

Alutiiq Toys Comparison



Grade: K-3

Time: 3 days

Lesson Description: Students will engage with, observe, compare, and reflect on the toys Alutiiq children played with in the past.



Photo: Alutiiq Toys

Kit Includes:

- Parent/Guardian Toy Survey Worksheet
- My Toys and My Parent/Guardian Toys Venn Diagram Worksheet
- My Toys, My Parent/Guardian Toys, and Traditional Alutiiq Toys Venn Diagram Worksheet
- Alutiiq Girl Toys:
 - Ulu
 - Skin Working Board
 - Spruce Basket
- Alutiiq Boy Toys:
 - Bow
 - Adze
 - Blade

Alutiiq Vocabulary	Art Elements	Art Principles	Content Connections
Ulukaq – Ulu Tupuuruq – Adze Inartaq – Basket Qitguyaq – Bow K'ligluku – Carve it. Arya'aq – Girl Tan'uraq – Boy Wamluni, Salirluni – Play	<input checked="" type="checkbox"/> Line <input checked="" type="checkbox"/> Shape <input checked="" type="checkbox"/> Color <input checked="" type="checkbox"/> Value <input checked="" type="checkbox"/> Texture <input checked="" type="checkbox"/> Space/ Perspective	<input checked="" type="checkbox"/> Pattern <input checked="" type="checkbox"/> Rhythm/ Movement <input checked="" type="checkbox"/> Proportion/ Scale <input checked="" type="checkbox"/> Balance <input checked="" type="checkbox"/> Unity <input checked="" type="checkbox"/> Emphasis	Cultural Standards: B.2 E.3

Objectives and Assessment Criteria:

Students will learn...

- Students will observe toys from the past and modern toys.
- Students will compare toys used by Alutiiq children to toys they have today, as well as toys their parent/guardian played with as children.
- Students will learn the Alutiiq names for the different traditional toys.

Cultural Relevance:

Education in Alutiiq communities focused on training children the essential skills of adult life. Young people learned these skills by listening to stories and legends, helping their Elders, and imitating adult activities with toys. Archaeological sites in the Kodiak Archipelago have produced many miniature items—tiny duplicates of full-sized objects. Small-scale oil lamps, bowls, scoops, ulus, and skin-stretching boards helped little girls learn domestic tasks, while boys learned boating, hunting, and ceremonial responsibilities with toy kayaks, bows, harpoons, clubs, and drums.

Children also played with toys designed simply for fun: tops, dart games, and dolls are remembered fondly by Elders and are found in archaeological sites. Examples of dolls include peg-like figures of men in hunting hats designed to fit into toy kayaks, and larger dolls with carefully carved faces and body tattoos, which may have been dressed in skin clothing.

Alutiiq Elders recall strict rules on playing with toys. Toys were carefully stored during the winter season to avoid bad luck. Children were allowed to play again in the spring when migratory birds arrived signaling the rebirth of the year.

Create:

Day One:

- Pass around the traditional Alutiiq toys. Ask students to describe the toys:
 - How do you think they used the toys?
 - Do you think the Alutiiq toys resemble tools?
 - Do we use these toys today? Do they have any similarities to the toys we have today?
- Ask the students to bring in a toy/toys they play with at home.

Day Two:

- Ask students to display the toy/toys they brought from home. Discuss the different toys the students brought in.
 - Are there differences and similarities between the students' toys?
- After discussing, give the students the Venn diagram to record differences and similarities between their toys and the Alutiiq children's toys (Two Circle Venn Diagram).
 - Continue the discussion, do the students have other toys at home that represent objects adults use?
- Give students the Parent/Guardian Toy Survey Worksheet to complete and bring back to school.

Day Three:

- Ask the students to share the toys their parent/guardian played with.
 - Do any of them represent tools or objects that adults use, such as a car or phone?

- Give students the Venn Diagram worksheet comparing the Alutiiq Toys, their parent/guardian toys, and their toys. (Three Circle Venn Diagram)
 - Have students complete the diagram and share with the class what they discovered.
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Close and Assessment:

- Students learned the differences and similarities between their toys, their parent/guardian toys, and traditional Alutiiq toys.
 - Students understand the traditional uses and purpose for the different Alutiiq toys and their own toys.
 - Students learned Alutiiq names for the different traditional toys.
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Modification:

- Have students draw their toy and discuss which Alutiiq toy/toys it is similar to.
 - Work as a whole class to create a Venn Diagram comparing the toys all together.
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Additional Resources:

- Alutiiq Museum Alutiiq Word of the Week Archive to learn about the different traditional toys.

Name:

Date:



Parent/Guardian Toy Survey

Camai'i — Hello Parent/Guardian,

This week in class we are studying Alutiiq toys and games. For the assignment students will learn and discuss the toys that their parent/guardian used to play with when they were younger. Students will then record the names of the toys and draw one of the toys below.

Quyanaa — Thank you.

Toys My Parent/Guardian Played With:

