

Omushkego Culture Curriculum, Early Learning to Grade 10

Topic	Spring	Blooming	Summer	Fall	Freezing Up	Winter
Climate and Weather (science and technology, SNC2P)						•
Clothing Preparation (the arts, TMJ2O)					•	
Community Hike (social values)			•			
Craft Technology (the arts, TMJ2O)				•		
Cycle of Life (personal and social development)				•		
Family Kinships Structures (personal and social development, HIF10/HIF2O)			•			
Fish (science and technology and mathematics)		•				
Fish (science and technology)		•				
Fishing (science and technology)		•				•
Fishing Camps (social values)			•			
Fun and Games (health and physical education, PPL1O)			•			
Fur Bearers, Other Mammals, and Small Game Animals - Rabbits (science and technology and mathematics)					•	
Fur Bearers, Other Mammals, and Small Game Animals - Rabbits (science and technology)					•	
Goose Hunting Camp (social values)	•			•		
Hide and Line Preparation (science and technology, TMJ2O)					•	
Insects and Reptiles (science and technology and mathematics)			•			
Insects and Reptiles (science and technology)			•			
Interrelationships (science and technology)					•	
Large Game Animals (science and technology and mathematics)						•
Large Game Animals (science and technology)						•
Large Game Hunting (science and Technology)						•
Land Use Ethics (geography, CGC1P)		•				
Land Use Ethics (science and technology)		•				
Laws and Governance (personal and social development, NAC2O)		•				
Living Well (health and physical education, HFN1O/HFN2O)	•	•	•	•	•	•
Manufacturing Technology (TMJ2O)						
Moose Hunting Camp (social values)				•		
Mushkegowuk Aboriginal Days Celebrations (social values)			•			
Music and Dance (the arts, AMU1O)			•			
Names and Importance of Particular Places (geography and mathematics, CGC1P)	•					
Origins (history)	•					
Plants (science and technology)						
Plant Gathering (science and technology)				•		
Shelter Construction Technology (science and technology, TCJ2O)			•			
Small Game Hunting (science and technology)	•					
Spirituality (religion)			•			
Traditional Cooking (health and physical education and mathematics)						
Traditional Storytelling (language arts, ENG1P)	•		•			•
Trapping and Snaring (science and technology)						•
Trapping Camp (SNP1P)						
Travel and Transportation Technology (science and technology, TTJ2O)		•				•
Waterfowl, Birds, and Small Game Animals - Grouse (science and technology and mathematics)	•			•		
Waterfowl, Birds, and Small Game Animals - Grouse (and Ptarmigan - grade 6 only) (science and technology)	•			•		
Waterfowl Hunting (science and technology)	•			•		