

EDUCATION DAY

CANADIAN ABORIGINAL FESTIVAL
Friday, November 24, 2006 • Rogers Centre

Curriculum Connections

How Grandmother Spider Stole the Sun – Intermediate Lesson

Overall Intermediate Expectations:

Language Communication

Oral

Use speaking skills and strategies appropriately to communicate with different audiences for a variety of purposes.

Reading

Recognize text forms, text features, and stylistic elements and demonstrate understanding of how they help communicate meaning.

Writing

Generate, gather, and organize ideas and information to write for an intended purpose and audience.

Media

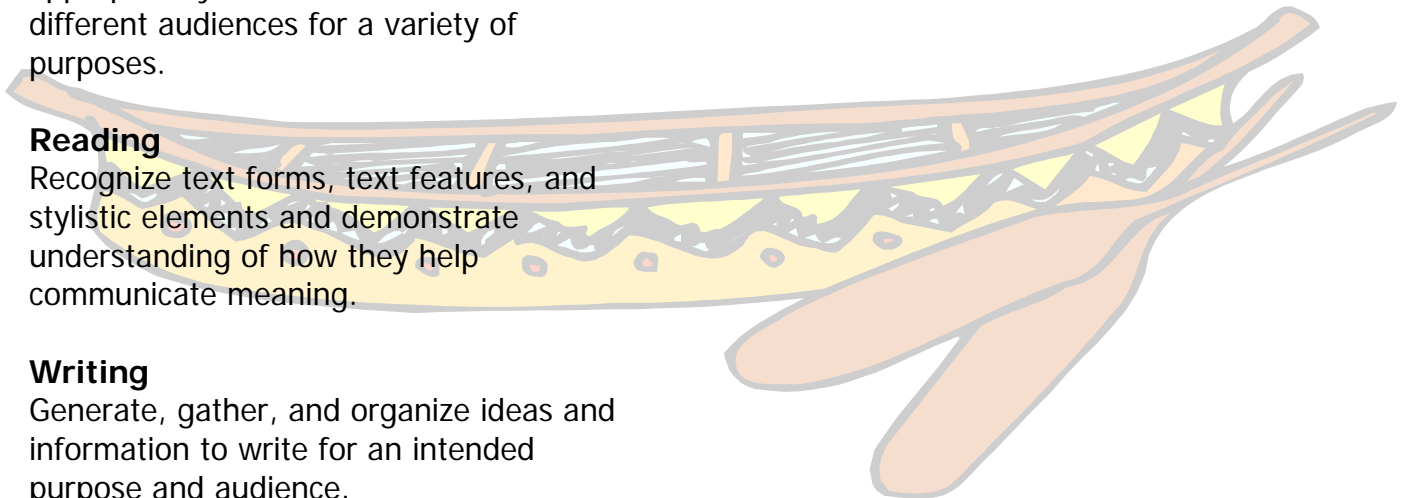
Create a variety of media works for different purposes and audiences, using appropriate forms, convention, and techniques.

Visual Arts

Produce two- and three-dimensional works of art that communicate a range of ideas for a specific purpose and audience.

Drama

Interpret and communicate the meaning of stories, films, plays songs, and other material drawn from different sources and cultures.



Lesson Plan 1

1. Teacher reads the story: How Grandmother Spider Stole the Sun.
 2. In groups of six, students brainstorm their knowledge about the five animals in the story.
 3. Within their groups, students choose one animal and gather information about the animal with the purpose of creating a pamphlet/brochure about that animal. Use the medicine wheel for gathering information (students will research habitat, food, characteristics, and concerns.) Attached.
2. Group evaluation: Medicine Wheel (we listened, we took turns, we Valued each other's opinions/ideas, we were good at: _____) Students are to provide a written example to the four questions.

Resources

How Grandmother Spider Stole the Sun
Graphic organizer: Medicine Wheel
Bristol board or 18x24 construction paper
Scissors
Glue
Magazines
Markers
Pencils
Computer/internet

Lesson Plan 2

After hearing the story, students work in groups of six to create a dramatic interpretation of the story to perform for primary grades (I-movie, play, puppet show...).

Modifications/Accommodations

1. For ESL and special needs students, use the possum and the fox characters.
2. For the Medicine Wheel activity, the bear and fox would be best for ESL and special needs students with help from the narrator.

