



Pan Language Acquisition Games

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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 Deetria.

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=AfmBOorgky70zJIFDz18NV-NWbZKO4dxnGnNdh9jDRxatVwc-CuBvgoS>





Māhisi' Choo!!

- Tanana Chiefs Conference
- Native Movement



Akō' t'ee. Hai' Choo!!
A tribute to my dear mentor,
Lillian Garnett.

