEW PARKA



INHABIT EDUCATION BOOKS

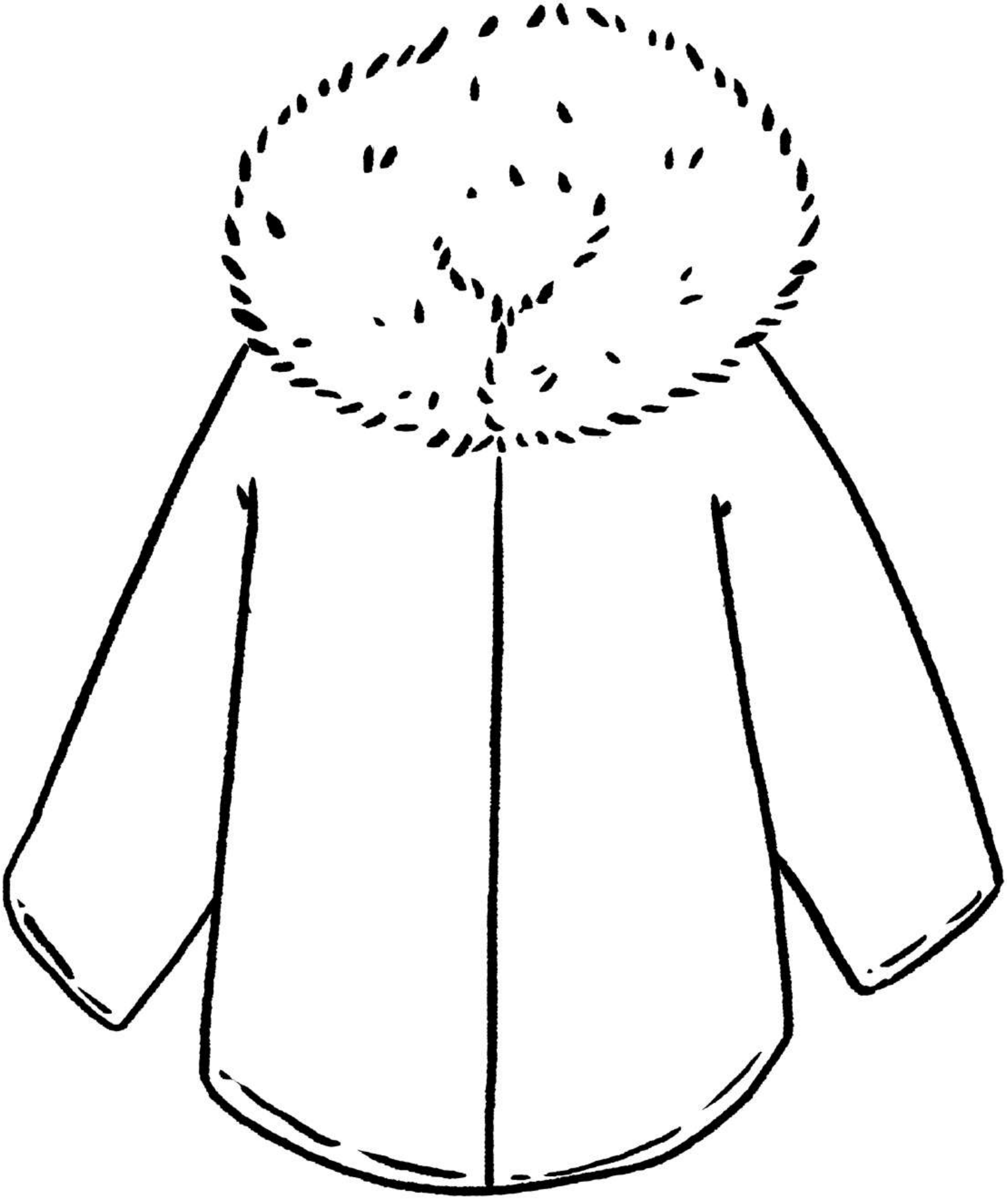
ᖁᓕᑦᑕᐅᓯᖖᒍᐊᓕᐅᑎᑦ
DESIGN A PARKA

ᐅᖀᐅᑉ ᖁᓕᑦᑕᐅᓯᑖᖅᑲᐅᖓ
UQI'S NEW PARKA



INHABIT EDUCATION BOOKS

ᖁᓕᑦᑕᐅᓯᖕᒍᐊᓕᐅᑎᑦ
DESIGN A PARKA



ᒪᓕᒋᐊᓖᑦ

1. ᕿᑐᖕᒐᐃᑦ ᐊᒥᐊᓇᑎᒍᑉ ᐅᑭᑎᓇᓗᓂᓗ ᒪᑭᑦᑕᐅᑎᓂᒃ. (ᐃᑲᔪᓇᐊᖅᑲᕈᕕᑦ ᐃᑲᔪᖅᓗᒍ.)
2. ᕿᑐᖕᒐᐃᑦ ᒪᕐᕉᖕᓂᒃ ᒪᑭᑦᑎᖅᑯᒍᑉ, ᐊᔾᔨᒌᖕᓂᒃ ᓇᓂᓯᖅᑲᑦᑕᖃᓱᐊᖅᓂᐊᖃᔅᓯᒃ.
3. ᒪᕐᕉᒃ ᐊᔾᔨᒌᑉᐸᑎᒃ, ᕿᑐᖕᒐᖅᐱᑦ ᐱᔪᓐᓇᖅᑕᖕᒥᒃ. ᐊᔾᔨᒌᖕᒋᑉᐸᑎᒃ ᐳᓯᑎᒃᑲᓐᓂᖅᓗᒋᒃ. ᓇᓪᓕᒃᑭᑕᖅᓗᓯᒃ ᕿᑐᖕᒐᐃᓪᓗ, ᒪᕐᕉᖕᓂᒃ ᒪᑭᑎᑦᑎᕙᓪᓗᓯᒃ ᐊᔾᔨᒌᑦ ᓇᓂᔭᐃᓐᓇᓇᓇᓱᐊᖅᓂᔅᓯᓐᓂ.