Evaluation

1. Self-evaluation: Medicine Wheel KWLM (what I KNOW, what I WANT to know, what I LEARNED, MISCONCEPTIONS). Attached.

Extensions

Medicine Wheel - from ETFO Circle of Learning Resource. Attached.
Dream catcher. Attached.

Related Resources

Reading a-z.com Readers' Theatre
Becky Ray McCain: Grandmother's Dream Catcher,
ISBN:0-8075-3032-8.

HOW GRANDMOTHER SPIDER STOLE THE SUN



A Reader's Theater Script

Based on a Cherokee folktale

Retelling by Marlene Perez

Word Count: 409

Characters:

Narrator

Bear

Fox

Possum

Grandmother Spider

Buzzard

Narrator:

In the beginning, Earth was in darkness. The animals and people didn't like to be in the dark all the time. The animals called a meeting to see what they could do about it.

Bear:

I've heard about a wondrous thing called the Sun. It is kept far, far away. Maybe we can steal part of it.

Fox and Possum:

That's a great idea! But who will do it?

Narrator:

The animals looked at each other. Finally, they agreed Fox would be first to try.

Fox:

I'll sneak up and grab a piece of the Sun when no one is looking.

Narrator:

So he did. The Sun burned Fox's mouth, and Fox dropped it. His mouth was black from where the Sun had burned him. That is why all foxes now have black mouths.

Possum:

I'll try. I'll sneak up and hide a piece of the Sun in my bushy tail.

Narrator:

So Possum stole a piece of the Sun and hid it in her long, bushy, tail. But the Sun burned all the hair from Possum's tail. That is why all possums now have skinny, hairless tails.

Bear:

What should we do next? The Sun is too hot to steal.

Grandmother Spider:

I'll try. I won't sneak up and grab a piece of the Sun. I won't hold it in my mouth or put it on my tail. I have a better idea.

Narrator:

Grandmother Spider wove a strong bag, made out of her webbing. She traveled far to capture a piece of the Sun and put it in her strong bag. She brought it back to the other animals.

Grandmother Spider:

I have brought you the Sun.

Bear:

Where should we put it?

Grandmother Spider:

The Sun belongs in the sky, where we all can see it.

Possum:

But we can't fly that high. How will we get it up in the sky?

Fox:

Let's ask Buzzard to help us. He can fly the highest of any of us.

Buzzard:

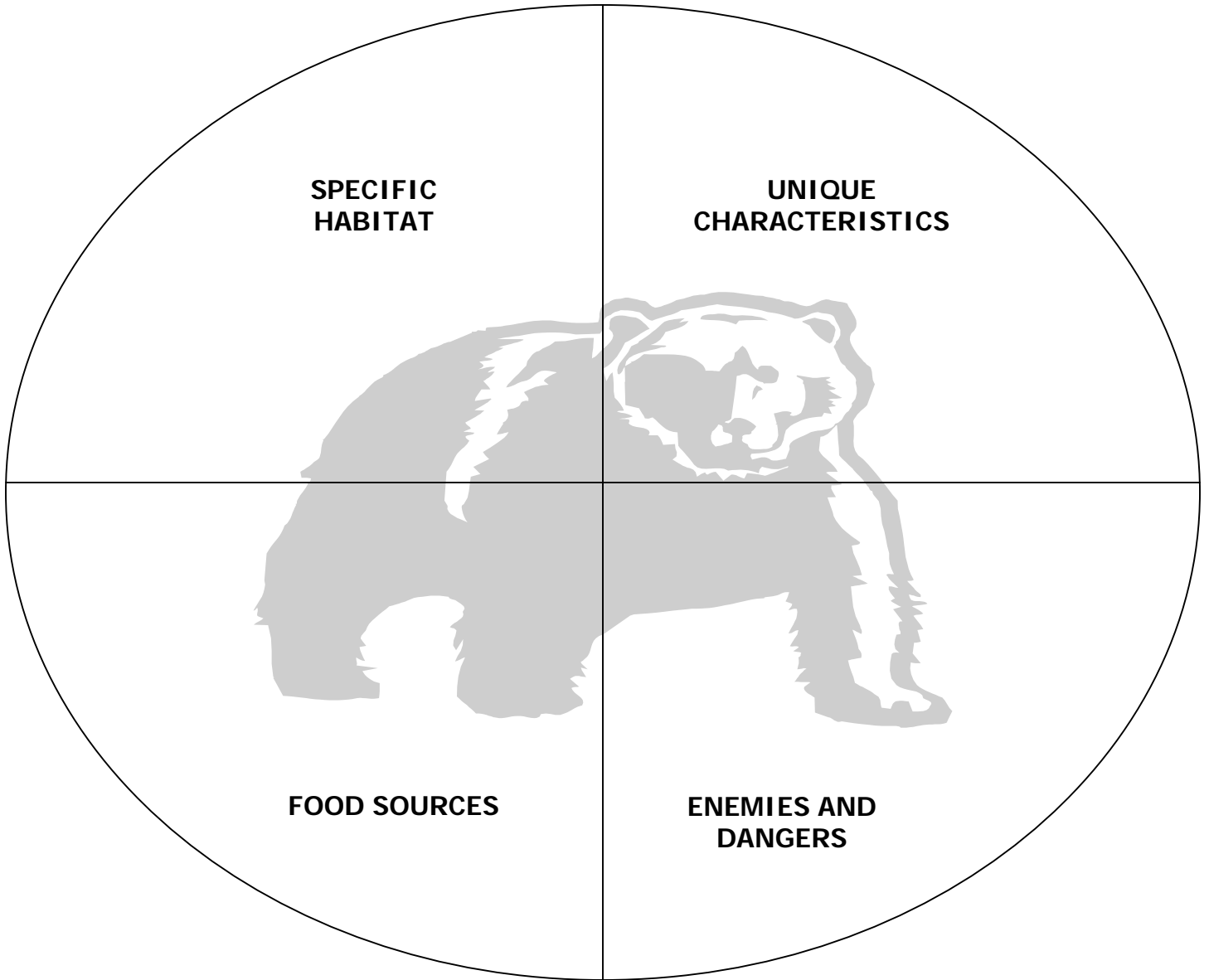
I'll take the Sun up to the sky. But the Sun is very hot. I'll keep it in Grandmother Spider's bag and put the bag on top of my head.

