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## ACTIVITY PROGRAM FOR COLLEGE (2024-2025)

Each activity takes place in the classroom as an interactive presentation where students can handle replicas of artifacts, see crafting demonstrations and experiment concepts or make a traditional object. A Powerpoint slideshow completes the presentation. This program is designed to develop an interest in anthropology as a multidisciplinary science by presenting four research methods used to study human evolution, pre-contact technologies, subsistence techniques and complex societies.

Fee: 200.00\$ + taxes / group. Materials included. 0.60\$ / km both ways

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

### **Ethnobotany and natural resources**

**Duration 120 min / max 30 participants per group**

Interactive presentation on the study of textile plants in which participants can handle replicas of artifacts, observe crafting demonstrations and experiment the production of cordage with plant fibers through a guided workshop. Material included.



Content: textile technologies (Algonquians, Iroquoians, Haidas, Mayas)

1. Ethnobotany: biology or anthropology
2. Collecting: along the seasons
3. Treatment: simplicity of tools
4. Cordage: multiple uses
5. Knotting: daily objects
6. Weaving: cultural traditions

Objects: fibers, bark beater, net needle, weaving loom, cordage, net, tumpline, textiles.

### **Experimental archaeology and pre-contact technologies**

**Duration 120 min / max 30 participants per group**

Interactive presentation on the study of hunting tools in which participants can handle replicas of artifacts, observe crafting demonstrations and experiment the use of propulsion instruments.\*



Content: hunting technologies (Paleoindians, Algonquians, Iroquoians)

1. Experimental archaeology: a research method
2. The anatomy of deer: the form and their functions
3. Hunting techniques: instruments of propulsion
4. Bone work: from making to using
5. Nothing is lost, all is created
6. Respecting the environment

Objects: spear, spear thrower, bow, arrow, stone tools, bones, leather, bone tools.

\* An outdoor field must be available for the shooting exercise. May vary depending on the weather.

## **Ethnoarchaeology and oral tradition**

**Duration 120 min / max 30 participants per group**

Interactive presentation on the study of fishing techniques in which participants can handle replicas of artifacts, observe crafting demonstrations and experiment the production of a traditional fish hook through a guided workshop. Material included.



Content: fishing technologies (Algonquian, Iroquoian, Haida)

1. Ethnoarchaeology: a method of interpretation
2. Oral tradition: a source of information
3. Fishing lines: an example of patience
4. Harpoons: an example of dexterity
5. Nets: an example of cooperation
6. Learning from the environment

Objects: wooden tools, plant fibers, fish hooks, fishing lines, harpoons, nets.

## **Field archaeology and the Maya civilization**

**Duration 120 min / max 30 participants per group**

Interactive presentation on archaeology in which participants can discover the history and culture of the ancient Maya through a collection of objects and experiment the decipherment of numerals.



Content: material culture and society

1. Archaeology: field work
2. Subsistence: the corn people
3. Commerce: green gold and black metal
4. Religion: time and space
5. Politics: war and power
6. Architecture: from hut to pyramid

Objects: field work tools, textiles, weaving loom, tumpline, spear point, necklace, mask, pottery.