



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 (2010)

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 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

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 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 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
5. Doll workshop

Objects: materials, 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 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 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
5. Model workshop

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

Fees: 150.00\$ / group. Materials included.

Option: conference without workshop, 60 minutes: 75.00\$

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, prehistoric technologies, subsistence techniques 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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0.50\$ / km West island and outside the island

Availability: upon reservation.