



Martin Lominy – archaeologist, educator and craftsman
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ACTIVITY PROGRAM FOR SCHOOLS (2011-2012)

PRIMARY

Each activity takes place in the classroom as an interactive presentation where students can handle reproductions of artifacts, see crafting demonstrations and make a traditional object. This program is designed within the guidelines of the Quebec school program to introduce the subject of Amerindians and develop the following competencies:

Social universe

1. To perceive the organization of a society in its territory
2. To interpret change in a society and its territory
3. To be open to the diversity of societies and their territories

Science and technology

1. To propose explanations for or solutions to scientific or technological problems
2. To make the most of scientific and technological tools, objects and procedures
3. To communicate in the languages used in science and technology

Fees: 150.00\$ / group. Materials included. 0.50\$ / km for the west island and outside Montreal.

A hunter gone fishing. Competency 1 and 2

Duration 120 minutes / maximum 30 students per group / 2nd cycle

Discover the ingenuity of prehistoric hunting and fishing technologies through an interactive presentation showing the adaptation on the territory with a focus on the settlement. The presentation is followed by a workshop where students make cordage with plant fibers.



Content:

1. Aboriginal people of Quebec
2. The settling of the continent
3. Hunting techniques
4. Fishing techniques

Objects: spear, spear thrower, bow, fishing line, net, harpoon, domestic objects.

From wigwam to longhouse. Competencies 1 and 3

Duration 120 minutes / maximum 30 students per group / 2nd and 3rd cycles

Discover how houses reflect lifeways through an interactive presentation showing the differences between Algonquians and Iroquoians with a focus on sedentary life. The presentation is followed by a workshop where students make a doll with organic materials.



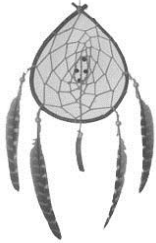
Content:

1. Aboriginal people of Quebec
2. The Algonquians: nomadic life
3. The Iroquoians: sedentary life
4. Similarities and differences

Objects: hunting and fishing instruments, foods, containers, dolls, models.

The history of the dream catcher. Competencies 2 and 3
Duration 120 minutes / maximum 30 students per group / 3rd cycle

Discover the origin of the dream catcher through an interactive presentation showing the changes in aboriginal culture since the arrival of Europeans with a focus on commerce. The presentation is followed by a workshop where students make a dream catcher.



Content:

1. Aboriginal people of Quebec
2. The origin of the dream catcher
3. Cultural changes
4. Back to traditions

Objects: bow, canoe, crooked knife, cradle board, moccasins, rattle, dream catchers.

The world of the Maya. Competencies 1 and 3

Duration 120 minutes / maximum 30 students per group / 2nd and 3rd cycles

Discover the Maya civilization through an interactive presentation showing the organization of a complex society with a focus on urban life. The presentation is followed by a workshop where students make a temple model.



Content:

1. Mesoamerica
2. The cities in the jungle
3. The corn people
4. The power of kings

Objects: weaving loom, pottery, clothing, mask, model.

SECONDARY

This program is designed within the guidelines of the Quebec school reform to introduce the subject of Amerindians and develop with a practical approach the competencies of the *Social universe*:

1. To understand the organization of a territory
2. To interpret a territorial issue

Fees: 100.00\$ / group. 0.50\$ / km for the west island and outside Montreal.

Archaeology and aboriginal cultures

Duration 90 min / max 30 participants.

Interactive presentation on archaeology in which participants can handle reproductions of artifacts and observe crafting demonstrations to illustrate the daily life of three prehistoric aboriginal societies: Algonquian, Iroquoian, Maya.



Content: technologies and lifeways

1. The work of the archaeologist
2. The settlement of the continent
3. The Algonquians: an equalitarian society
4. The Iroquoians: a matrilineal society
5. The Maya: a stratified society

Objects: hunting and fishing tools, domestic tools, clothing, models.



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COLLEGE

Each activity takes place in the classroom as an interactive presentation where students can handle reproductions 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, prehistoric technologies, subsistence techniques and complex societies.

Fees: 150.00\$ / group. Materials included. 0.50\$ / km for the west island and outside Montreal.

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 reproductions 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, textile.

Experimental archaeology and prehistoric technologies

Duration 120 min / max 30 participants per group.

Interactive presentation on the study of prehistoric tools in which participants can handle reproductions 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 subsistence techniques in which participants can handle reproductions 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.