1. _____

2. _____

3. _____

4. _____

5. _____

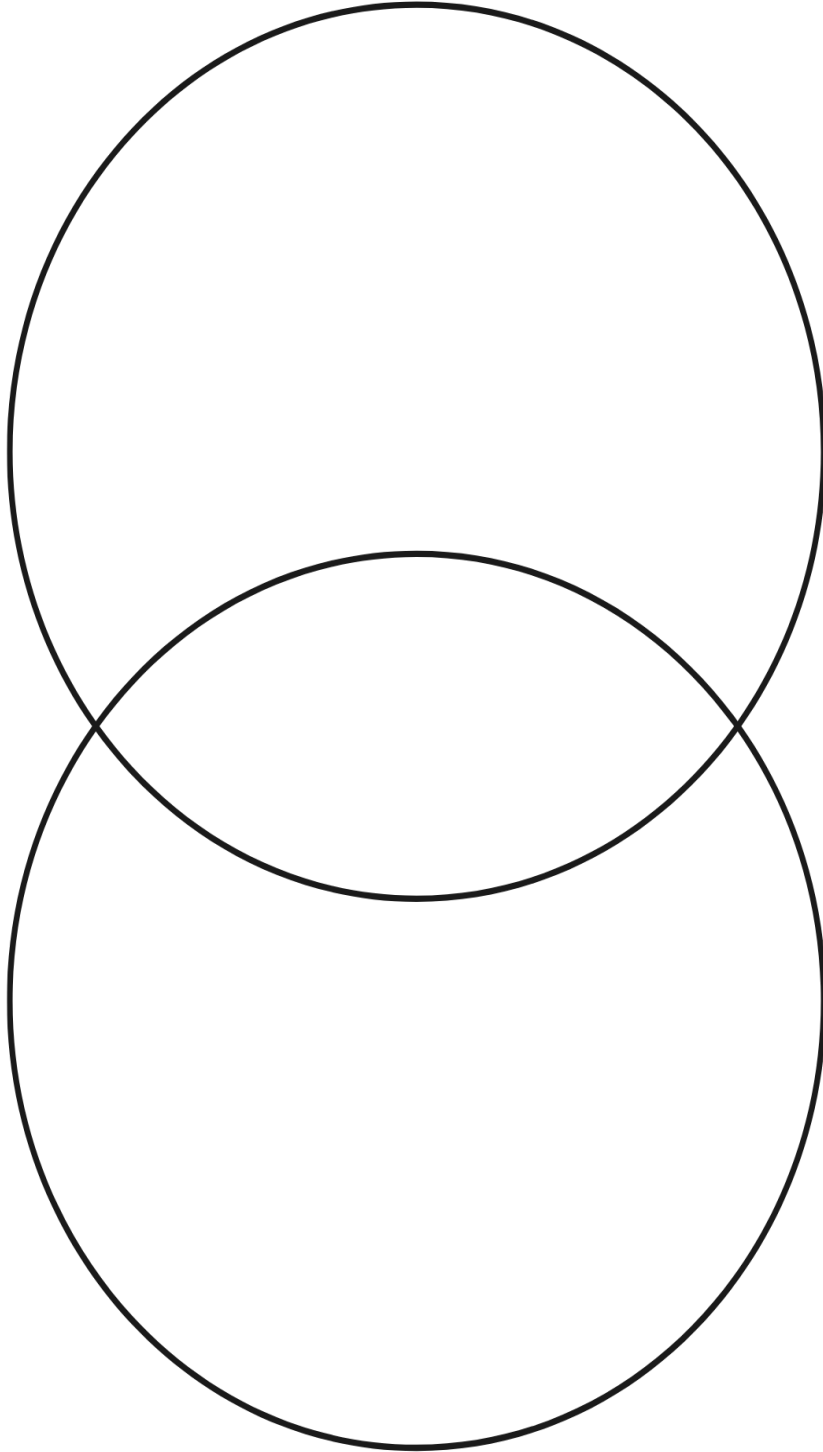
Drawing:

A large, empty rectangular box with a black border, intended for the student to draw one of the toys mentioned in the list above.