4. ᐸᑦᑖᒃ ᐊᔾᔨᒌᒃᐸᑎᒃ, ᕿᑐᖕᒐᖅᐱᑦ ᐱᓯᒪᔪᓐᓇᖅᑕᖕᒥᒃ ᐸᑦᑖᒃ. ᐊᔾᔨᒌᖖᒋᑉᐸᑎᒃ, ᐸᑦᑖᒃ ᐳᓯᑎᒋᐊᓕᖕᒥᒃ. ᓇᓪᓕᑭᑦᑕᖅᑲᑎᒋᓗᒍ ᕿᑐᖕᒐᐃᑦ, ᒪᑭᑦᓯᕙᓪᓗᓯᒃ ᒪᕐᕉᓐᓂᒃ ᓄᖕᒎᑦᑎᓇᓱᐊᖅᓂᔅᓯᓐᓂᒃ.

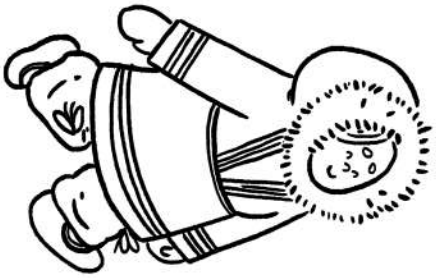
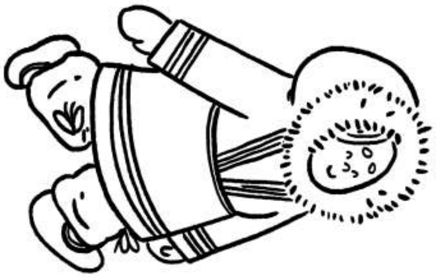
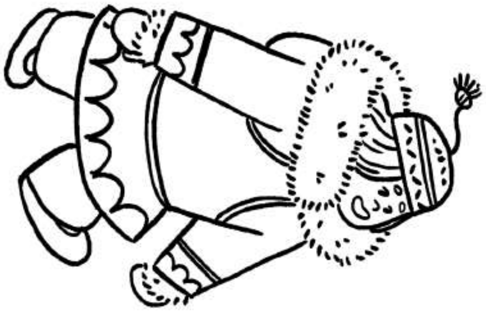
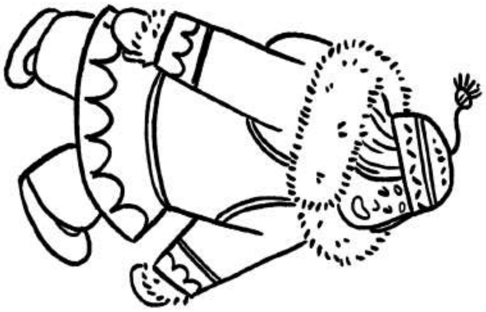
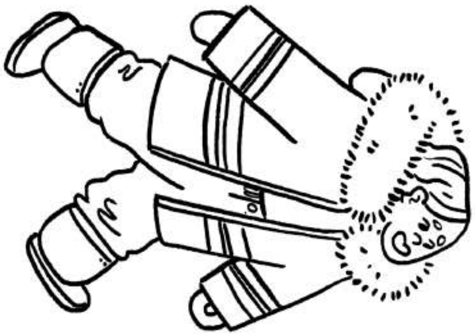
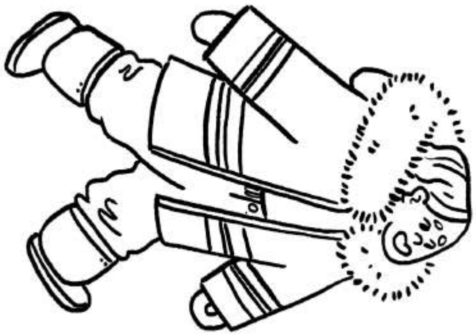
Directions

