



Pan Language Acquisition Games

Dr. Hishinlai' R. Peter

hrpeter@alaska.edu

TCC Education Department

January 15, 2026



Introduction

- ▶ UAF: worked for 34 years
- ▶ 22 Years Teaching Gwich'in
- ▶ Background: Linguistics & Second Language Acquisition
- ▶ Retired since 2024
- ▶ Life-long Language Learner



University Issues

- ▶ Unable to help with anything related to learning an Indigenous language
- ▶ Heavy linguistics
- ▶ Lacking language learning materials
- ▶ Language teacher training



What works in an Indigenous Classroom?

- ▶ Laughter
- ▶ Teasing
- ▶ Comradery
- ▶ Helping each other
- ▶ Consistency
- ▶ GAMES!!



Pan Language Acquisition Materials/Games

Why Pan language materials?

- ▶ Can be shared in any language
- ▶ Adaptable
- ▶ Non-competitive
- ▶ Encourages language use
- ▶ Fun to make



In Gwich'in, Raven is Deetra'.

Types of Games (examples)

- ▶ Card games
- ▶ Board games
- ▶ Puzzles
- ▶ Worksheets
- ▶ Bingo
- ▶ Matching games
- ▶ Battleship



Game Samples Used

Game

- ▶ Information Gap
- ▶ Word Search
- ▶ 1-2-3 Board Game
- ▶ Various Cards
- ▶ Bingo

Targets

- ▶ Writing, Spelling
- ▶ Spelling, Vocab
- ▶ Counting, Vocab, Sentences
- ▶ Vocabulary, Sentences
- ▶ Adjectives

Plan

- ▶ Create a Prototype of select games
- ▶ Determine the cost
- ▶ Use a small grant to help fund some games for the different language instructors
- ▶ Helpful to have someone with computer skills
- ▶ Board Game Maker:
<https://www.boardgamesmaker.com/>
- ▶ Playing Cards & Pieces:
<https://www.makeplayingcards.com/?srsltid=AfmBOorgky70zJFDz18NV-NWbZKO4dxnGnNdh9jDRxatVwc-CuBvgoS>





Mâhsî' Choo!!

- ▶ Tanana Chiefs Conference
- ▶ Native Movement



Akò' t'ee. Haj' Choo!!
A tribute to my dear mentor,
Lillian Garnett.