Name: _____

My Toys

Traditional Alutiiq Toys



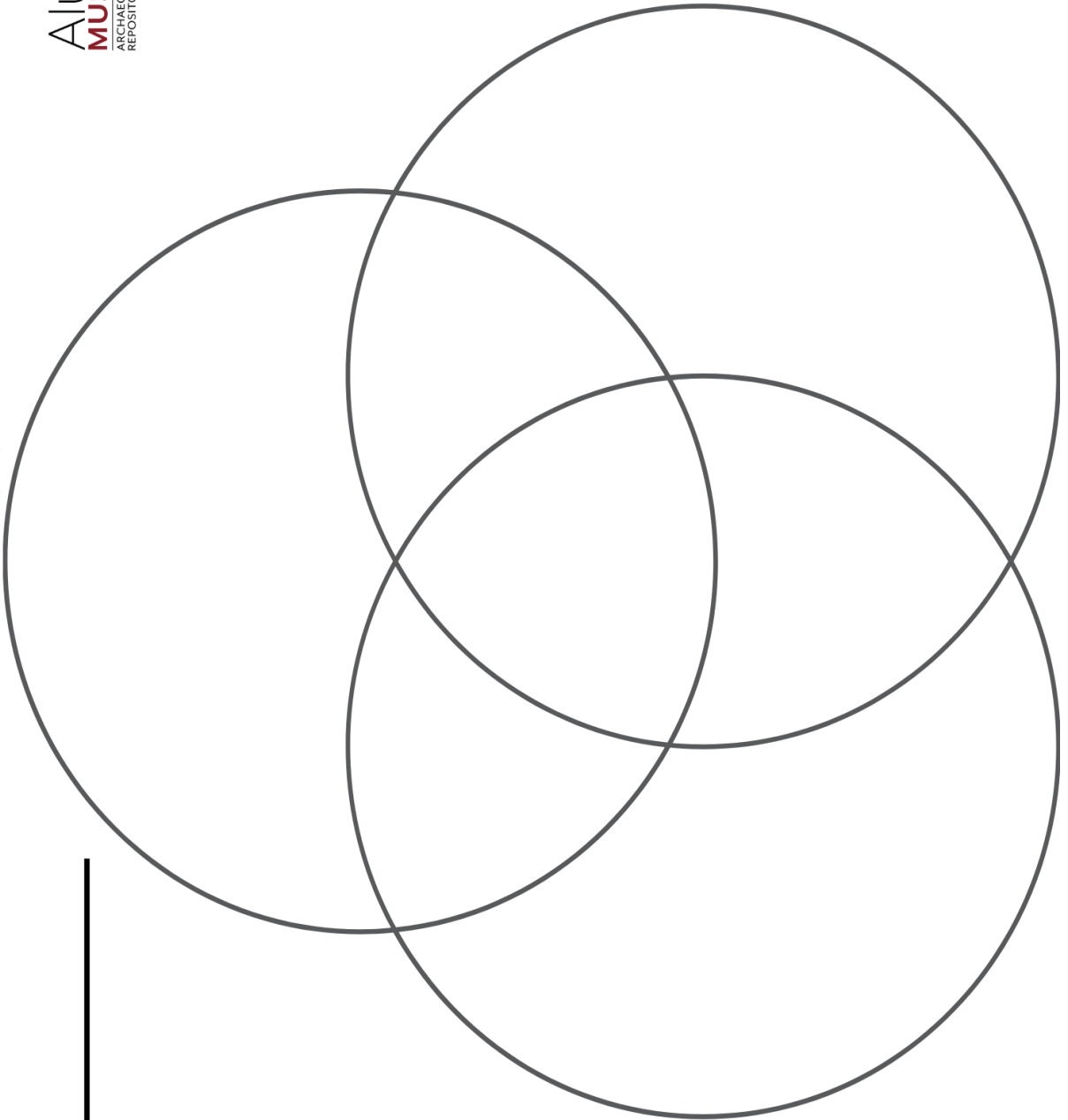


Traditional Alutiiq Toys

Name: _____

My Parent/
Guardian Toys

My Toys



Alutiiq Toy Functions in Society



Grade: 4-7th

Time: 3 days

Lesson Description: Students will study Alutiiq children's toys and the role toys played in Alutiiq society.



Photo: Mikt'sqaq- miniature (toy). Sheehan avocational collection.

Kit Includes:

- Toy Functions in Society Worksheets

Alutiiq Girl Toys:

- Ulu
- Skin Working Board
- Spruce Basket

Alutiiq Boy Toys:

- Bow
- Adze Blade
- War Club

Materials Needed:

- Computer

Alutiiq Vocabulary	Art Elements	Art Principles	Content Connections
Ulu— Ulukaq Adze — TupuuRuq Basket — Inartaq Bow — Qitguyaq Girl — Arya'aaq Boy — Tan'uraaq Play — Wamluni, Salirluni War — Anguyaq	<input type="checkbox"/> Line <input checked="" type="checkbox"/> Shape <input type="checkbox"/> Color <input checked="" type="checkbox"/> Value <input checked="" type="checkbox"/> Texture <input checked="" type="checkbox"/> Space/ Perspective	<input type="checkbox"/> Pattern <input type="checkbox"/> Rhythm/ Movement <input checked="" type="checkbox"/> Proportion/Scale <input type="checkbox"/> Balance <input type="checkbox"/> Unity <input checked="" type="checkbox"/> Emphasis	Cultural Standards: A.1 A.5 B.1 B.2 D.1

Objectives and Assessment Criteria:

Students will learn...

- Examine the function of Alutiiq children's toys in Alutiiq society.
- Analyze the different roles men and women had in Alutiiq society.
- Learn the Alutiiq word for the different toys.

Cultural Relevance:

Education in Alutiiq communities focused on training children the essential skills of adult life. Young people learned these skills by listening to stories and legends, helping their Elders,

and imitating adult activities with toys. Archaeological sites in the Kodiak Archipelago have produced many miniature items—tiny duplicates of full-sized objects. Small-scale oil lamps, bowls, scoops, ulus, and skin-stretching boards helped little girls learn domestic tasks, while boys learned boating, hunting, and ceremonial responsibilities with toy kayaks, bows, harpoons, clubs, and drums. Children also played with toys designed simply for fun: tops, dart games, and dolls are remembered fondly by Elders and are found in archaeological sites. Examples of dolls include peg-like figures of men in hunting hats designed to fit into toy kayaks, and larger dolls with carefully carved faces and body tattoos, which may have been dressed in skin clothing. Alutiiq Elders recall strict rules on playing with toys. Toys were carefully stored during the winter season to avoid bad luck. Children were allowed to play again in the spring when migratory birds arrived signaling the rebirth of the year.

Create:

- Introduce the toys to the class. Explain that the class will be working in groups to learn more about the toys and their uses.
 - Have students explore the Alutiiq Museum website to learn about the men's and women's ways in traditional Alutiiq society.
 - Divide the class into 6 groups. Each group will receive one of the Alutiiq children's toys to study and research.
 - Give each student a worksheet about their toy. When all the groups have finished their worksheets, each group will share with the class what they learned about their toy.
-

Close and Assessment:

- As a whole the class discuss the similarities and differences of the toys. How do the boys' and girls' toys differ? How are the toys similar or different to the types of toys children play with today? How did men's and women's roles differ?
 - Students will understand the roles men and women had in Alutiiq society.
 - Students will understand the different toys.
 - Students will learn the Alutiiq words for the different toys.
-

Modification:

- Bring students to the Alutiiq Museum to explore the gallery and learn about the different items.
 - Watch the Alutiiq Museum's virtual tour of the gallery.
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Additional Resources:

- Alutiiq Word of the Week Archive
- Educational Handouts: Ulu
- Educational Handout: Clothing
- Educational Handout: Warfare

Adze Blade



- 1) What were adzes used for?

- 2) What were adze handles made of?

- 3) Where did craftsmen collect most of their carvingwood?

- 4) Carvers collected _____, _____, and _____
_____ to enhance their carvings.

- 5) Men carved household items. True/ False

Alutiiq Word of the Week Hint: Axe
Alutiiq Word of the Week Hint: Carve It

Basket



- 1) What are 6 things that baskets were used for?

- 2) Name 3 weaving materials.
 1. _____
 2. _____
 3. _____

- 3) Spruce root baskets are woven upside down. True/False

- 4) How old are the Sitka Spruce Forests of Northern Kodiak?
 - a. 3,500 years
 - b. 10,000 years
 - c. 1,000 years
 - d. 500 years

- 5) What time of the year were spruce roots collected for weaving?

Alutiiq Word of the Week Hint: Basket
Hint: Explore- Past Collections-Our Weaving Way

Bow



- 1) What type of wood was preferred for making bows?
- 2) What did hunters often add to strengthen bows as they aged?
- 3) What type of wood was used to carve arrows?
- 4) Bows & arrows were used to target _____ and _____
_____.
- 5) Why did hunters continue to use a bow and arrow to hunt ducks into the 1930s?

