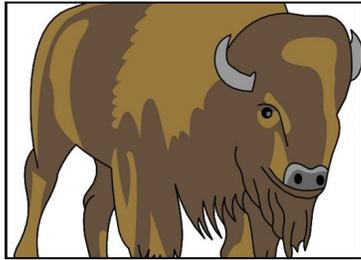


# Tatanka

(taw-tawn-kaw)

Male Buffalo



# Tatanka

(taw-tawn-kaw)

Male Buffalo



# Sunka

(shoon-kaw)

Dog



# Sunka

(shoon-kaw)

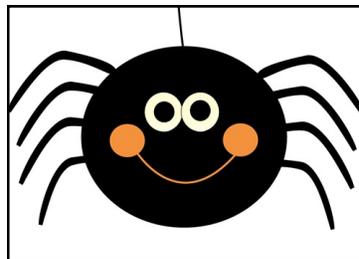
Dog



# Iktomi

(eek-toe-mee)

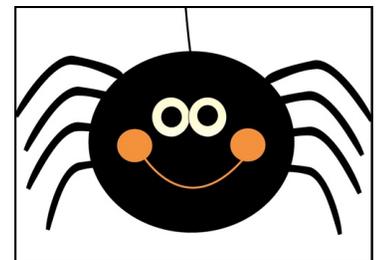
Spider



# Iktomi

(eek-toe-mee)

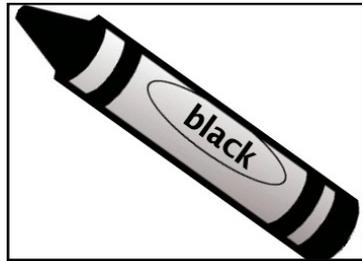
Spider



**Sapa**

(saw-paw)

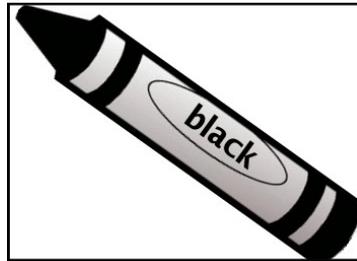
Black



**Sapa**

(saw-paw)

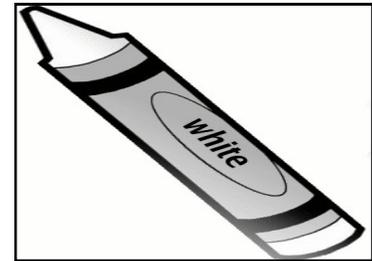
Black



Ska

(skaw)

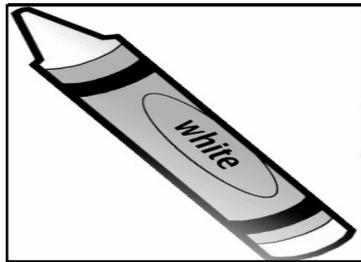
White



Ska

(skaw)

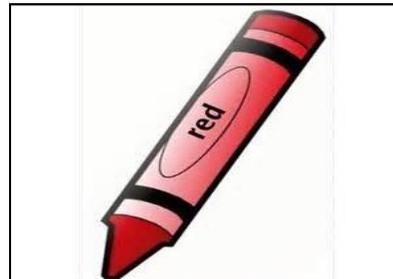
White



**Sa**

(shaw)

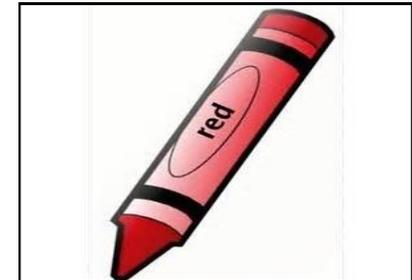
Red



**Sa**

(shaw)

Red



**Zi**

(zee)

Yellow



**Zi**

(zee)

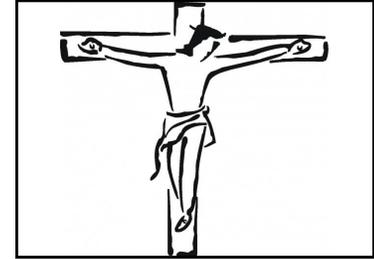
Yellow



**Wanikiya**

(wah-knee-key-yaw)

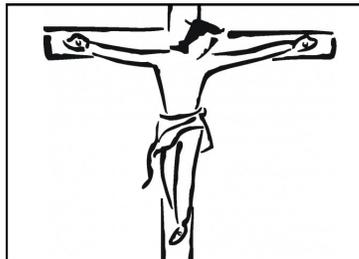
Savior



**Wanikiya**

(wah-knee-key-yaw)