1. Have your child cut out the cards. (Assist as needed.)
2. Mix up the cards and lay them all out face down in two rows of five.
3. Invite your child to flip over two of the cards, trying to find two cards that are the same.
4. If the cards are a match, your child can keep the cards. If they are not a match, have your child flip over the cards. Take turns with your child, flipping over two cards at a time until all cards have been matched.

INHABIT EDUCATION BOOKS

ᐃᖅᑲᐅᒪᓇᓱᒋᐊᓖᑦ ᒪᑭᑦᑕᐅᑎᑦ
MEMORY GAME

ᐅᖁᐅᑉ ᖁᓕᑦᑕᐅᔭᑖᖅᑲᐅᖓ
UQI'S NEW PARKA

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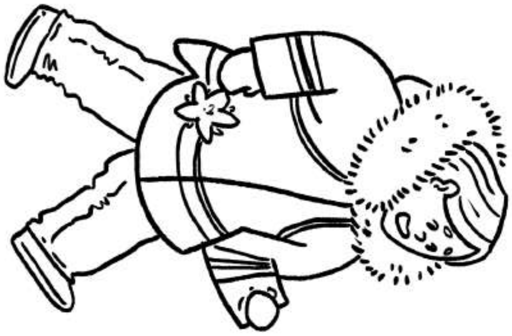

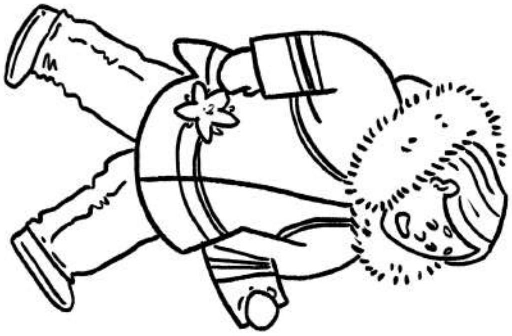

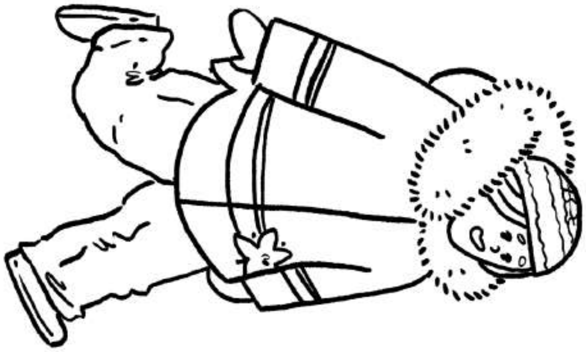

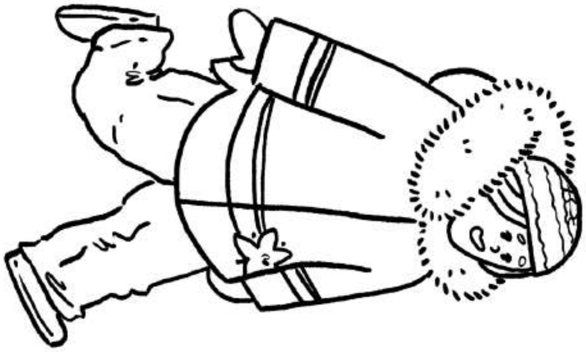

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