



Aboriginal technologies — Martin Lominy, Educator and craftsman in archaeology

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## ACTIVITY PROGRAM FOR SCHOOLS (2020-2021)

### ELEMENTARY

Each activity takes place in the classroom as an interactive presentation illustrated with Powerpoint where students can handle replicas of artifacts, see crafting demonstrations and make a traditional object. This program is designed within the guidelines of the Quebec school program to introduce the subject of Amerindians and develop the following competencies:

#### *Social universe*

1. To perceive the organization of a society in its territory
2. To interpret change in a society and its territory
3. To be open to the diversity of societies and their territories

#### *Science and technology*

4. To propose explanations for or solutions to scientific or technological problems
5. To make the most of scientific and technological tools, objects and procedures
6. To communicate in the languages used in science and technology

#### *Visual Arts*

7. To produce individual works in the visual arts
8. To appreciate works of art, traditional artistic objects

#### *Ethics and religious culture*

9. Demonstrate and understanding of the phenomenon of religion

Fee: 200.00\$ + taxes / group. Materials included. 0.50\$ / km both ways after 10 km

***These activities are also available as a 60 min. virtual live presentation / 150.00\$ + taxes***

**A hunter gone fishing.** Competencies 1, 2, 4, 5, 7, 8

**Duration 120 min / maximum 30 students per group / 2<sup>nd</sup> cycle**

Discover the ingenuity of prehistoric hunting and fishing technologies through an interactive presentation showing the adaptation on the territory with a focus on the settlement. The presentation is followed by a workshop where students make a prehistoric fish hook. *This activity is ideal for the first part of the school year.*



#### Content:

1. The settlement of the continent
2. Hunting techniques
3. Fishing techniques

Objects: spear, spear thrower, dart, bow, arrow, fishing line, net, harpoon and more

**From wigwam to longhouse.** Competencies 1, 3, 5, 6, 7, 8

**Duration 120 min / maximum 30 students per group / 2<sup>nd</sup> cycle**

Discover how houses reflect lifeways through an interactive presentation showing the differences between Algonquians and Iroquoians with a focus on sedentary life. The presentation is followed by a workshop where students make a traditional doll. *This activity is ideal for the second part of the school year.*



Content:

1. Aboriginal people of Quebec
2. The Algonquians: nomadic life
3. The Iroquoians: sedentary life

Objects: hunting and fishing instruments, containers, tools, models and more

**The world of the Maya.** Competencies 1, 3, 4, 5, 7, 8

**Duration 120 min / maximum 30 students per group / 2<sup>nd</sup> cycle**

Discover the Maya civilization through an interactive presentation showing the organization of a complex society with a focus on urban life. The presentation is followed by a workshop where students make an architectural model. *This activity is ideal as a complement to the Incas in 3<sup>rd</sup> grade and as a discovery activity of America's tropics.*



Content:

1. Mesoamerica
2. The corn people
3. Cities and kings

Objects: weaving loom, pottery, clothing, mask, ornaments, models and more

**The salmon and the cedar.** Competencies 1, 3, 4, 5, 7, 8, 9

**Duration 120 min / maximum 30 students per group / 2<sup>nd</sup> and 3<sup>rd</sup> cycle**

Discover the sophistication and art of Pacific coast Aboriginal people through an interactive presentation showing the way of life of a coastal society with a focus on social hierarchy and mythological art. The presentation is followed by storytelling and a workshop where students create painted artwork. *This activity is ideal as a complement to the subject of the West coast in 5<sup>th</sup> grade and to talk about the diversity of Aboriginal people.*



Contenu:

1. The abundance the Pacific cost
2. Fishing gone wild
3. The symbols of a unique art

Objects: fishing instruments, ornamented objects, natural materials and more

## SECONDARY

This program is designed within the guidelines of the Quebec school reform to introduce the subject of Amerindians and develop with a practical approach the competencies of the *Social universe*:

1. To understand the organization of a territory
2. To interpret a territorial issue

### **Archaeology and aboriginal cultures**

**Duration 75 min / max 30 participants**

Fee: 150.00\$ + taxes / group. 0.50\$ / km both ways after 10 km

*This activity is also available as a virtual live presentation / 150.00\$ + taxes*

Interactive presentation on archaeology in which participants can handle replicas of artifacts and observe crafting demonstrations to illustrate the daily life of three prehistoric aboriginal societies: Algonquian, Iroquoian, Maya.



Content: technologies and lifeways

1. The work of the archaeologist
2. The settlement of the continent
3. The Algonquians: an equalitarian society
4. The Iroquoians: a matrilineal society
5. The Maya: a stratified society

Objects: tools, clothing, ornaments, containers, models and more

### **Introduction to experimental archaeology**

**3-4 periods of 75 min / max 30 participants**

Fee: 600.00\$ + taxes / group / project. 0.50\$ / km both ways after 10 km

Choice of three projects designed as a series of workshops during which the participants will learn about experimental archaeology by crafting prehistoric objects. Each workshop includes a brief introduction on the historical and cultural context of the techniques to be experimented. Through this process, the participants discover the properties of natural materials, learn aboriginal crafting techniques and understand the scientific contribution of archaeology.

#### **Project 1: Prehistoric pottery and polished stone knife**

1. Shaping a clay container
2. Polishing a stone blade
3. Carving a wooden handle and assembling the knife
4. Firing the pottery in an open fire

#### **Project 2: Making a prehistoric fishing line**

1. Twining cordage from plant fibers
2. Making a composite fish hook
3. Pecking a stone sinker
4. Carving a spool and assembling the fishing line

#### **Project 3: Flint knapping and lithic tool applications**

1. Direct percussion and unifacial tools
2. Bifacial flaking and hafting
3. Using flint tools to create other tools