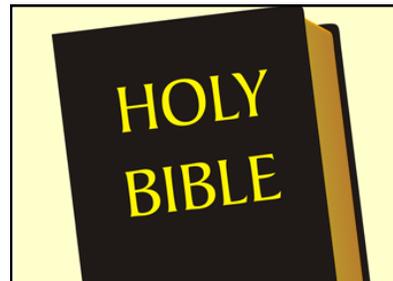
Savior



**Wakan**

(wa-kawn)

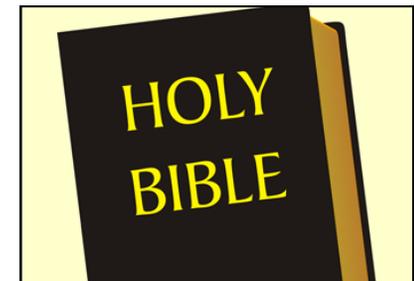
Holy



**Wakan**

(wa-kawn)

Holy



# Matching Game Instructions

## Diamond Willow Ministries VBS Game Dakota Language Learning Activity

This game is great for 2 or more kids. Children can play on teams or individually.

1. Print out PDF files onto cardstock.
2. Cut out each of the 18 cards.
3. Lay out cards (face-down) onto table or floor.
4. Children (individually or in teams with a volunteer each turn) take turns finding matches. Encourage kids to not only say the English word (ex. Buffalo, but also the Dakota work (ex. Tatanka)
5. Team or child with the most matches wins.

### Optional:

Younger children could say the English word, but then repeat the Dakota translation after an adult.

# Rock, Paper, Scissors-like Instructions

## Diamond Willow Ministries VBS Game

### Dakota Language Learning Activity

This game is great for 2 or more kids. It is a little more challenging if you insist of Dakota words being used. Children can use English words though, of course. Children can play on teams or individually.

1. Print out page of animal Dakota words (Buffalo, Dog, and Spider).
  2. Cut out each of the 6 cards.
  3. Divide children into two teams
  4. This game is similar to Rock, Paper, Scissors. Except it is Tatanka, Sunka, and Iktomi. Have children practice chanting the first syllable of each word, as that is what will be shouted to start each round (Taw-shoon-eek)
  5. Each animal has one card that beats it, and one card it can beat.
    - > Tatanka (Buffalo) wins against the Sunka (dog) because its bigger.
    - > Sunka (dog) wins against the Iktomi (spider) because it is bigger.
    - > Iktomi (spider) can beat the Tatanka (buffalo) because it can crawl its fur and be itchy.
  6. Teams take turns picking one card to compete in the round. A child hold out the card they want to have volunteer. Everyone chants “Taw-shoon-eek” then the volunteer cards get flipped over and revealed. The Dakota word for the winning card must be said by everyone on the winning team. Winning team earns a point.
  7. First team to ten points wins!
- Optional:
- To make the game shorter or longer, just give a time limit and say that the team with the most points at the end of that limit is the winner.
  - If playing with younger children, use the English words (chant “Buffalo, Dog, Spider”, but the winning card of each round can be said by the adult leader, then repeated by the kids.

# Circle Madness Instructions

## Diamond Willow Ministries VBS Game

### Dakota Language Learning Activity

This game is great for a medium-large sized crowd! The game works best with chairs (enough for everyone in the group minus one, but it could be done with kids seated on the floor instead.

1. Print out pages of Dakota words that have colors and the word for “Savior”
2. Cut out one card for each color and the word for Savior. Place the five cards in a bowl or box (kids will draw a card out one at a time)
3. Children make a circle with their chairs. One volunteer stands in the middle (no chair) with an adult (who is holding a bowl with the cards inside). The amount of chairs in the circle should equal the amount of children playing the game, minus one.
4. The child volunteer picks a card, then read the Dakota word on the card—followed by the English translation. The reaction that follows depends on the word said. (and the card that just got used is returned to the bowl)

**Color cards:** Everyone wearing that color has to get out of their seat and find another chair

**Savior card:** Of course, Jesus is the savior of the whole world, so that means everyone needs to stand up find a new seat.

5. There should be one child without a seat, that child is the next volunteer to pick a card.

6. If you want to make this game a scoring activity, you could have 2 or more teams decided beforehand (girls/boys makes it easily identifiable), and every time a child is the volunteer (except the first volunteer), they give their team a point. Team with the least amount of points would be the winner.