

## Summer Camp Agenda 1994 For 10-14 Year Olds

### DAY ONE

I. Greeting game: To learn each other's nick names and how to greet each other in the Karuk language

Supplies Needed: blind folds

Vocabulary: **Ayukii** (name) = Hello \_\_\_\_\_  
**Hûut kich** = How are you  
**Vúra yav** = I'm fine  
**Naa** \_\_\_\_\_ = I'm \_\_\_\_\_

II. Introduction of vocabulary for the week of cultural activities: The language teacher will introduce the six vocabulary words in complete sentences using comprehension checks and commands.

Supplies Needed: the real items themselves (see below)

Vocabulary: **imthanuvnôor** = drum  
**tháxtuuy** = baby basket  
**áhuup** = cut wood  
**ikyépux** = hide  
**sárip** = hazel sticks  
**ifyíivshas** = friends

III. Vocabulary Game: Participants will sit in a circle of chairs. Each will hold a vocabulary word from the list above (use only drum, basket and friends). One person in the middle will say "**Tani tapkuup pa** (a vocabulary word)." (I like the \_\_\_\_\_). Every person holding that word will quickly change chairs with someone else holding that same word. The person in the middle will try to beat someone to their chair. The person who is left standing in the middle starts another round of the game.

Supplies Needed: chairs or pieces of paper to indicate spots, and vocabulary words with pictures on them, about five of each word.

Vocabulary: See above

IV. Snack Time and introduce Karuk Camp Collage

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- V. This is who I am activity. Pictures will be taken of all participants. Pictures will be posted onto a wall. Explain how participants may give positive affirmations or complements to each other.

Supplies Needed: polaroid camera and film, stickers of affirmations in Karuk and list of affirmations in Karuk.

Vocabulary: upon request only

- VI Projects. Girls will work with Basketmakers on small babybaskets. Boys will work with drum makers on drums.

Supplies Needed: Imitation hazel, tools, redwood boards, tools, hides

Vocabulary: Language teachers will help to provide conversation and instructions in the language whenever possible.

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### DAY TWO

- I. Card Game. Participants will sit in a circle facing each other. Cards of vocabulary items will be shuffled and passed out. Each person will be given five or six cards. The language teacher will discard one card face down and will declare "**Páy uum pa tháxtuuy.**" (This is a baby basket). Each person in turn is to discard a card and will declare it to be the same. If someone thinks a person is bluffing, that person will declare "**lim piksháyvaan!**" (You're a liar!). If the person was lying, he or she will have to take all of the discarded cards. If he or she wasn't lying, then the accuser has to take all the cards. The winner of the game will be the first person to discard all of his or her cards.

Supplies Needed: About 20 picture cards of each vocabulary item.

Vocabulary: **Páy uum pa**\_\_\_\_\_ = This is  
**lim piksháyvaan** = You're a liar  
**Takunkôoka** = The winner.  
**Chimi iimpaan.** = Your turn.

- II. Substance Abuse Prevention. Language teachers will act out a role play of refusal skills in Karuk. Introduce substance abuse prevention talk and the plan to make up "commercials" or role-plays. Get kids to start thinking up some ideas and who they want to work in a group with.

Supplies Needed: Skit items

Vocabulary: Skit vocabulary

### III. Snacks

### IV. Projects

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**DAY THREE**

- I. Memory Matching Game - Break students into groups of only 3 each. Give each group a set of two cards for each of the six vocabulary items. Shuffle the cards and lay them out facing down. Students will take turns choosing two cards, turning them over and trying to find a match. Each time they turn over a card they will say the item in Karuk.

Supplies Needed: Same cards as used in day two, activity I, reorganized to just two per group.

Vocabulary: Same as day two, activity I.

- II. Role-Plays/Skits: Participants will work on ideas in groups
- III. Snacks
- IV. Projects
- V. Invitations: If there's time, students will decorate invitations to their families for the pot luck. Take home.

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**DAY FOUR** - (all day)

I. Projects: Participants will complete their projects.

II. Snacks

III. Role-Play/Skits: Participants will complete and practice their role-plays/skits.

IV. Pot luck: Projects will be shown and skits will be performed for everyone at attendance. Instructional videos will be given away, one to each family. Send home tobacco books.