

ACTIVITY SHEET



UNDERSTANDING AND BUILDING OUR WORLD AND OUR STORIES TOGETHER

At the McCord Stewart Museum, we use objects, stories, and shared experiences to help our visitors better understand the world around them, no matter their age or background. With our participatory approach and civic perspective, we prioritize observation, questions, and dialogue in our virtual activities.

PLAY AND COLLABORATE! NUNAMI, INUIT BOARD GAME PARTICIPATORY WORKSHOP AT THE MUSEUM

Length: 60 minutes

Target audience: For school day care service only (2nd and 3rd cycles of elementary school)

Educational areas: Personal Development - Ethics and Religious Culture - Social Universe - Mathematics

DESCRIPTION OF THE ACTIVITY

Using the characters from the Nunami board game, created by Iqviq artist Thomassie Mangiok, children are invited to reflect on the notions of collaboration and interdependence between living beings and their environment. This workshop proposes to explore the notion of balance between humans and non-humans and the system of inter-influence between beings that share the same geographical space.

STRATEGIES

Association – Explorations – Questioning and discussion

ATTITUDES DEVELOPED

Openness to others – Curiosity – Self-awareness – Inclusion

MAJOR THEMES

Opening to the other – Opening to the world – Opening to oneself