



Martin Lominy, archaeologist and craftsman

Aboriginal technologies <http://repro.mayafiles.com>

For information or reservation: (514) 498-3889 ou info@mayafiles.com

ACTIVITY PROGRAM FOR SCHOOLS (2009)

PRIMARY

Each activity takes place in the classroom as an interactive presentation where students can handle reproductions of artifacts, see work demonstrations and make a traditional object. 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 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

A hunter gone fishing. Competency 1 and 2

Duration 90 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 settlement. The presentation is followed by a workshop where students make a string with plant fibers.

Content:

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

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

From wigwam to longhouse. Competencies 1 and 3

Duration 90 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
5. Doll workshop

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

The history of the dream catcher. Competencies 2 and 3

Duration 90 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 1500 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
5. Dream catcher workshop

Objects: materials, bow, canoe, crooked knife, cradle board, mocassins, rattles, dream catchers.

The world of the Maya. Competencies 1 and 3

Duration 90 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
5. Model workshop

Objects: materials, weaving loom, clothing, masks, poteries, models.

Fees: 100.00\$ / group. Materials included.

No transportation fee East Montreal and Downtown

0.50\$ / km West island and outside the island

Availability: upon reservation.



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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

Archaeology and aboriginal cultures

Duration 90 min / max 30 participants. Fee 100.00\$ / group

Interactive presentation on archaeology where participants can handle reproductions of artefacts and observe practical demonstrations to illustrate the daily life of three aboriginal societies of prehistory: Algonquians, Iroquoians, Maya.

Content: technologies and lifeways

1. The work of the archaeologist
2. The settlement of the continent
3. The Algonquians: an egalitarian society
4. The Iroquoians: a matrilineal society
5. The Mayas: a stratified society
6. Similarities and differences

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

COLLEGE

This program is designed to develop an interest in anthropology as a multidisciplinary science by presenting four research methods used to study human evolution, aboriginal technologies, prehistoric lifeways and cultural diversity.

Ethnobotany and natural resources

Duration 60 min / max 30 participants per group. Fee 75.00\$

Interactive presentation on the study of wild plants where participants can handle materials and reproductions of objects that were once used in the daily life of aboriginal people.

Content: textile technologies (Algonquians, Iroquoians, Haidas, Mayas)

1. Ethnobotany: biology or anthropology
2. Collecting fibers: along the seasons
3. Treatment: simplicity of tools
4. Cordage: multiple uses
5. Knotting: daily objects
6. Weaving: cultural traditions
7. Dyes: main sources

Objects: fibers, dyes, bark beater, net needle, weaving loom, rope, net, tumpline, textile.

Experimental archaeology and prehistoric technologies

Duration 90 min / max 30 participants per group. Fee 100.00\$

Interactive presentation on the study of prehistoric tools where participants can handle reproductions of artefacts and observe traditional crafting techniques.

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
7. Bone work demonstration

Objects: spear, spear thrower, bow, arrow, stone tools, bones, leather, bone and antler tools.

Ethnoarchaeology and oral tradition

Duration 120 min / max 30 participants per group. Fee 150.00\$

Interactive presentation on the study of subsistence techniques where participants can experiment making a traditional object with the craftsman. Material included.

Content: fishing technologies (Algonquians, Iroquoians, Haidas)

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
7. Fish hook workshop

Objects: stone tools, wooden tools, plant fibers, fish hooks, fishing lines, harpoons, nets.

Field archaeology and the Maya civilization

Duration 120 min / max 30 participants per group. Fee 150.00\$

Interactive presentation on archaeology where participants can discover through a collection of objets and a powerpoint presentation the history and society of the ancient Maya.

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
7. Lost cities

Objects: tools, photos, models, artefact reproductions, ethnographic objects.

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Personalized activities: You can suggest an activity within my fields of expertise for a unique experience meeting your needs.

Fields of study

- Canadian history
- Prehistoric archaeology
- Aboriginal ethnology

Cultural regions

- American northeast
- Canadian west coast
- Central America

Activity subjects

- Woodworking
- Fibers and weaving
- Bone tools
- Subsistence techniques
- Art and architecture
- Trade of archaeology

Types of conferences

- Training
- Cultural activity
- Craft workshop
- Hands-on
- Demonstration
- Powerpoint

Tarifs: 100.00\$ / period of 60 min. / group of 30 participants
150.00\$ / period of 90 min. / group of 30 participants
200.00\$ / period of 120 min. / group of 30 participants

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