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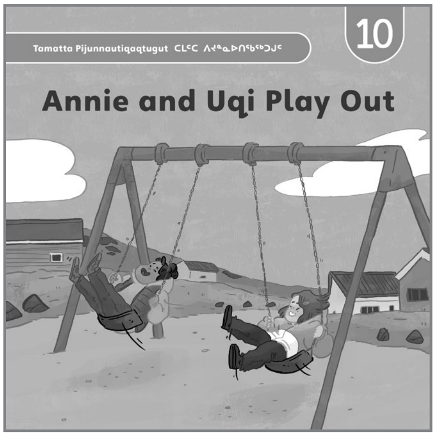
TAMATTA PIJUNNAUTIQAQTUGUT
EXTENSION ACTIVITY

ENGLISH



Level 10: Annie and Uqi Play Out

- Activity worksheet: Solving a Problem

ICON LEGEND

TEACHER SCRIPT
INDIVIDUAL ACTIVITY
IMPORTANT INFORMATION
CLASS DISCUSSION
PAIRS/SMALL GROUP ACTIVITY
LARGE OPEN SPACE

TEACHER SCRIPT TRANSLATIONS

Throughout these extension activities, you will find teacher scripts written in English to help you guide your lessons. The extension activity with Inuktitut teacher scripts is available for download.

EXTENSION ACTIVITY

LEVEL 10

BOOK TITLE

Annie and Uqi Play Out

LENGTH

2 lessons
(1 hour each)

Essential Question

What is the IQ principle of *qanuqtuurniq*? What does it mean in our everyday lives? How can we work together to solve problems?

Lesson Overview

In this lesson, students will identify how the IQ principle of qanuqtuurniq is portrayed in the book. They will make connections to how they can use this principle in their everyday lives to solve problems creatively.

REQUIRED MATERIALS

- *Annie and Uqi Play Out*
- Writing utensils
- Activity worksheet: **Solving a Problem**
- **Optional:** Internet access to view list of IQ principles, or posters of IQ principles

LEARNING ACTIVITIES

Class discussion about problem-solving and the IQ principle of qanuqtuurniq.

Class discussion about the book.

Independent journal writing.

Completing the **Solving a Problem** worksheets.

LEARNING CONNECTION

Students will discuss how the characters in the story apply qanuqtuurniq to solve a problem. This will help students build an understanding of how they can use this principle in their daily lives to help themselves and their community.

READING VOCABULARY

qanuqtuurniq

PRE-LESSON PREPARATION

1. Write the following student-friendly definition of qanuqtuurniq on the board:
    Qanuqtuurniq: Solving problems in a creative way.

LESSON 1

1. As a class, discuss what problem-solving means and why it is important. Tell students that one of the IQ principles is qanuqtuurniq, which means solving problems in a creative way. Share an example of problem-solving, such as repairing a tear in your parka or fixing a broken part on a skidoo or truck. Encourage students to think of different examples of problem-solving from their everyday lives.

2. Tell students that you are going to read a book about problem-solving called *Annie and Uqi Play Out*. Encourage students to think about how qanuqtuurniq is reflected in the book as they listen to you read it.

3. Read the book out loud to students. As you are reading, pause to ask questions and briefly discuss situations in the story that connect to qanuqtuurniq.

4. Have students consider how qanuqtuurniq is reflected in the book. As students provide answers, record them on the board. Here are some possible answers:

   Examples of qanuqtuurniq:

   - The girls tried to jump high to reach the swings and knock them down.
   - Uqi tried to get up on Annie's shoulders to reach the swings.
   - The girls asked Mosesie to help because they know he can jump high.
   - Mosesie tried to jump high to reach the swings.
   - Mosesie got a ladder to climb high enough to reach the swings.

   If students can think of other IQ principles that are reflected in the book, record those on the board as well. Show a poster of the IQ principles. You may have this poster in your classroom or somewhere else in your school. Or, you can find it online and print it or display it in your classroom: https://www.gov.nu.ca/information/inuit-societal-values

5. Have students respond to the following question in their journals:

   🗣 **"What is one way that Annie and Uqi tried to solve their problem?"**

LESSON 2

1. Review the book with the class by doing a picture walk. Ask students to recall why Annie wants to go home (answer: she is discouraged because she and Uqi have not been able to fix the swings). Ask students to share if they've ever felt frustrated and discouraged like Annie when they couldn't solve a problem.

2. Have students count the number of ways Annie and Uqi tried to solve their problem. Remind students that sometimes you might need to try more than one way of solving a problem before you find a solution that works. Tell students that they can do this when they encounter problems in their own lives.

3. Remind students that there are always ways to find a solution to a problem instead of giving up. Ask students to recall how Annie and Uqi solved their problem (they asked Mosesie for help). Then, ask students to share who they would ask for help if they needed to fix the swings on the playground.

4. Read out the list of problems provided below to the class. Personalize the list if there are specific examples from your class that you think students will identify with:

    - Struggling to learn a new skill or activity
    - Not being able to play out because of bad weather
    - Being nervous about performing in front of an audience or playing an important sports game

    Discuss different people in the community that students could go to for help with these problems.

5. Hand out the **Solving a Problem** worksheets to each student. Tell students to copy the name of the IQ principle "qanuqtuurniq" onto their worksheet in the space provided. (Be sure that you have written this word on the board so students can see it.) Then, ask students to select one of the problems that you listed, or come up with their own idea. Have students write two sentences about how they would solve that problem and then draw a picture about it. Encourage students to think about who in their community could help them solve this problem or overcome this stressful situation.

SHARING AND DISPLAYING (CLASSROOM REINFORCEMENT)

- Find space in the classroom to create a qanuqtuurniq display. Post students' completed worksheets on the display. Invite other classes in your school to come and visit the display.

- Have students present their **Solving a Problem** worksheets to the class, if they feel comfortable doing so.

Name: ______________________________

Solving a Problem

Write the name of the IQ principle here:

____

What was the problem you solved?

____

____

____

____

How did you solve it?

____

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Draw a picture showing how you solved this problem.