FERRYING ACTIVITY – QUICK CARD

elk'elch — The Hollering Place
Teams of 4–5 students

SETUP
- Mark two shores: Visitor Side and ***hanisiich*** (Villager Side)
- Teams of 4–5 in separate lanes
- Place 1 Puller with canoe on villager side
- Visitors on opposite shore
- Give each team Good Way / Bad Way cards

TURN CYCLE
- Visitors Call: ***'dai sla!'***
- Puller paddles over
- Visitor Draws a Card:
  GOOD WAY → ride back, become new puller
  BAD WAY → crabwalk, puller returns alone
- Repeat

END OF GAME
All visitors cross in a good way; each is puller.

TEACHER REMINDERS
- Safe bodies, kind voices
- 'Good way' is behavior, not identity
- Encourage ***'dai sla'***
- Support teamwork & patience

REFLECTION
- How did you know someone was coming in a good way?
- What helped your team cross safely?
- How can we come in a good way at school?

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