

First Nations Research Assignment



We have looked at some theories and stories about how people arrived in North America. Now, your task is to be an **anthropologist** and discover **how First Nations groups lived in North America** before Europeans arrived.

You will work in groups of **3-4 people**. If you do not choose wisely, your groups will be chosen for you. **Your group must be approved before you can begin working.**

Your group will **choose one of the following** First Nation Tribes to research:

- Mi'kmaq
- Huron/Wendat
- Anishinaabe (Ojibwa)
- Inuit
- Haida
- Salish
- Blackfoot
- Cree
- Iroquois (Haudenosaunee)
- Beothuk

Details of the assignment:

- Each group member must pick **two-three areas** to research.
- Once the information is found, put all of the information together **into one presentation**. Your presentation must answer the question: **What would your life be like if you lived in your First Nations community 1000 years ago?**
- **Present** the information to the class.
- During the presentations, you will add the other tribes' information onto your **own chart**. (This will be explained before presentations begin).

Presentation:

Your group must put your research together in one or a combination of the following ways:

- Picture Book, Poetry, Diorama, iMovie, Songs/Raps, Story/Letter, Play/skit, etc

THE INFORMATION MUST BE IN YOUR OWN WORDS, NOT COPIED AND PASTED FROM THE INTERNET!

Outcomes:

- Writes to develop, organize and extend understanding
- Manages and evaluates ideas and information
- Expresses ideas and creates understanding through a variety of media
- Demonstrates knowledge and understanding of citizenship and identity
- Demonstrates skills and processes for inquiry and research
- Constructs meaning and makes connections through speaking

Your clan will be responsible for completing research-based tasks that will help you to learn about the different aspects of life in Canada prior to European contact. The tasks will each represent a specific aspect of life. These elements are:

Areas to Research:	Group Member's Name:
Culture: You will be looking into your tribe's art, music, dance, and entertainment. You can also include storytelling.	
Needs (Land and Identity): You will be looking into your tribe's shelter, food, clothing (everyday and regalia), and transportation	
Leadership: You will be looking into your tribe's form of government. Research government structure. How are decisions made in your group? Create a visual that shows the flow of power.	
Beliefs and Religion: You will be looking into your tribe's beliefs, religious practices, and how they shared their beliefs (include storytelling)	
Social Structure: You will be looking into your tribe's roles of men, women, and children. Describe the responsibilities of each clan. What role do women have in your clan/group?	
Economic structure: You will be looking into your tribe's trading, natural resources, and agreements with other nations. Research the resources (food, building supplies, material for tools etc.) that your group utilizes, what resources are they in need of?	
Warfare: You will be looking into your tribe's enemies, battle strategies, and weapons	
Relationships with others/Allies (**NOT EUROPEANS**): You will be looking into your tribe's process of how they make peace with others, and who their allies were.	

Some ideas to represent each section are:

Social Structure - Create a family tree to show how the clans relate to one another within the larger group. Describe the responsibilities of each clan.

Land and Identity - Build a village (diorama), which will include geographical features, structures used by the group, and a museum card to describe the important elements of the model.

Traditions/Culture - Learn a creation myth specific to the tribe's society. Share the story in a creative way.

Economic Structure - Set up a trade agreement with another group (outside of your own nation) Trade at least one artifact with that group. The groups will need to outline the advantages and disadvantages of the trade.

- Find a definition of needs that you can use to develop your clan's list of needs.
- What are the natural resources that your clan has easy access to? Think about the region you live in.
- Which of these resources is only found in your geographic territory?

Criteria:	4	3	2	1
Content (Demonstrates skills and processes for inquiry and research)	All topics (areas of research) are fully discussed. It is evident that a lot of thought and effort was put into this assignment.	Four or more topics (areas of research) are discussed, but topics are somewhat weak in places (lacking support and/or details).	Three reasons are made, but no support or evidence of research for the topics. Basic understanding of the issue.	Areas of research are weak or missing. Not all areas can be discussed or presented.
Correctness (Writes to develop, organize and extend understanding)	Text contains no errors. Communication is very clear.	Text contains minor errors, none of which interfere with communication.	Text contains errors, which may interfere with communication.	Text contains many errors, which interfere with communication.
Creativity and Presentation	Presentation is exemplary. Excellent use of space/organization/creativity and obvious time spent on writing/visuals/etc.	Presentation is competent. Good use of space/organization/creativity with obvious time spent on writing/visual etc.	Presentation is developing. Satisfactory use of space/organization/creativity with somewhat obvious time spent on writing/visual etc.	Presentation is emerging. Poor use of space/organization/creativity with a lack of time spent on writing/visual etc.
Time Management and Effort	Time has been used effectively every class. It's obvious that a great deal of time and effort went into the design.	Time has been used effectively most classes. Time and effort was spent on the design.	Time has been used somewhat effectively. Students were sometimes off task. More time and effort could have been spent on the design.	Time has not been used effectively. Students were off task most classes. The design shows little time and effort.