Narrator:

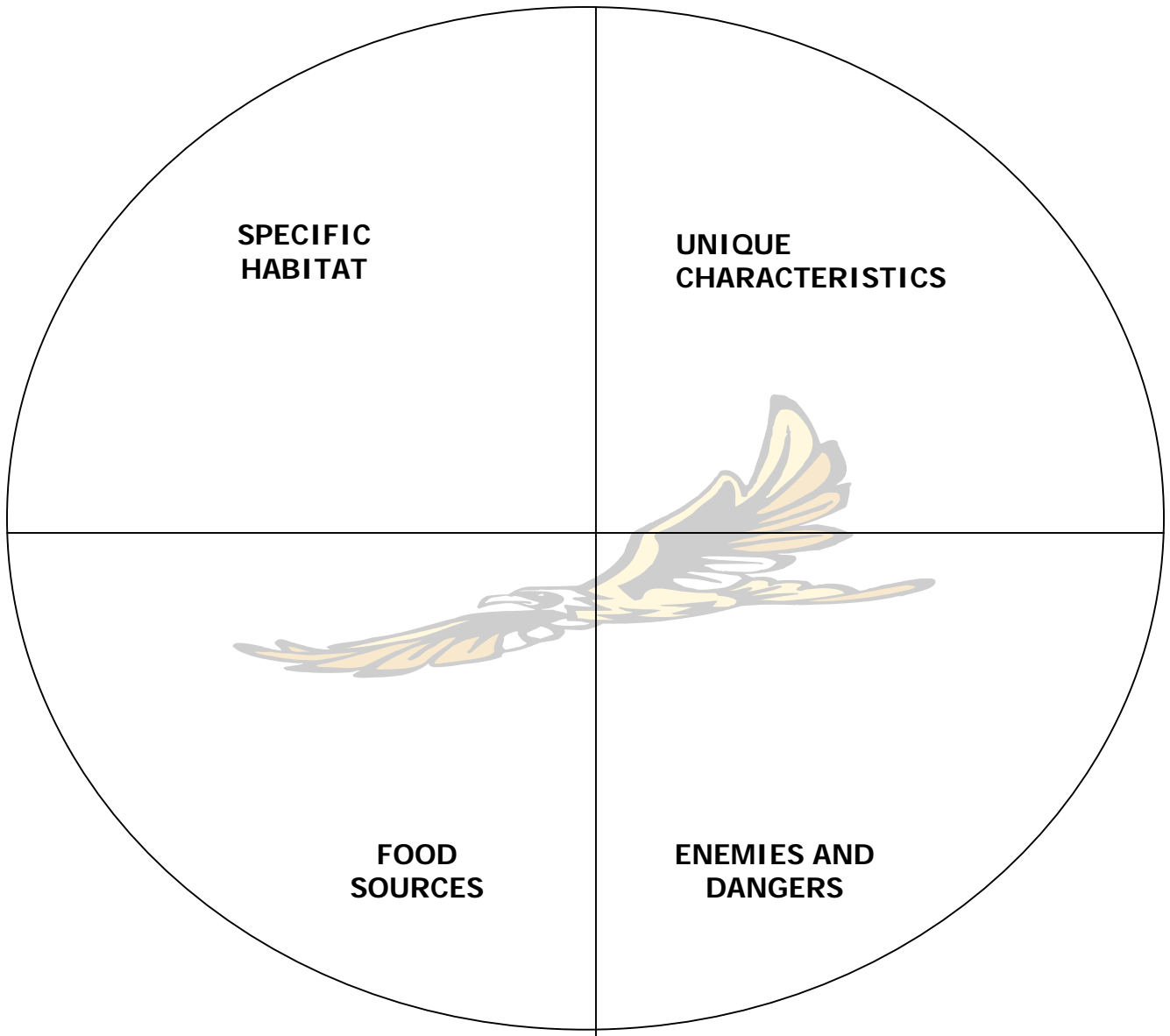
Buzzard had lots and lots of feathers on his head to help protect him from the Sun. Buzzard flew up and up, as far as he could go. But the higher he flew, the hotter the Sun got. The Sun burned away Buzzard's feathers and left a red mark on his head.

