



Overview

In this Learning Experience, learners will work through a matching exercise to become familiar with the important Mi'kmaw values outlined in the Family, Culture, Community introduction. This exercise will strengthen learners' understanding of how Mi'kmaw values are expressed in daily life and demonstrate how these values support Mi'kmaw family, community and attachment to Mi'kma'kik.

Learners will...

- Become familiar with some primary Mi'kmaw cultural values.
- Understand that some values are the same and some are different from other cultures.
- Understand that Mi'kmaw values are not just about people, but about all of creation.
- Explore examples of how the values are lived in an everyday context.
- See that Mi'kmaw family, community and attachment to Mi'kma'kik are supported by these values.

Focus

Learners may require a review of certain vocabulary: the words *consensus*, *humility*, and *interference* will likely need to be discussed prior to the activity. Attached to this Learning Experience are ten circular connection cards. Each connection card contains the name of a Mi'kmaw value, an image representing that value, and an example of how that value might be practiced in daily life.



PE!

It is important that learners have a clear understanding of the following content:

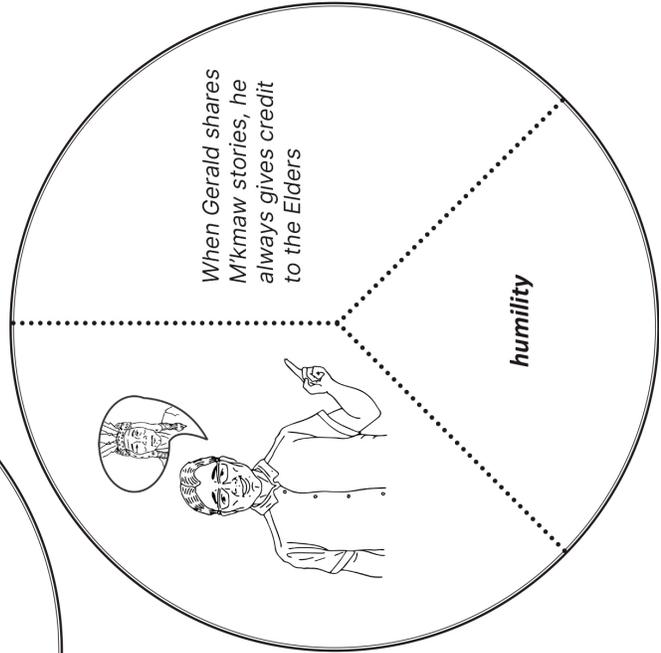
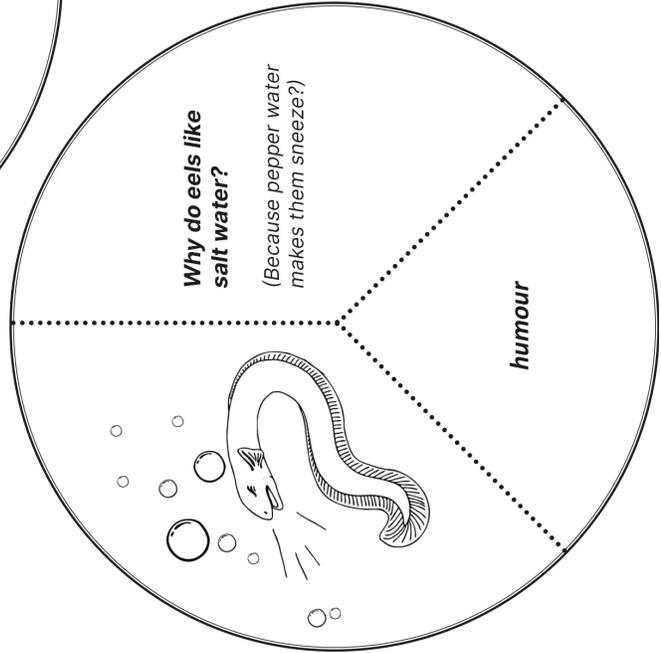
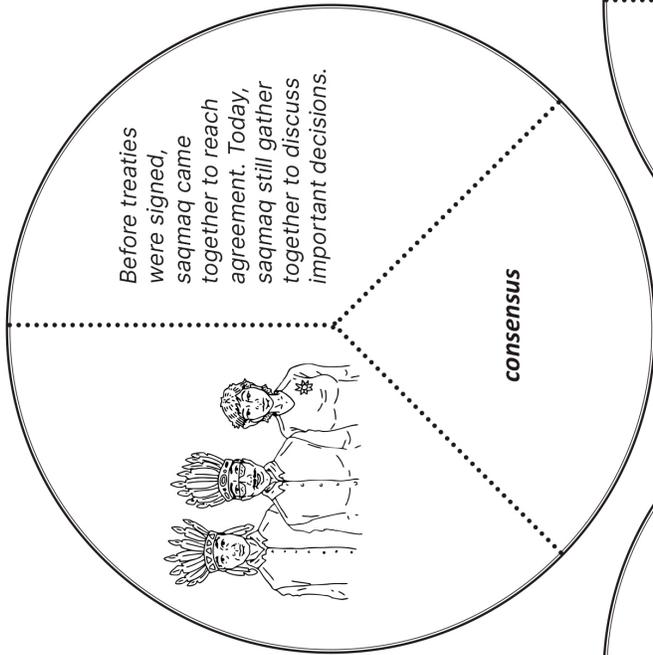
- The Mi'kmaq as the indigenous people of Nova Scotia and the Atlantic region.
- Mi'kma'kik as the ancestral homeland of the Mi'kmaq.
- The concepts of *netukulimk* and *msit no'kmaq*. (See LE F4)

Additional Resources

- For additional resources, see the digital version of this LE at **Mi'kmawey Debert Cultural Centre website:**
<http://mikmaweydebert.ca/f8>

Create groups of 3-4 learners. Each learner gets one full set of ten cards. Each card is meant to be cut along the dotted lines and divided into three pieces. (10 circular connection cards x 3 pieces each, cut = 30 pieces total). The pieces are mixed up on the table, where learners are asked to collaborate to match the three elements of each card, putting the card back together. Matching the value with the image and example from daily life will require learners to dialogue, listen, and think carefully about each value and what it means. The activity can be gamified by setting up a race to the finish, if desired.

Cards are to be cut
along dotted lines
before distributing
to learners



Drawings by Sipu Julien