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ACTIVITY PROGRAM FOR COLLEGE (2023-2024)

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 after 10 km

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.