Buzzard flew to the edge of the sky. He put the Sun where everyone could see its light.

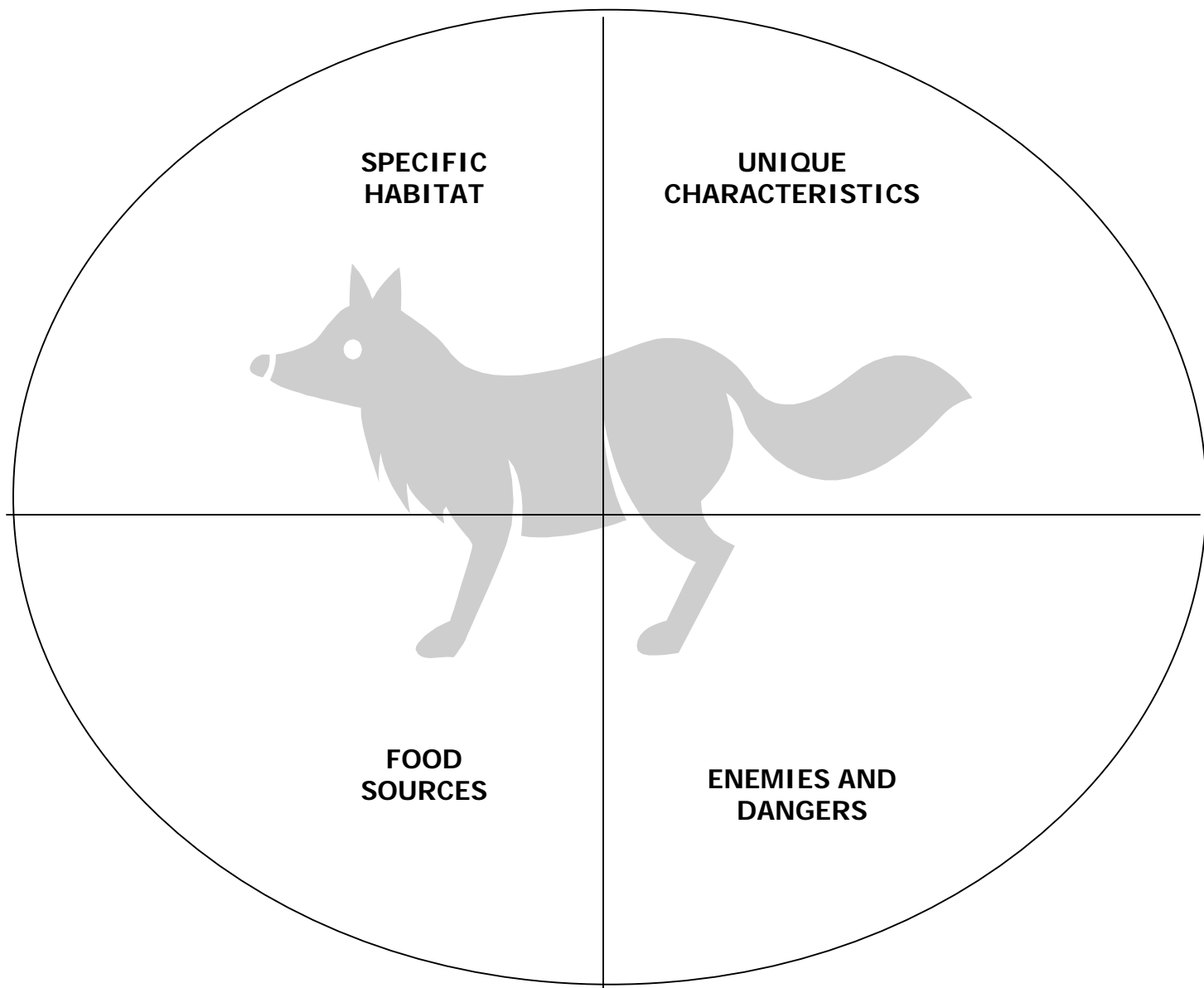
Research Medicine Wheel - Bear



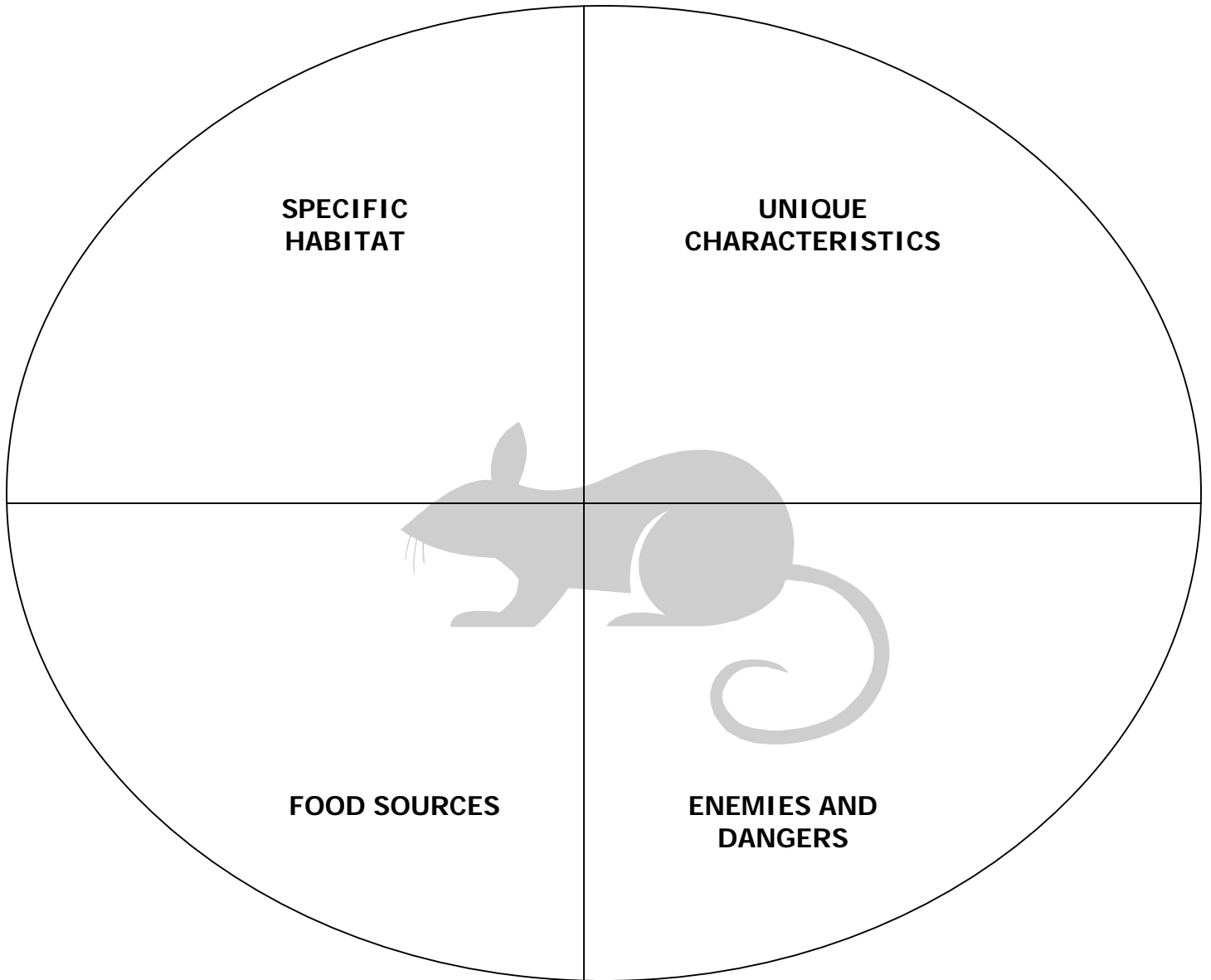
Research Medicine Wheel - Buzzard



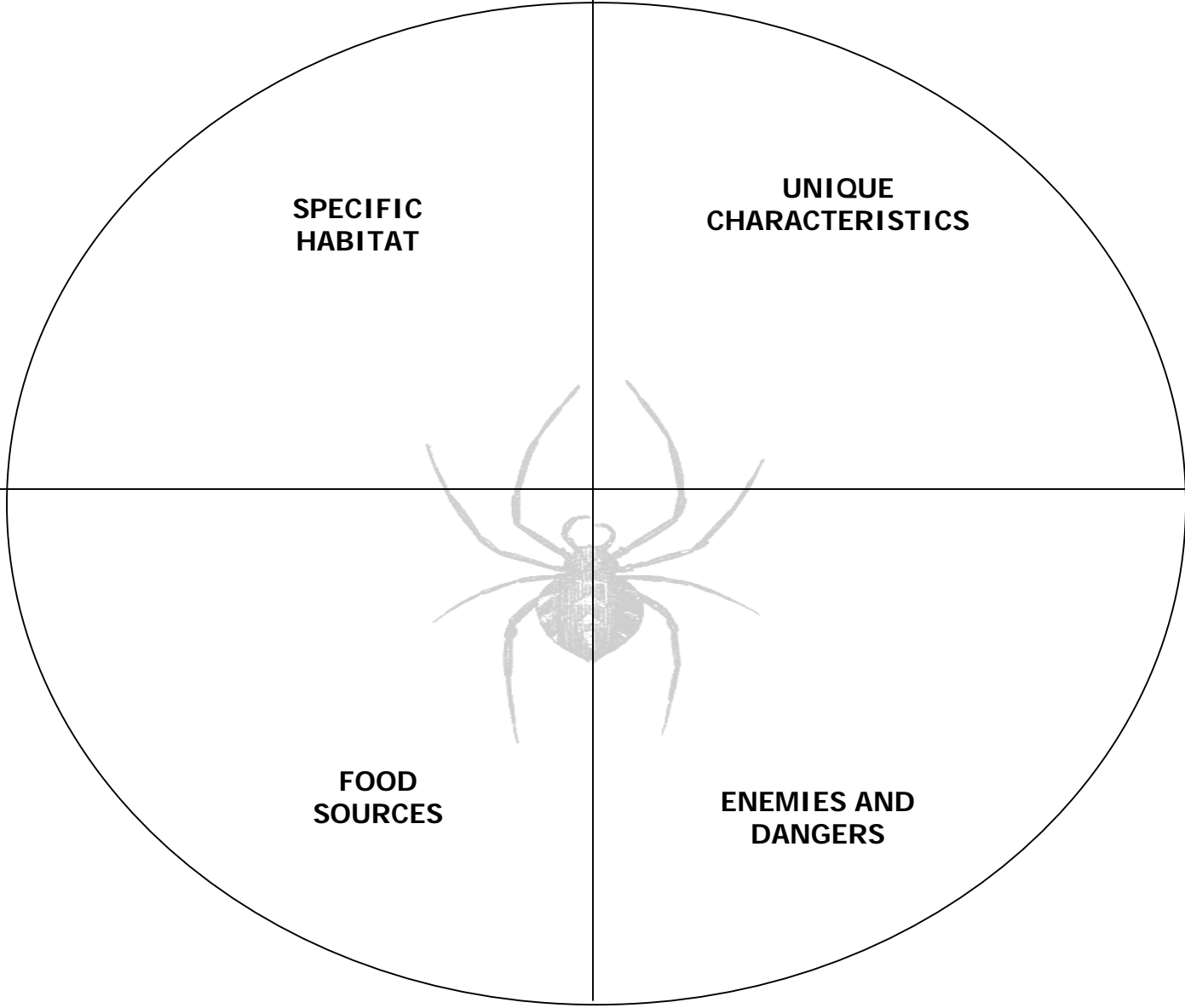
