

Path of the Elders

<http://www.pathoftheelders.com>



THE MUSHKEGOWUK AND ANISHINAABE PEOPLES AND TREATY NO. 9: A CREE CULTURE AND HISTORY EDUCATION GAME



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Purpose of the project

- Partner with aboriginal communities
- Create broadband content
- Rebuild cultures to address youth suicide

Landing page for the Knowledge Quest games. Click the 'Learn the Paths' button for a description of the games. Make sure to register so you can save your progress.



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Learning Outcomes

- **Cultural practices and beliefs**
- **Negotiation strategies**
- **Cultural/Self continuity**
- **History of Treaty No. 9**

Continuity through Self Governance



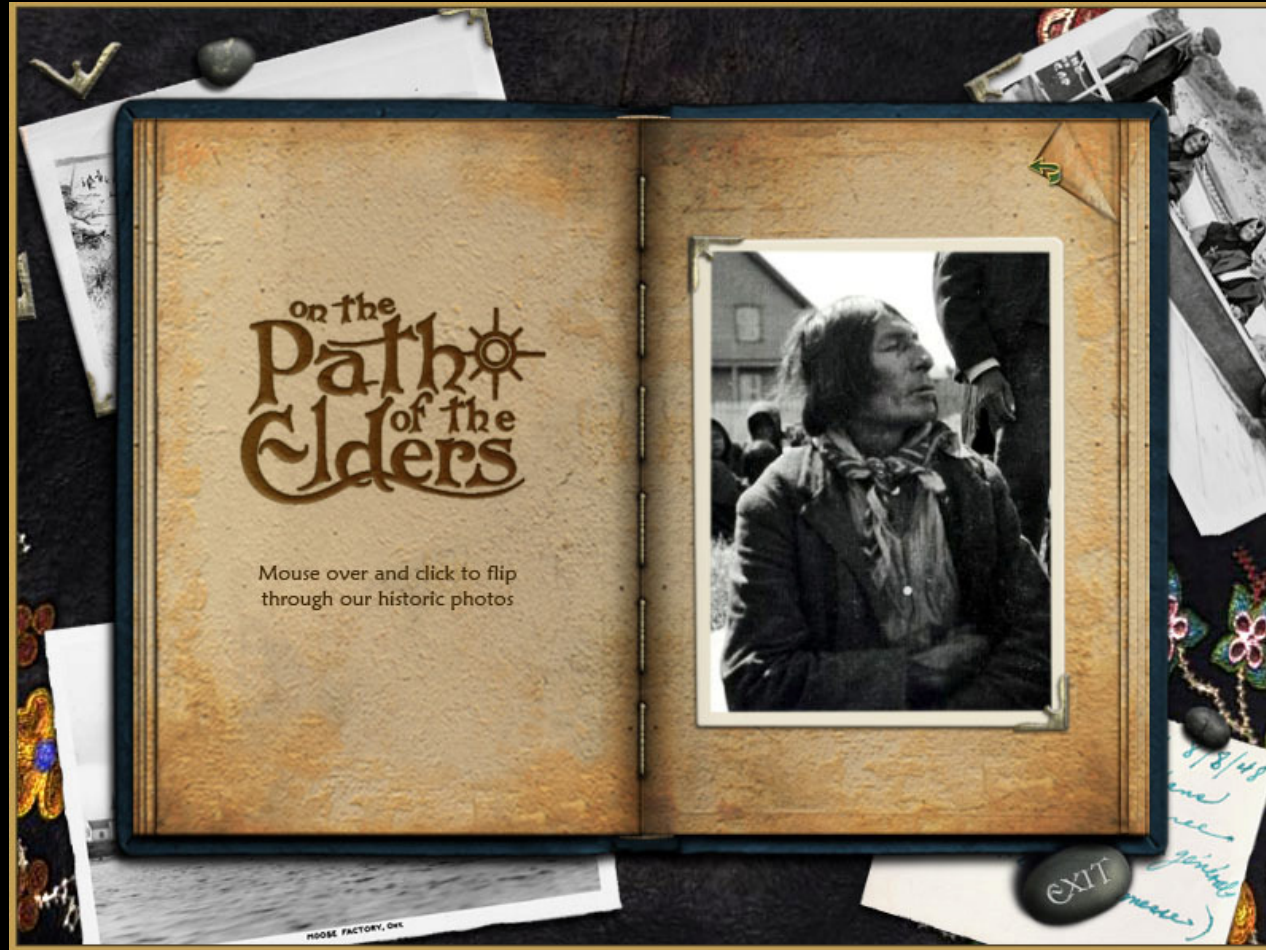
Players can interact with Nootaawee outside the photo
teepee.