Alutiiq Word of the Week Hint: Bow

Ulu



- 1) What were ulus designed for?
- 2) What material was used to make ulus?
- 3) Ulus were used in household _____ and _____ tasks.
- 4) Name two essential items women manufactured.
- 5) List 3 items women collected.
 1. _____
 2. _____
 3. _____

Alutiiq Word of the Week Hint: Ulu

War Club



1) What weapons did warriors carry with them into battle?

1. _____

2. _____

3. _____

4. _____

2) What materials were used to make armored vests?

3) How did young people learn essential skills?

4) Every man in Alutiiq society owned a Kayak. True/False

5) When could children visit the qasgiq (community house)?

Alutiiq Word of the Week Hint: War and Play

Skin Working Board



1) How did young people learn the essential skills of adult life?

1. _____

2. _____

3. _____

2) At what age did girls begin to sew?

3) Name two essential items women manufactured.

4) What item did every woman have?

5) Shamans were closely connected to the _____
and healers were _____.

Alutiiq Word of the Week Hint: Play, Clothing, and Woman

Augca'aq – Dart Game

Game Description: Augca'aq is a game based on marine mammal hunting.



Kit Includes:

- (8) Darts
- (2) Small Targets
- (2) Large Targets
- (12) Tally Sticks

Photo: Dart set by Speridon Simeonoff, purchased for the Alutiiq Museum’s collections with support from the Rasmuson Foundation.

Alutiiq Vocabulary	Art Elements	Art Principles	Content Connections
Augca'aq – Dart Game Augca'arciqt. – They are going to play the dart game.	<input checked="" type="checkbox"/> Line <input checked="" type="checkbox"/> Shape <input type="checkbox"/> Color <input checked="" type="checkbox"/> Value <input checked="" type="checkbox"/> Texture <input checked="" type="checkbox"/> Space/ Perspective	<input type="checkbox"/> Pattern <input checked="" type="checkbox"/> Rhythm/ Movement <input checked="" type="checkbox"/> Proportion/Scale <input checked="" type="checkbox"/> Balance <input type="checkbox"/> Unity <input type="checkbox"/> Emphasis	AK Cultural Standards AK Physical Education Standards

Cultural Relevance:

Gaming has long been a favorite recreational activity in Alutiiq communities. For centuries, people have gathered in each other’s homes to test their skills and make bets. Traditional throwing games, where people tossed darts or discs at a target, emphasized hand-eye coordination, mimicked skills needed for hunting, and provided hours of fun.

In augca'aq, a game based on marine mammal hunting, players took turns throwing darts at a wooden porpoise dangling from a string. Teams of players knelt on the floor as if sitting in a kayak and threw their darts at the swinging model. Elders recall that people would bet quantities of food, clothing, and even valuable items like firearms, outboard motors, and houses on the outcome of matches. Old Harbor men compete at augca'aq during the six weeks of Russian Orthodox Lent when both hunting and bingo are prohibited.

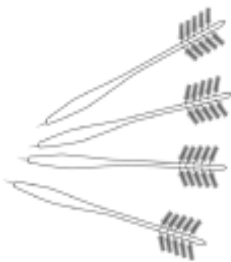
Additional Resources:

- Alutiiq Word of the Week: Augca'aq – Dart Game

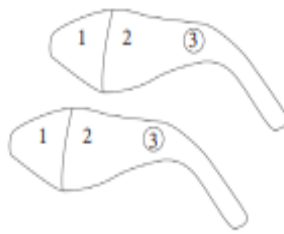
Augca'aq – Dart Game

Gaming is a favorite activity in Alutiiq communities. For centuries, people have gathered in each other's homes to test their skills and make bets. Traditional throwing games, like *augca'aq*, emphasized hand-eye coordination, mimicked the skills needed for hunting, and provided hours of fun. In this dart game based on sea mammal hunting, players take turns throwing darts at a wooden porpoise dangling from a string. Players kneel on the floor as if sitting in a kayak and throw their darts at the swinging model. The object is to score twelve points, which are awarded for the location of each strike. Elders recall that people would bet quantities of food, clothing, and even valuable items like firearms, outboard motors, and houses on the outcome of matches.

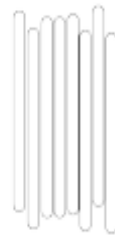
Supplies:



Darts



Targets



Tally Sticks

Play:

- Select teams. Two individual players may compete, or two team of two players each.
- If two people play, each player has two darts.
- If four people play, one player from each team has two darts.
- Players take turns throwing darts, until all darts are thrown.
- If playing in teams, one player from each team plays in each round. Then they alternate.
- Scoring takes place after every turn.

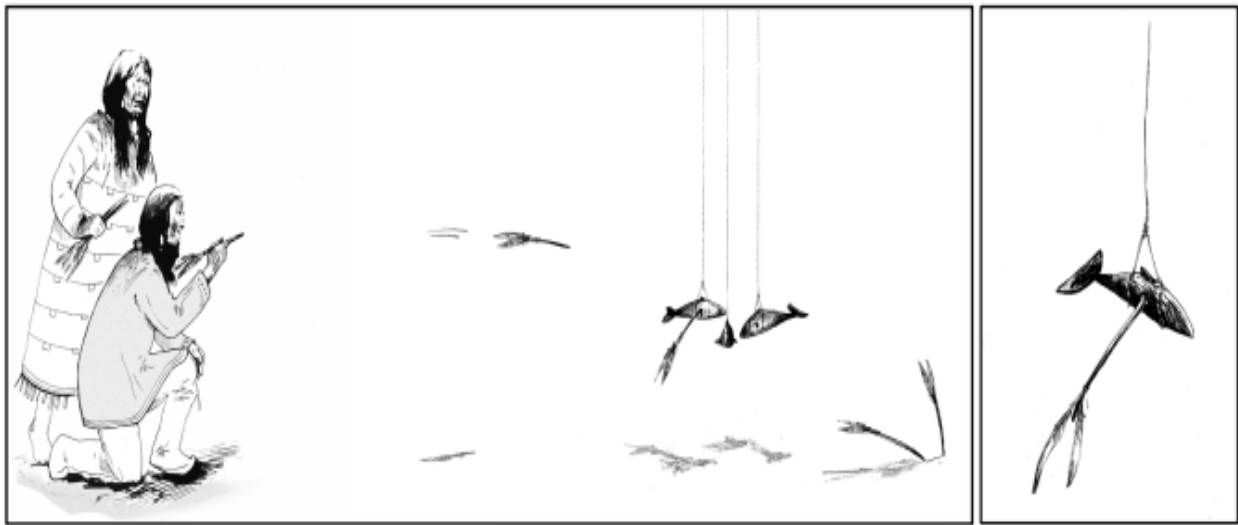
Score:

- At the start, lay 12 tally sticks (counters) between the players/teams (counters may be twigs, pennies, etc.)
- Keep score by noting which section of the target the dart strikes and collect the corresponding number of counters.
- To score, a dart must stick in the target. If a dart bounces off the target, or falls out, no points are scored.
- No points are awarded if a dart sticks into a line drawn on the target.
- Eight points are awarded if a dart sticks into the string suspending the target.
- The player or team that wins all the counters twice consecutively, wins the match.
- If one dart sticks into another, the player who threw the second dart wins the match.

Alternative way to play:

- Play with bean bags and create a target with a hole (ex. corn hole) or area marked with point values.
- If two people play, each has two bean bags.
- If four people play, one member from each team had two bean bags.
- Take turns throwing the bean bags until all bags are thrown.
- Score as outlined above.

Men playing augca'aq. Illustration by Eric Carlson.



The rules and instructions shared here were passed down through generations by numerous Alutiiq community members. Other communities may have different variations of these games.

Disc Game – Kakangaaq

Game Description: Kakangaaq is a traditional Alutiiq disc-throwing game.



Kit Includes:

- (10) Throwing Disks
- (1) Target
- (1) Playing Mat
- (12) Tally Sticks

Photo: Boys playing Kakangaaq. Rostad Collection.

Alutiiq Vocabulary	Art Elements	Art Principles	Content Connections
Kakangaaq – Disc Game	<input type="checkbox"/> Line <input checked="" type="checkbox"/> Shape <input checked="" type="checkbox"/> Color <input checked="" type="checkbox"/> Value <input type="checkbox"/> Texture <input checked="" type="checkbox"/> Space/ Perspective	<input checked="" type="checkbox"/> Pattern <input checked="" type="checkbox"/> Rhythm/ Movement <input checked="" type="checkbox"/> Proportion/ Scale <input type="checkbox"/> Balance <input type="checkbox"/> Unity <input type="checkbox"/> Emphasis	AK Cultural Standards AK Physical Education Standards

Cultural Relevance:

Kakangaaq disks are typically made of wood, bark, bone, or ivory. Sets were once carved with different symbols on the top to distinguish the pieces tossed by different players. A crescent, a dot, an X, a notch, or even a carved human face might indicate a set of pieces. Disks were carved in a variety of shapes and ranged from very large pieces the size of a dinner plate to palm-sized tokens. Some were weighted with pebbles, and miniature sets were carved for children.

This popular game is centuries old. Russian fur traders who visited Alutiiq communities described kakangaaq in their journals, and archaeologists find gaming disks in sites up to five hundred years old. In classical Alutiiq society, throwing games was a part of annual hunting ceremonies held each winter to honor animal spirits and ensure future prosperity. Men played vigorously, often betting valuable equipment on their matches. Today the game is enjoyed by people of all ages.

Additional Resources:

- Alutiiq Word of the Week: Disc Game – Kakangaaq

Kakangaq – Disk Game

Kakangaq is a game hunters play to sharpen their targeting skills. Players compete to score points by throwing disks at a target laid on a seal skin.

Supplies:



5 throwing disks for each player (1 ½ to 4 inches in diameter each) – use jar lids.



1 target disk (1 to 1 ½ inches in diameter) – use a large button or a small jar lid.



12 tally sticks – use toothpicks, stir sticks, popsicle sticks, or something similar.



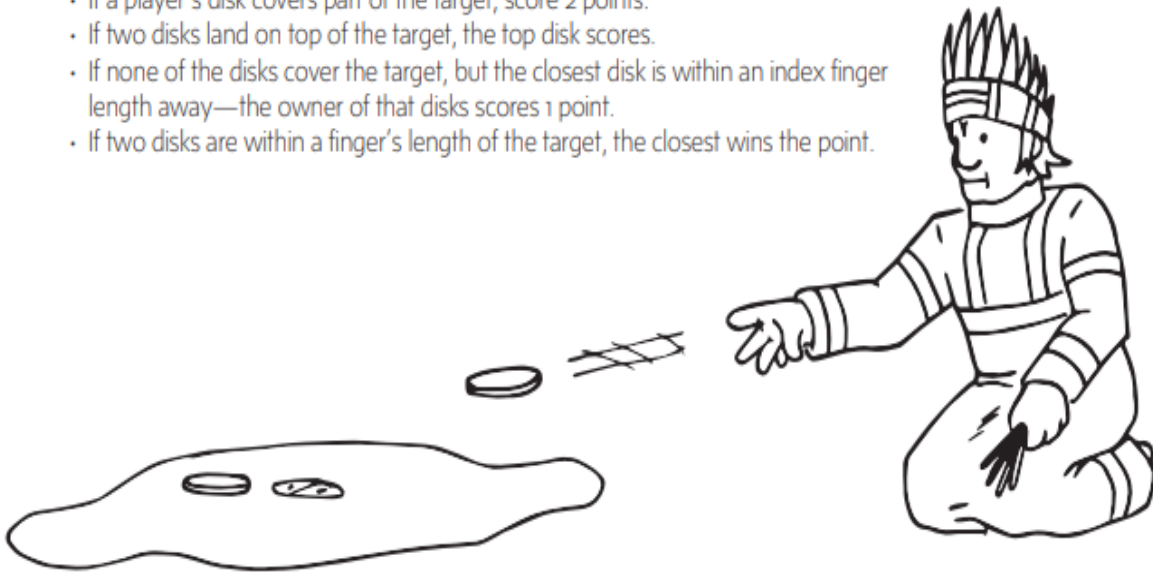
1 piece of paper cut in the shape of a seal skin, about 4 feet long by 2 ½ feet wide.

