

Gagwe-gikendamaawiziwin 2024

Game List and Descriptions

There will be 5 games per division

1. **Mazinibii'an igaye Nisidotan**

The game will be similar to **Pictionary** and **Win, Lose, or Draw**. It will consist of two teams competing against each other. The objectives of this game are two-fold. First, learners will communicate a randomly-selected word or phrase through illustrations on a dry-erase board (without using speech, written words or numbers, or pantomiming actions). They will be given 30 seconds.

Second, team-members on both teams will work with each other for 20 seconds, write an answer on a notecard, and submit an answer in Anishinaabemowin to the elders.

Each team will go back and forth (with different students drawing, each time) until the end of the session. Points will be awarded based upon successful translation and understanding, as well as pronunciation.

Junior and Senior Divisions will draw from two different word collections.

2. **Oko-aabijitooying Anishinaabemowin**

The second game will be a **Jeopardy** type of game where the object of the game is verb conjugation. Answers will not be in the form of a question. The columns will be different forms of conjugation and behind each square will be a verb, in Zhaaganaashimowin, to be translated into Anishinaabemowin and conjugated according to the column that it is in. (ex. You select a square under the “Niin” column and it reveals the word “run,” the correct answer would be “nimbamibattoo”)

Junior Division Columns – Niin, Giin, Wiin, Niinawind, Giinawind

Senior Division Columns – Niinawind, Giinawind, Wiin, Giinawaa, Wiinawaa

3. **Wiiji'idiyok Ji-ozhitooyeg Oshki-ikidowinan**

The third game will be a game where the team(s) will be given time to **create three Anishinaabemowin translation** for a Zhaaganaashimowin word given. Example: the team(s) are given the word “charger” and a picture of an iPhone charger is displayed. The team(s) will have to consider the objects function and come up with an Anishinaabemowin word for “charger.” Dictionaries (as well as internet access for use of the Ojibwe People’s Dictionary) will be provided and the participants can consult among their team, but not with coaches or alternate players. Students will be given 10 minutes to create the word. Each team will take a maximum of 3 minutes to present their word to the elders, who will score the word based on creativity, relevancy and proper use of Anishinaabemowin.

4. **Indoozhitoomin gaa-maamakaadendaagwak!**

The fourth station is a unique one.

Although a moderate-sized group will join us on the day of the competition, we want to include their classes (the students at the school) in the event, as well. Each class who registers and who sends a team on the day of the competition will have three months to prepare something special that uses modern technology to create something creative with the language. This may be a song, a rap, a spoken word poem, a theatrical presentation in Anishinaabemowin – the sky is the limit. However, technology, creativity, and effort must be demonstrated. The product must be six-eight minutes in length and it can be prepared beforehand to showcase to the judges.

5. **Nimaamakaajichigemin!**

The fifth station is a new, unique station too!

Classes who are registering will have three months to create a unique art piece expressing our language or culture. The preparation of the art piece should encapsulate Anishinaabemowin or language and express what it means to students as they are learning it presently. It should be visual, unique, and creative. Students will present their creation to judges. Full points earned, are awarded for presentations 6-8 minutes in length. Presentations must be in Anishinaabemowin.