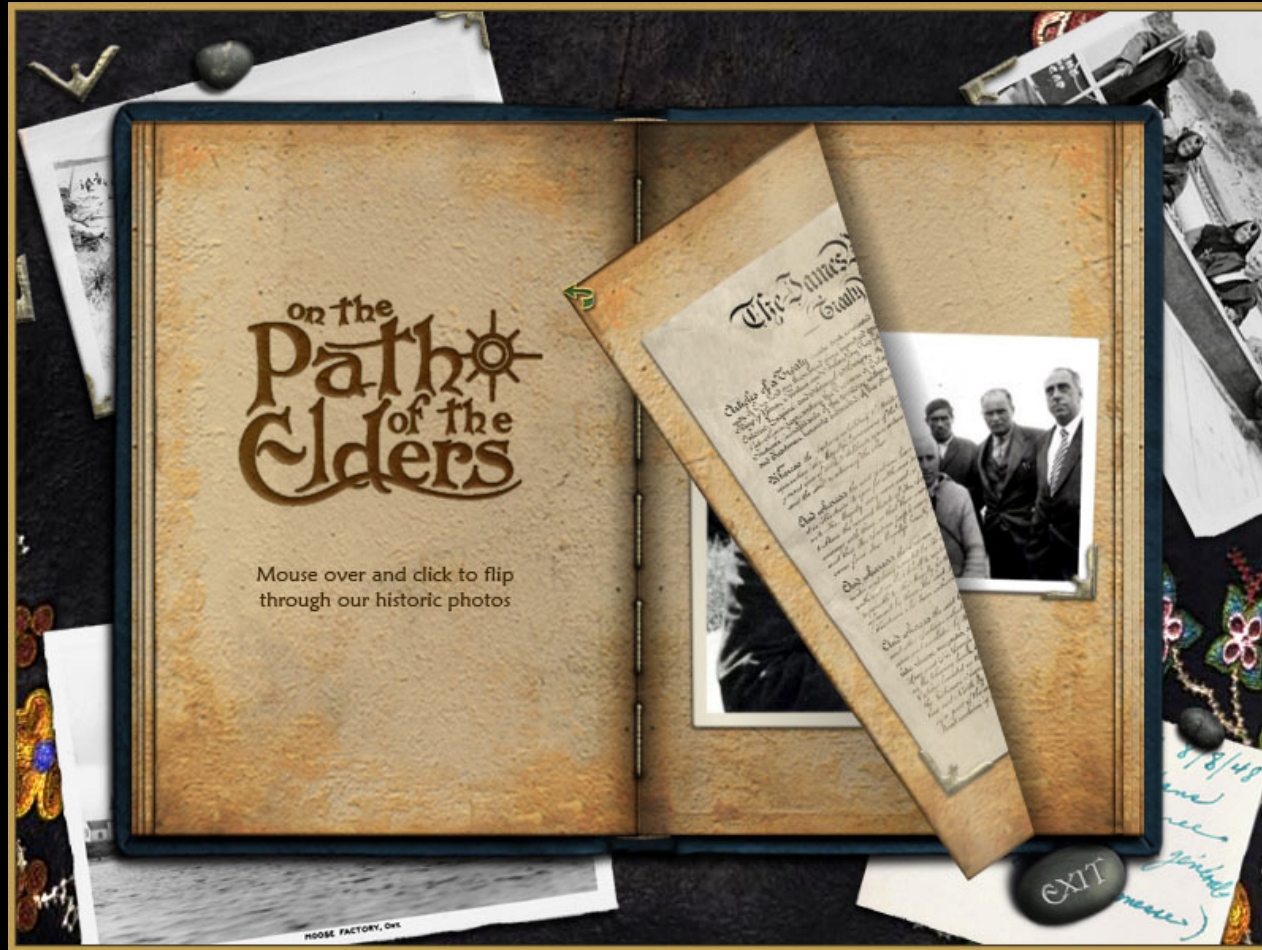
Players can choose to visit the Photo teepee or continue exploring the village.