Research Medicine Wheel - Fox



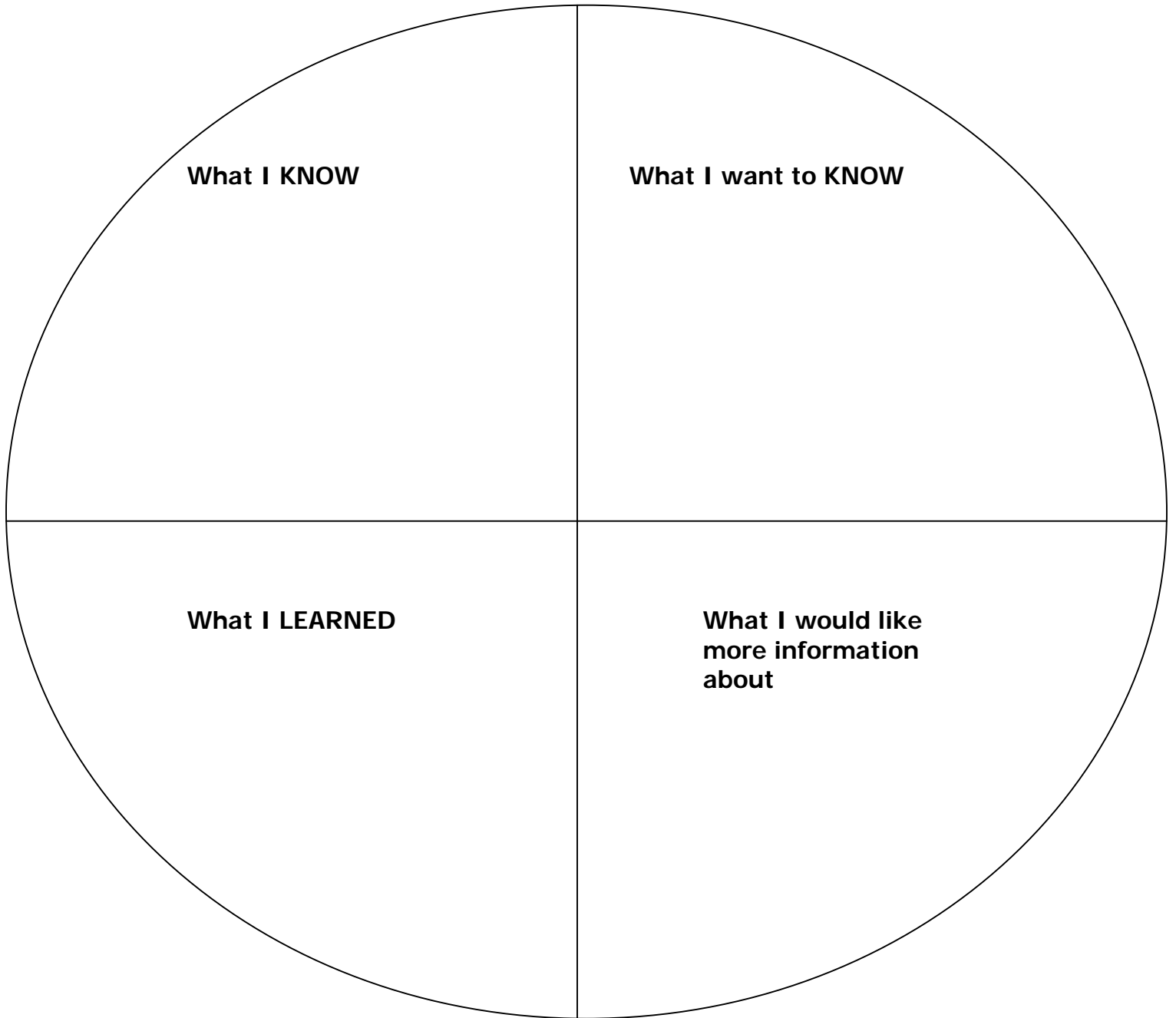
Research Medicine Wheel - Possum



Research Medicine Wheel – Spider



Self Evaluation – Medicine Wheel



Group evaluation: Medicine Wheel/Dramatic Presentation

Complete Individually

A large circle is divided into four equal quadrants by a vertical line and a horizontal line. Each quadrant contains a prompt for group evaluation:

- Top-left quadrant: **We LISTENED to others by...**
- Top-right quadrant: **We TOOK turns by...**
- Bottom-left quadrant: **We were GOOD at...**
- Bottom-right quadrant: **We VALUED the suggestion of others by...**

Dream Catcher

Expectations

Grade 1, 2 - use the elements of design (colour, line, shape, form, space, and texture), in ways appropriate for this grade when producing works of art.