Play:

- This game is played by two individual players, or four players competing in teams of two.
- Players take turns throwing their disks one at a time until all the disks are thrown.
- Players may knock each other's disks off the target with their throws.
- After all the disks have been thrown, the score is calculated.

Score:

- The game begins with 12 tally sticks piled between the players. Players take their points from this pile. When the pile is depleted, they take points from each other.
- 12 points wins a game, 2 games wins a match.
- If a player's disk covers part of the target, score 2 points.
- If two disks land on top of the target, the top disk scores.
- If none of the disks cover the target, but the closest disk is within an index finger length away—the owner of that disk scores 1 point.
- If two disks are within a finger's length of the target, the closest wins the point.



The rules and instructions shared here were passed down through generations by numerous Alutiiq community members. Other communities may have different variations of these games.

Laptuuk—Baseball



Game Description: Laptuuk is the Alutiiq version of Lapta—a Russian baseball game.

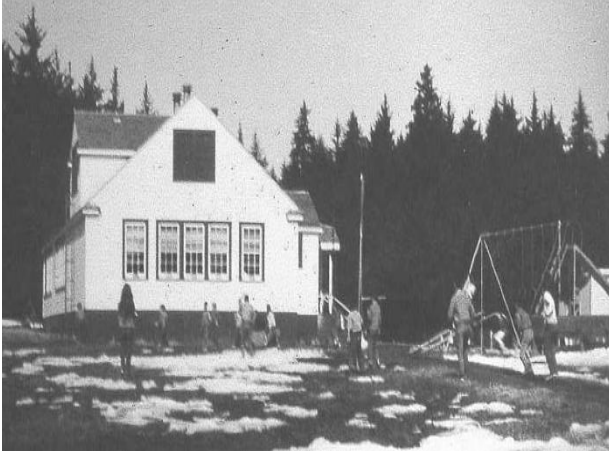


Photo: Children playing Laptuuk outside Ouzinkie School, 1965. Courtesy of Tim and Norman Smith.

Materials Included:

- (1) Soft Rubber Ball

Materials Needed:

- (1) Baseball Bat
- (2) Bases

Alutiiq Vocabulary	Art Elements	Art Principles	Content Connections
Laptuuk — Baseball Kiagmi laptuugtaartukut. – We play baseball in the summertime. Uusenkaaġ — Ouzinkie	<input type="checkbox"/> Line <input checked="" type="checkbox"/> Shape <input type="checkbox"/> Color <input checked="" type="checkbox"/> Value <input type="checkbox"/> Texture <input checked="" type="checkbox"/> Space/ Perspective	<input checked="" type="checkbox"/> Pattern <input checked="" type="checkbox"/> Rhythm/ Movement <input checked="" type="checkbox"/> Proportion/Scale <input checked="" type="checkbox"/> Balance <input type="checkbox"/> Unity <input type="checkbox"/> Emphasis	AK Cultural Standards AK Physical Education Standards

Cultural Relevance:

Games have been part of Alutiiq/Sugpiaq culture for centuries. Games had many purposes. They taught skills, reinforced spiritual beliefs, provided entertainment, promoted friendly competition, and encouraged physical fitness. Alutiiq games varied with the seasons. As the migratory birds headed south, Alutiiq people put their toys and games away for winter—so as not to prolong bad weather. When the geese and sparrows returned, toys, games, and competitions reappeared to celebrate the birth of the year. Elders remember spring as a time when beaches were filled with people playing games and preparing for subsistence activities. Gaming remains part of the seasonal rhythm of life in Alutiiq communities.

Additional Resources:

- Alutiiq Word of the Week: Baseball—Laptuuk

Laptuuk – Alutiiq Baseball

Laptuuk is the Alutiiq version of *lapta*—a Russian baseball game. It is like American baseball with some interesting differences. Alutiiq people often play this game on the beach, using a soft rubber ball, two bases, and any number of people. Just divide your group in half and get ready for lots of laughter.

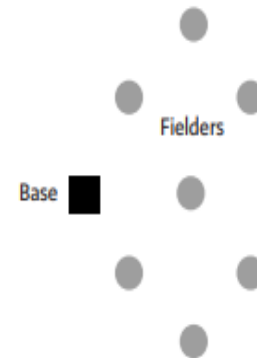
Supplies:

- Soft rubber ball
- Baseball bat
- Two bases spaced about 200 feet apart

○ Batter

■ Home Plate

● Pitcher



Play:

- Form two teams
- One team takes the field, while the other bats.
- The pitcher tosses the ball gently, allowing the batter to hit.
- When the ball is hit, everyone on the batter's team runs to the opposite base, and if they can, back to home plate to score a run.
- Each batter has three chances to hit, before it is a teammate's turn to hit. There are no strike outs.
- A player is out if a fielder catches the ball they hit, or if they are tagged out by a fielder holding the ball. Hit a runner with the ball and they are out!
- Just one out retires the side, and the opposing team is up to bat.

Score:

- Each time a player reaches home plate, their team scores a point.
- With many people running the bases at once, *laptuuk* is full of confusion and excitement. Often people are having too much fun to keep score.



The rules and instructions shared here were passed down through generations by numerous Alutiiq community members. Other communities may have different variations of these games.