The photo album contains a subset of the full collection located in the *Galleries* section of the website. This photo is Chief Monias of the Fort Hope Band. He figures prominently in the Knowledge Quest games.



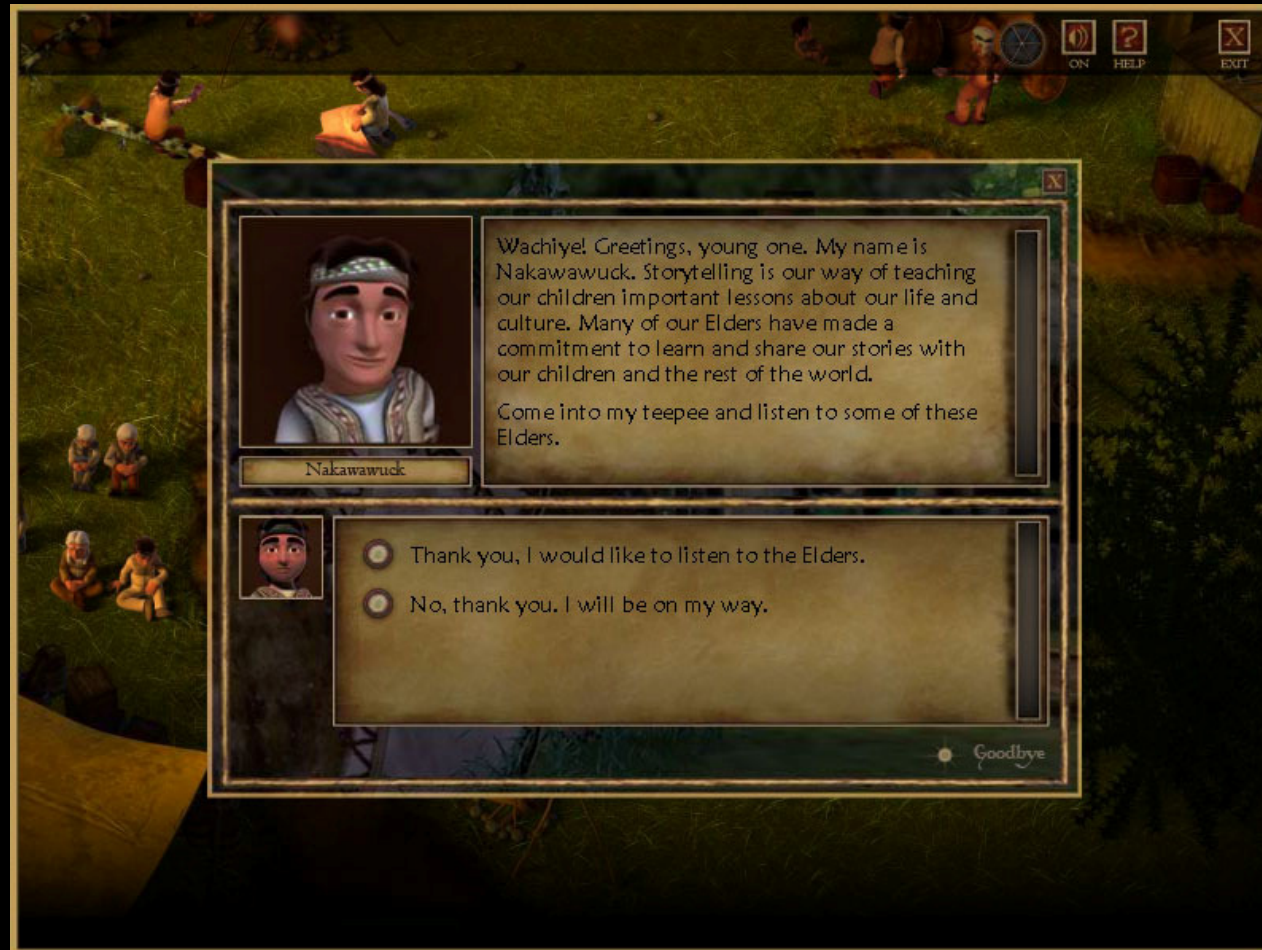
Players can click on the top right corner of a page and pull to turn the page.