Grade 3, 4, 5 - identify the elements of design (colour, line, shape, form, space, and texture), and use them in ways appropriate for this grade when producing and responding to works of art.

Grade 6 - identify the elements of design (colour, line, shape, form, space, and texture), and the principles of design (emphasis, balance, rhythm, unity, variety, and proportion), and use them in ways appropriate for this grade when producing and responding to works of art.

Grade 7, 8 - identify the elements of design (emphasis, balance, rhythm, unity, variety, and proportion), and use them in ways appropriate for this grade when producing and responding to works of art.

Materials Required:

Paper plate for the main part of the dream catcher

Yarn to make the web that will catch the good dreams

Single hole punch

Beads, feathers, sparkles, and markers for decoration

Scissors

Lesson

1. Background: Read aloud the *Legend of the Dream Catcher* to the class.
2. To start, cut out the centre of the paper plate so that you have about two inches of the rim leftover.
3. Punch holes one-half to one inch apart around the rim of the plate (approximately).
4. Cut two arm lengths long of yarn and tie it to one of the holes.
5. Begin weaving it from one hole to the next. Make sure it overlaps a few times; this way it will look more like a real web.
6. Add a few beads to the middle of your dream catcher by slipping them on to the yarn as you weave the yarn in and out of the holes.
7. When students are done weaving the yarn, a knot must be tied to the end of the yarn.
8. Punch three more holes at the bottom of your dream catcher. Tie a piece of yarn, about five inches long, to each of the holes.
9. Thread beads on to the yarn and tie a feather to the end.
10. Use markers, sparkles, and other material to decorate the plate.
11. Punch a hole in the top of the dream catcher. Put a piece of yarn through the hole and tie it. This is so you can hang it over your bed.

Modifications/Accommodations:

1. Primary and special needs students may require support to cut out the centre of the plate.
2. Primary and special needs students may require support to punch holes on the outer portion of the plate.
3. Primary and special needs students, use a marker to mark dots one-half inch apart for students to punch holes using the one-hole punch.

Legend of the Dream Catcher

Long ago when the world was young, an old Lakota spiritual leader was on a high mountain and had a vision. In his vision, Iktomi, the great trickster and teacher of wisdom, appeared in the form of a spider.

Iktomi spoke to him in a sacred language that only the spiritual leaders of the Lakota could understand.

As he spoke, Iktomi, the spider, took the elder's willow hoop that had feathers, horsehair, beads, and offerings on it and began to spin a web.

He spoke to the elder about the cycles of life...and how we begin our lives as infants, move on to childhood, and then to adulthood. Finally, we go to old age where we must be taken care of as infants, completing the cycle.

"But," Iktomi said as he continued to spin his web, "in each time of life there are many forces -- some good and some bad. If you listen to the good forces, they will steer you in the right direction. But if you listen to the bad forces, they will hurt you and steer you in the wrong direction."

He continued, "There are many forces and different directions that can help or interfere with the harmony of nature, and also with the Great Spirit and all of his wonderful teachings."

All the while the spider spoke, he continued to weave his web starting from the outside and working towards the center.

When Iktomi finished speaking, he gave the Lakota elder the web and said..."See, the web is a perfect circle but there is a hole in the center of the circle."

He said, "Use the web to help yourself and your people to reach your goals and make use of your people's ideas, dreams, and visions.

"If you believe in the Great Spirit, the web will catch your good ideas - and the bad ones will go through the hole."

The Lakota elder passed on his vision to his people and now the Sioux Indians use the dream catcher as the web of their life.

It is hung above their beds or in their home to sift their dreams and visions.

The good in their dreams are captured in the web of life and carried with them...but the evil in their dreams escapes through the hole in the center of the web and are no longer a part of them.

They believe that the dream catcher holds the destiny of their future.

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