



# Gagwe-gikendamawiziwin



Information & Registration  
Package

**Date: Thurs., April 25, 2024**

**Time: 9:00 am to 2:15 pm**

**Location:  
Seven Generations  
Education Institute,  
Fort Frances Campus**





## SEVEN GENERATIONS EDUCATION INSTITUTE

### MISSION STATEMENT

*NIIZHWAACHING AANIKOBIJIGENG GIKINOO'AMAADIWIGAMIG OBIMA'AZHANAWAA  
GIKINOO'AMAADIWIN JI-BIMOSEYING GAA-ONIZHISHING GAAGIGE-MIIKANA,  
AABIJITOoyING EZHITOoyING NESITENDAMAWAAD ANISHINAABE  
GIKENDAMAAGEWINAN.*

The Seven Generations Education Institute (SGEI) is dedicated to excellence in lifelong learning and empowerment through Language and Culture, by providing community-based and student-centered learning opportunities for everyone..

### OUR PHILOSOPHY

Seven Generations Education Institute is cognizant of the strengths, values and traditions passed down through the generations of the Anishinaabe. Seven Generations Education Institute honours those who have walked ahead of us, respects those who walk with us and considers those yet to come.

Seven Generations Education Institute encompasses the traditional education process by blending culture, tradition, information and technology. This philosophy provides opportunities to demonstrate our commitment to the values, needs, and learning styles of our communities.

Our goal is to continue developing and implementing an education system that always takes into account the next Seven Generations. We will meet the needs of the present without compromising future generations and educate our people so they will succeed in the modern world.

## Further Information

For further information or clarification on any activities, please contact;

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**Anishinaabemowin Instructor and**  
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## What is Gagwe-gikendamaawiziwin?

As an organization, SGEI takes great pride in their role as educators and education leaders. The success of the organization is built upon a philosophy that is reflective of the strengths, values and traditions of the Anishinaabe. For the past three decades, SGEI has embraced the traditional education processes - successfully blending culture, tradition, information and technology. By providing community-based and student-centered learning opportunities, SGEI pursues its goal of developing and implementing an education system that will meet the needs of the everyone so that they can succeed in the modern world.

In fulfilling its mission of providing community-based and student-centered learning opportunities, SGEI has expanded it's services by creating and engaging in projects that bring communities, educators and students together to celebrate the rich cultural traditions of the First Nations people in the Rainy Lake tribal area while promoting and commending academic achievement. Each year, over the past two decades more than 1500 students in grades 5-8 have participated in this event.



## School Chaperone Responsibilities

Seven Generations Education Institute recognizes that being a chaperone is not always an easy job. It will require that you put the needs of the students ahead of your own and be a role model to the youth. Your support, acceptance, and participation will help in creating a healthy learning environment in which the students will respect each other and the activities.

### *Responsibilities*

- Ensure all students are registered by Seven Generations Education Institute staff
- Ensure all students move to and from activities
- Foster a sense of respect for the traditional knowledge shown by Elders and the Anishinaabe culture
- Keep track of the whereabouts of students at all times
- Inform staff if there is a problem or an emergency
- Ensure health and safety of all students, not just the ones you are chaperoning
- No swearing or derogatory gestures
- Ensure students are on task while participating in their activity
- Be aware of any student's medical needs.
- Enforce SAFETY & RESPECT
- Chaperones (nor volunteers or parents) will not assist students in any way at the stations. This will result in disqualification from the station.

SGEI is always exploring opportunities to improve and build upon the events we host. In light of this we are excited to announce that we have restructured Gagwe-gikendamaawiziwin into a center-based event focused around the Ojibwe language.

The word, **Gagwe-gikendamaawiziwin**, means "trying to seek knowledge," this event will engage students in a variety of language-based activities utilizing their problem-solving skills and applying the knowledge gained in the classroom in new and creative ways. Students will work in teams rather than individually. Each team of students will be composed of students with various talents. The activities will highlight the team's creative side, while developing and presenting their knowledge-based skills.

## Gagwe-gikendamaawiziwin Objectives

**Our Language is our Culture** - with learning the language is the transfer of knowledge between generations. Gagwe-gikendamaawiziwin will further students understanding of their language, culture and traditions.

# Video & Photo Notice

Throughout the Gagwe-gikendamaawiziwin event, Seven Generations Education Institute will be taking both video and photographs of participants.

All video and photograph materials will be the property of Seven Generations Education Institute and may therefore be utilized for promotional, educational and internal purposes. Participation in the event is consent.

**All schools are responsible for ensuring that they secure the necessary permission from the parent/guardian of participating students.**

**\*Students who are not granted photo/video permission by parent/guardian should not attend.**

Criteria	Weweni		Debinaak	Gaawiin Wiiski'isii
	Exemplary 4	Accomplished 3	Developing 2	Beginning 1
Application	Speakers use language perfectly.	Speakers use language with very few mistakes and meaning is conveyed.	Speakers have some problems with language usage, but some meaning is conveyed.	Speakers make many errors in language usage and can't be understood.
Fluency	Speakers speak clearly and sound natural.	Speakers have very few problems with pronunciation and some aspects of the presentation sound natural.	Speakers have some problems with pronunciation, and do not sound natural.	Team hesitates frequently and struggles with pronunciation.
Produced Project	Project will transmit language back to the communities well.	Project may transmit language back to the communities.	It isn't quite clear how the project will transmit language back to the communities.	Team did not create a project.
Creativity	A great amount of creativity and effort went into this project.	Effort is visible in the project.	It is questionable how much effort and creativity went into the project.	There was little to no effort or creativity in the creation on the project.