Inside this teepee players can listen to stories from the Doug Ellis collection.



Players can choose to listen to Elders telling stories or continue exploring the main village.



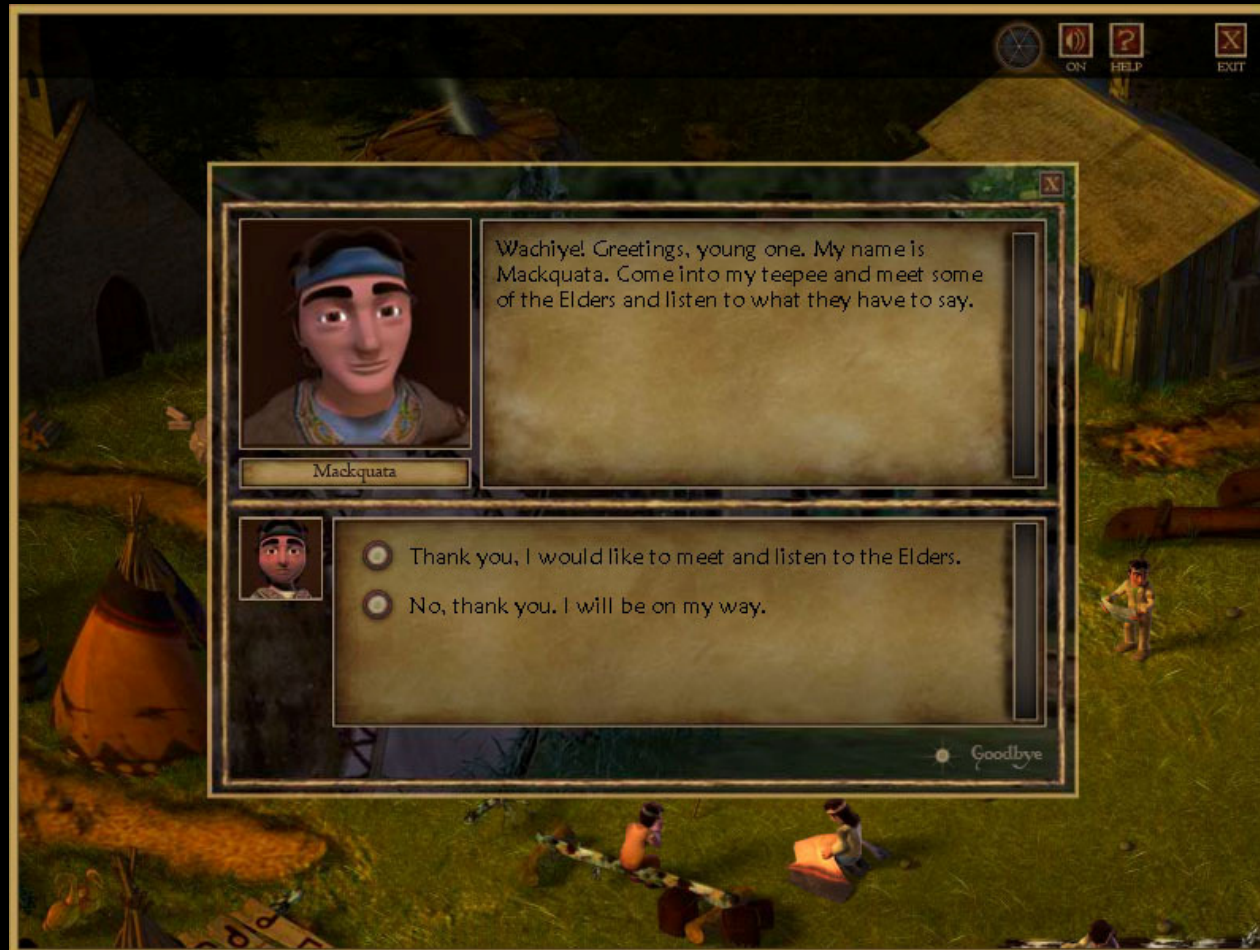
Guests can listen to stories in Cree and read transcripts in English.



Players can enter the winter dwelling to watch video clips of Elders telling stories.



Players can choose to watch Elders telling stories in the video teepee or continue exploring the main village.