Laptuuk – Alutiiq Baseball (Ouzinkie Style)

Laptuuk is the Alutiiq version of *lapta*—a Russian baseball game. It is like American baseball with some interesting differences. Alutiiq people often play this game on the beach, using a soft rubber ball, two bases, and any number of people. Just divide your group in half and get ready for lots of laughter.

Supplies:

- Soft rubber ball
- Baseball bat
- Two bases spaced about 200 feet apart



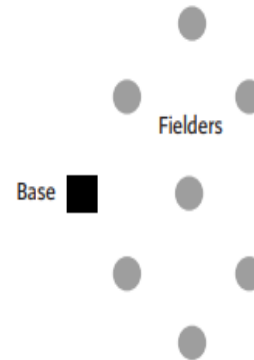
Batter



Home Plate



Pitcher



Play:

- Divide into two teams.
- The batter uses the baseball bat and taps the top of the ball.
- Then the pitcher tosses the ball, and the batter swings.
- The batter gets one chance to hit the ball. If they miss, the bat goes to the next person.
- You don't have to run if you hit the ball. If you hit the ball, you can run as well as anyone else who has hit the ball or been up to bat.
- If you run, you have to try to make it behind the marker on the other side.
- If you step over the line you will have to keep running to the other side.
- Once you reach the marker you can run back or stay. You can also inch your way forward without being hit by the ball.
- The last person in line has 3 chances to hit the ball. The second to last person has 2 chances to hit the ball.
- If you don't run and get back. You can't bat again in the inning.
- If no one runs, or the last person misses all three, then the next team is up.
- If the runner is hit or the fly ball is caught the field team is up.
- If the field team hits a runner, the field team must run behind the safety lines.
- The runner that was hit and/or the team can try and throw the ball at the opposite team until the field team is behind the safety line.
- If the field team doesn't hit anyone. The field team is up to bat.
- The pitcher throws the ball in the air and runners must make it to the marker on the other end of the field. If they make it the pitcher throws the ball up again and tries to hit runners coming back.

Score:

- Each time a player reaches home plate, their team scores a point.
- With many people running the bases at once, *laptuuk* is full of confusion and excitement. Often people are having too much fun to keep score.

The rules and instructions shared here were passed down through generations by numerous Alutiiq community members. Other communities may have different variations of these games.

Maqaq – Dice

Game Description: Maqaq is an Alutiiq dice game.



Kit Includes:

- (2) Five-Sided Die
- (16) Tally Sticks

Photo: Maqaq Dice carved by Hunter Simeonoff

Alutiiq Vocabulary	Art Elements	Art Principles	Content Connections
<p>Maqaq – Dice</p> <p>Kita, Maqarlinuk. – Come on, Let's (two of us) play dice.</p>	<input type="checkbox"/> Line <input checked="" type="checkbox"/> Shape <input type="checkbox"/> Color <input checked="" type="checkbox"/> Value <input checked="" type="checkbox"/> Texture <input checked="" type="checkbox"/> Space/ Perspective	<input type="checkbox"/> Pattern <input checked="" type="checkbox"/> Rhythm/ Movement <input checked="" type="checkbox"/> Proportion/ Scale <input checked="" type="checkbox"/> Balance <input type="checkbox"/> Unity <input type="checkbox"/> Emphasis	<p>AK Cultural Standards</p> <p>AK Physical Education Standards</p>

Cultural Relevance:

Dice games are very common across North America. Native societies from New England to the Pacific Northwest enjoy tossing small objects in games of chance.

Russian traders recorded an Alutiiq dice game they called stopka, where players tossed a small figurine carved of bone and scored points based on how it landed. Archaeological finds illustrate that these dice were about an inch long and roughly bullet-shaped with a flat bottom. Some were also decorated. A die carved from fossilized ivory features rows of drilled holes. A wooden die features the head of a bear.

Additional Resources:

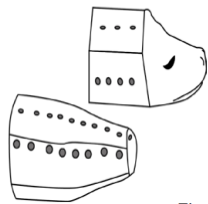
- Alutiiq Word of the Week: Dice – Maqaq

Maqaq – Dice Game

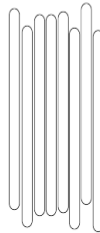
Dice games are very common across North America. Native societies from New England to the Pacific Northwest enjoy tossing small objects in games of chance. Russian traders recorded an Alutiiq dice game where players tossed a small figurine carved of bone and scored points based on how it landed. Archaeological finds illustrate that these dice were about an inch long and roughly bullet-shaped with a flat bottom. Some were also decorated. A die carved from fossilized ivory features rows of drilled holes. A wooden die features the head of a bear.

In maqaq players use a five-sided piece of wood or bone as a die. Each side has a different point value. Points are based on how the piece lands, and the score is kept with small tally sticks. Players toss the game piece, trying to make the die land on the smallest side, which is worth the most points.

Supplies:



Five-sided dice



16 tally sticks – use toothpicks, stir sticks, popsicle sticks, or something similar.

Play:

- Competitors sit in a circle, either two people or two teams.
- 16 tally sticks are placed in the center of the circle.
- Players/teams take turns rolling the maqaq.

Score:

- Each player/team scores the points earned for each roll, placing tally sticks in a pile in front of them.
- Once the tally sticks from the center pile are gone, players take points from their opponents.
- The first player/team to collect all 16 points twice in a row wins.

The rules and instructions shared here were passed down through generations by numerous Alutiiq community members. Other communities may have different variations of these games.

Piuneq – Tag

Game Description: A game of tag where everyone is it.



Photo: Larsen Bay children at play, 1940s.
Smith Collection, courtesy of Tim and Norman Smith.