**The rules and point system are subject to change. SGEI will notify all registered teams of changes.**

**All points are final at the end of each event. The event leader will record the marks and submit them to the Gagwe-gikendamaawiziwin Master Score Keeper**

# Nimaamakaajichigemin!

Classes who are registering will have a few 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.

## Rules & Point System:

- Full points earned, are awarded for presentations 6-8 minutes in length.
- Presentations must be in Anishinaabemowin.



# The Teams

Teams will be comprised of students with varying skills and strengths. However, it is recommended that each team have players with strong Anishinaabemowin skills.

Each school can register **one team for each division.**

- Junior Division (Grades 5 & 6)
- Senior Division (Grades 7 & 8)

Each team must have a total of **8** students.

**It is the responsibility of individual schools to make arrangements (i.e. contact other schools) prior to April 11, 2024 if they require additional players due to cancellation or illness.**

## Inakamigadoon (The Events)

Students from both the Junior (Grades 5 & 6) and the Intermediate Divisions (Grades 7 & 8) will come together for one day to compete in the 5 events outlined below. At each event, participants will introduce themselves by their Anishinaabemowin name and identify their clan (if they know them) and home community. The elders/judges at the event will have the opportunity to introduce themselves to the participants before each game begins.

## Mazinibii'an igaye Nisidotan

Two teams will be matched and will have to solve a series of drawn images. Both teams will sit facing each other with a dry erase board within view. Very similar to the game show **Win, Lose, or Draw**, each team will take turns drawing a paper from a container that displays a phrase in Anishinaabemowin. They will give it to the judges for review. They will attempt to draw it within 30 seconds. There will be a different student drawing each turn. Both teams will be given 30 seconds to discuss, guess the answer among themselves, write the answer on a notecard, and both tell the judges who will decide if one (or both) teams are correct.

### Rules & Point System:

- Play will start when all students arrive.
- Teams will pick a number between 1 and 10 to decide which team goes first. Teams will take turns illustrating.
- 2 points will be awarded for every correct answer.
- Play will continue until the horn signals the end of play.

## Indoozhitoomin gaa-maamakaadendaagwak!

This is a special station where school teams will have a few months to prepare. Both the competing students (who are representing their schools) and their fellow students (who will not be attendance) will prepare a song, a spoken word poem, a rap, theatrical video, or a presentation in Anishinaabemowin. Creativity and using new technology is a must. It must be at least 6 minutes in length. It can be prepared before-hand and showcased during the event.

### Rules & Point System:

- Full points earned, are awarded for presentations 6-8 minutes in length.
- Presentations must be in Anishinaabemowin.

Criteria	Weweni		Debinaak	Gaawiin Wiiski'isii
	Exemplary 4	Accomplished 3	Developing 2	Beginning 1
Application	Speakers use language perfectly.	Speakers use language with very few mistakes and meaning is conveyed.	Speakers have some problems with language usage, but some meaning is conveyed.	Speakers make many errors in language usage and can't be understood.
Fluency	Speakers speak clearly and sound natural.	Speakers have very few problems with pronunciation and some aspects of the presentation sound natural.	Speakers have some problems with pronunciation, and do not sound natural.	Team hesitates frequently and struggles with pronunciation.
Organization	Team presents information in logical, interesting sequence which judge/s can follow.	Team presents information in logical sequence which judge/s can follow.	Judge/s have difficulty following presentation.	Judge/s cannot understand presentation and it does not make sense.



## Wiji'idiyok Ji-ozhitooyeg Oshki-ikidowinan

This game involves creating 3 new Anishinaabemowin words for things like charge cord, Skype, apps, etc. This game is meant to guide student learning from expanding vocabulary to using the language to convey meaning even when they don't have the vocabulary for expression.

### Rules & Point System:

- This game is a complete team effort from start to finish. Play will start at the sound of the horn and the judge will reveal the English word.
- Teams will have 8 minutes to create their word using dictionary and laptop (online dictionary) provided.
- 1 point will be awarded for each of the following:
  - ◆ An Anishinaabemowin word is submitted
  - ◆ There is more than one Anishinaabemowin word used
  - ◆ The words are joined or used correctly
  - ◆ Clear explanation given
- 2 additional points may be awarded, at the judge's discretion, for creativity.



## Oko-aabijitooying Anishinaabemowin

The game plays similar to Jeopardy and focuses on verb conjugation. When it is your turn you get the opportunity to choose the square in the table (ex. Niinawind for 300). The verb behind the square will be revealed and the team that taps the tap strip first, will have the opportunity to conjugate the verb accordingly. If conjugated correctly, they get the point and choose the next square. If conjugated incorrectly, the other team gets the opportunity to conjugate accordingly. If they conjugate correctly they get the point and choose the next square. If both teams answer incorrectly, play will resume with the team who had the last turn.

### Rules & Point System:

- Play will start at the sound of the horn.
- Teams will pick a number between 1 and 10 to decide which team goes first.
- Points will be awarded according to the chosen square, ex. \$100 = 1pt, \$200 = 2pts, etc.
- Teammates MAY consult before answering.
- Play will end at the sound of the horn.

**If teams are late, points will NOT be awarded for the missed events!**