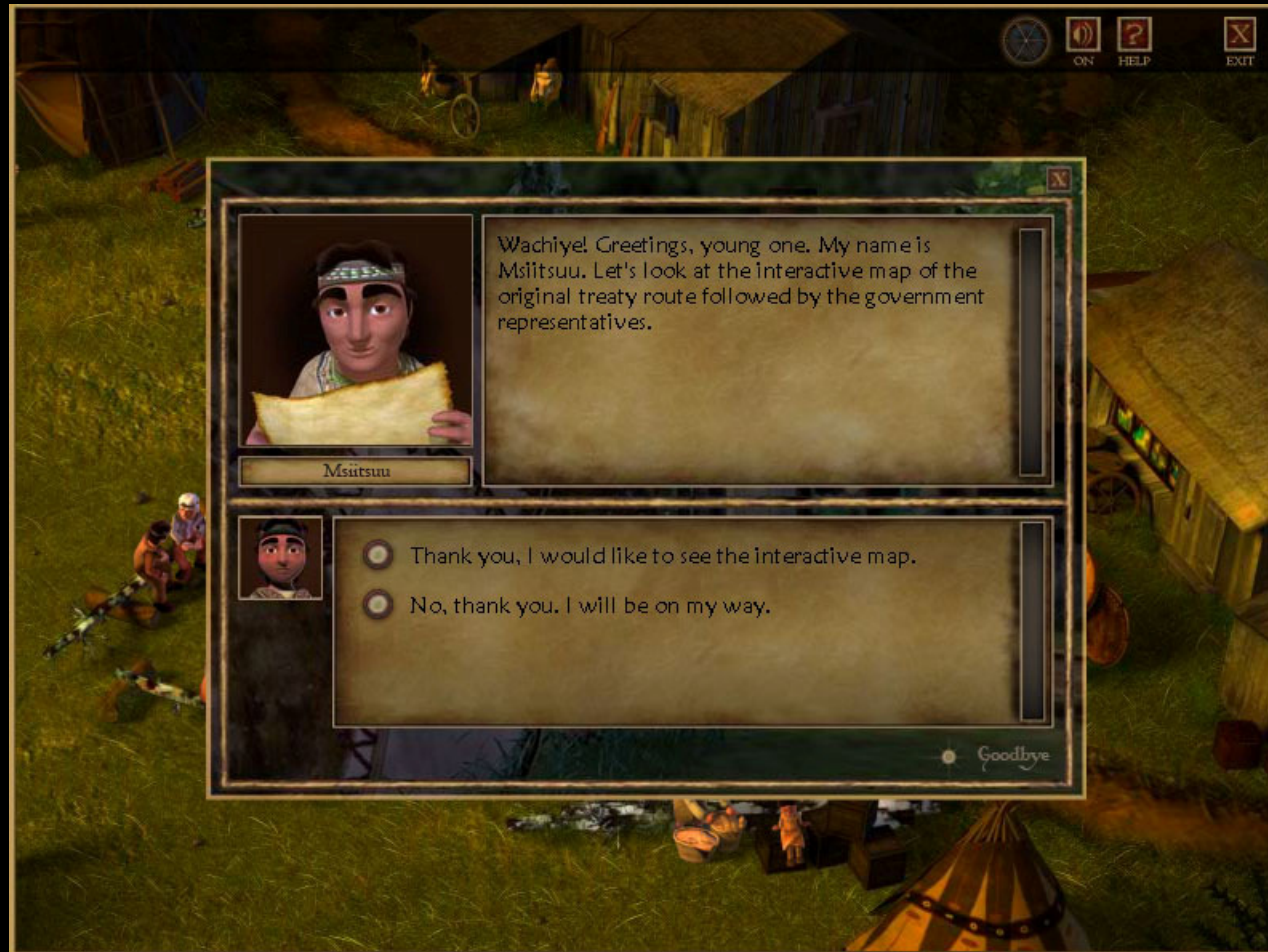
Interior of the video dwelling.



Players can stop and talk the man with the interactive map of the communities that signed Treaty No. 9 in 1905.



Players may choose to look at the interactive map or continue to explore the main village.



The interactive map.



Players may click on a community to learn to learn more.



A view of the main village with the six game paths.