Alutiiq Vocabulary	Art Elements	Art Principles	Content Connections
Wamluni, Salirluni – Play Wamqutartut. – They are going to play.	<input type="checkbox"/> Line <input type="checkbox"/> Shape <input type="checkbox"/> Color <input type="checkbox"/> Value <input type="checkbox"/> Texture <input checked="" type="checkbox"/> Space/ Perspective	<input type="checkbox"/> Pattern <input checked="" type="checkbox"/> Rhythm/ Movement <input checked="" type="checkbox"/> Proportion/Scale <input checked="" type="checkbox"/> Balance <input checked="" type="checkbox"/> Unity <input type="checkbox"/> Emphasis	AK Cultural Standards AK Physical Education Standards

Cultural Relevance:

Games have been part of Alutiiq/Sugpiaq culture for centuries. Games had many purposes. They taught skills, reinforced spiritual beliefs, provided entertainment, promoted friendly competition, and encouraged physical fitness. Alutiiq games varied with the seasons. As the migratory birds headed south, Alutiiq people put their toys and games away for winter—so as not to prolong bad weather. When the geese and sparrows returned, toys, games, and competitions reappeared to celebrate the birth of the year. Elders remember spring as a time when beaches were filled with people playing games and preparing for subsistence activities. Gaming remains part of the seasonal rhythm of life in Alutiiq communities.

Additional Resources:

- Alutiiq Word of the Week: Play — Wamluni, Salirluni
- Alutiiq Word of the Week: Run — Qecengluni

Alutiiq Piuneq – Alutiiq Tag

Competitions are a common activity at Alutiiq picnics and gatherings, particularly during the long days of summer. Outdoor games include Alutiiq versions of hide and seek, kick the can, baseball, and tag. In the past, both men and women enjoyed participating in everything from swimming, boating, and running races to tests of strength and a variety of team sports. Competitions were a way to demonstrate stamina and dexterity, and they allowed rivals to challenge each other in a friendly arena. For example, the Alutiiq people of Prince William Sound invited neighboring Eyak and Tlingit peoples to compete in games.

Play:

To play Alutiiq tag you need a large area with boundaries for players to run in, such as a basketball court, baseball diamond, or a space between lines drawn in the sand on the beach.

- Spread out. When the game begins everyone tries to tag each other.
- If a player gets tagged, the player must sit down.



- If the player who tagged you gets tagged, you can stand up and you are back in the game.



- If two players tag each other at the same time both must sit down. Some communities have both players play a single round of Rock, Paper, Scissors to determine who is out and who is still in the game.
- If players step out of the boundary they are out of the game and must stay on the sidelines.
- The last person standing wins the game.



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Alutiiq Piuneq – Alutiiq Tag (Ouzinkie Style)

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Play:

To play Alutiiq tag you need a large area with boundaries for players to run in, such as a basketball court, baseball diamond, or a space between lines drawn in the sand on the beach.

- Spread out. All players keep one hand behind their back. When the game begins everyone tries to tag another players hand that is behind their back .
- If a players hand gets tagged, the player must sit down.



- If the player who tagged you gets tagged, you can stand up and you are back in the game.



- If two players tag each others hands at the same time both players are out or players play a single round of Rock, Paper, Sissors to determine who is out and who is still in the game.
- If players step out of the boundary they are out of the game and must stay on the sidelines.
- The last person standing wins the game.



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Yaamaq— Rock

Game Description: Yaamaq is an Alutiiq throwing game.



Materials Included:

- (16) Tally Sticks

Materials Needed:

- Smooth Rocks

Photo: Yaamaq—Rock

Alutiiq Vocabulary	Art Elements	Art Principles	Content Connections
Yaamaq—Rock	<input type="checkbox"/> Line <input checked="" type="checkbox"/> Shape <input type="checkbox"/> Color <input checked="" type="checkbox"/> Value <input type="checkbox"/> Texture <input checked="" type="checkbox"/> Space/ Perspective	<input checked="" type="checkbox"/> Pattern <input checked="" type="checkbox"/> Rhythm/ Movement <input checked="" type="checkbox"/> Proportion/Scale <input checked="" type="checkbox"/> Balance <input type="checkbox"/> Unity <input type="checkbox"/> Emphasis	AK Cultural Standards AK Physical Education Standards

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Additional Resources:

- Alutiiq Word of the Week: Rock—Yaamaq

Yaamaq – Rock Game

Set Up:

- Dig two shallow holes twenty to thirty feet apart.
- Stand a stake in the center of each hole.
- Bury the bottom of the stake, leaving a shallow depression around it. The depression should be about two hands wide.
- Collect smooth rocks about the size of your hand.
- You can play inside using cones and bean bags.

Play:

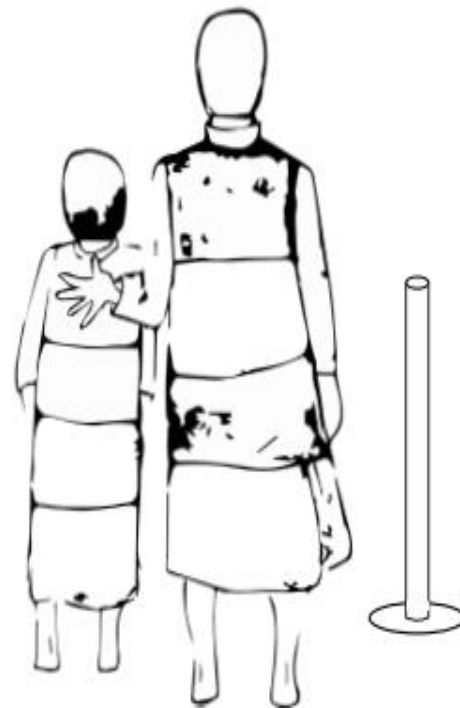
- Line up behind one stake and toss your rock at the other stake.
- Take turns throwing your rocks at the stakes to earn points.

Score:

- Earn two points for hitting the stake. You may not bounce your rock into the stake.
- Earn one point for throwing the rock that lands closest to the stake without hitting it.
- The first player or team to reach 16 points wins the match.
- The first player or team to win two matches wins the game.



Set up for Yaamaq



The rules and instructions shared here were passed down through generations by numerous Alutiq community members. Other communities may have different variations of these games.

Drawing from watercolor by Cheryl Lacy.