Roots Across Time Kit - Background

The 2025 Annual Learner Kit has been is titled "Roots Across Time" and will provide Métis Early Learners with the opportunity to explore their background (also known as their "roots"), grow their knowledge of the people who influence their lives, past and present, and explore different storytelling techniques.

The concept is to build stories through root-themed tiles. This allows for the inclusion of people who are essential to the child's life but may not be directly blood-related and includes all family types.

The proposed activity would be open-ended and playable in various ways (see variants below).
The family will receive a pack of hexagon writable blank tiles, writing implements, examples of playing with the tiles, a custom dice, and a bag.

Each tile would have a space to write on and six pickable themes: Person, Place, Date, Year, Object, and No Connection.

In the blank space on the tile, the family would write things that are important to them, such as names, dates, significant objects, or places.

Forest items below represent each category

Person

Place

Object

Year

Date

No connection

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1) Game dice

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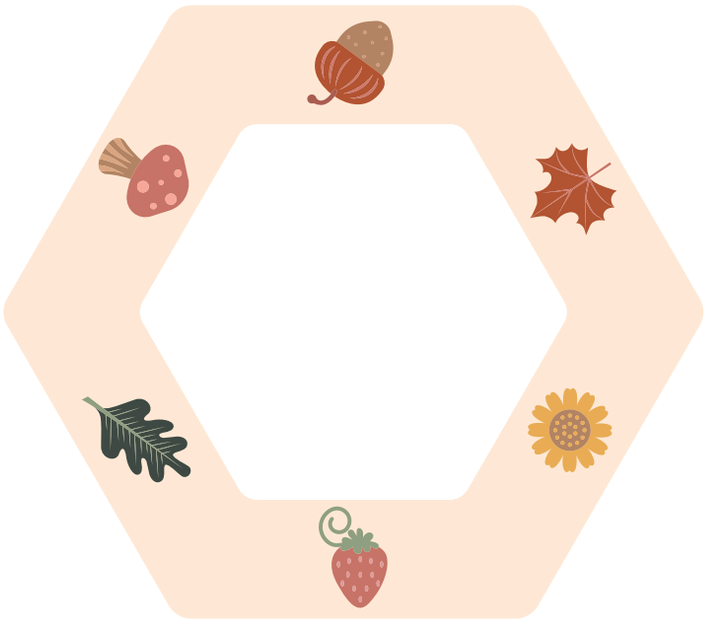
2) Game Tile



3) Backside of game tile (kit logo)
***To be engraved**

APPENDIX A: 2025 ANNUAL EARLY LEANER KIT – ROOTS ACROSS TIME GAME

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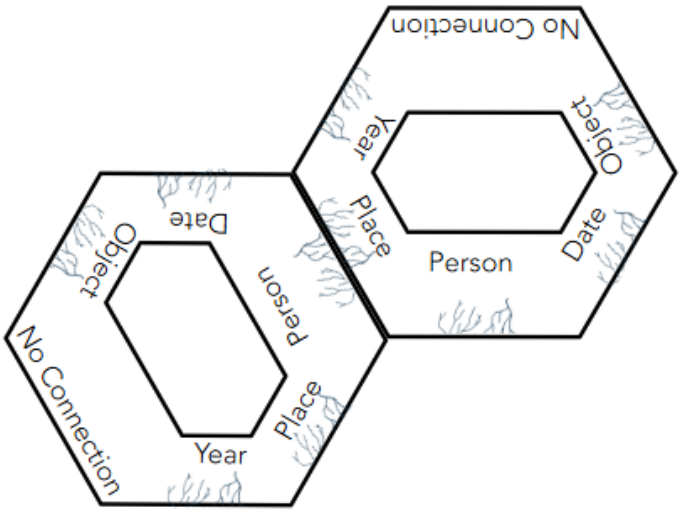
This is a mock of how each tile could look, and the way they would connect the tiles during game play of Variant One and Two.



MATERIALS

Writeable blank tiles, ideally waterproof – depending on what vendors can source, this could be laminated cardstock or more durable material. The custom dice would include images that represent the core themes (Person, Place, Year, Object, Date, No Connection)

Something to write on the tiles with an ideal option to easily erase (such as a sharpie on laminated cardstock with clear instructions on how to remove/reuse).

VARIANT ONE

This game variant would start with a person picking out a tile from the bag and telling a story that directly relates to that tile or the tile before it. The following person would pick a tile and try to connect it with the previous tile. To enhance this variant, the dice could be rolled to randomize which core theme is used.

For example:

Mom is the first player to pick the tile “Grandma” from the bag. She chooses to share about an object that relates to Grandma. Mom then tells a story about how one time Grandma picked her up from school for ice cream, and they got chased by a goose!

The second player, Emily, then picks up a tile that says “2018”. Emily then tells a story about how Auntie once took her for ice cream after her baseball game in 2018. In this case, Emily relates her story to the object (ice cream) in her mom’s story. Emily places her tile so the year root connects to the object root of her mom’s tile.

In this scenario, Emily could also tell a story about her and Grandma going somewhere in 2018 (connecting to a place or person). She also could have connected it to seeing a goose in 2018.
If she had rolled the dice and “no connection” was selected, she could have told a fun story from 2018 and started a new thread of connections for the next player (the next player could then choose Emily’s connection or mom’s connection or start their own).

VARIANT TWO

Create an imaginary story with the tiles, pick one (or a few) tiles and create a story together about what the people did, where the story happened, or during the time period. For this variant, you would ignore the “root” connections.

For example:

The tiles picked were “2020,” “Neighbour Jim” and “Park.” The family can then create a story together, or separately, about what happened in 2020 to Neighbour Jim at their favourite local park.

VARIANT THREE

In this variant, families gather and share stories without connecting them – for example, this could be during a road trip, while at the dinner table, etc. No matter where your family is gathered, pull the tiles randomly and tell stories about the tile. Everyone tells a story about grandma or shares a memory from that family trip they took in 2021 or how funny it was that the dog brought home a giant stick that is now in your living room. For this variant, you could ignore the “root” connections.

VARIANT FOUR

Families could also use the tiles and/or dice as provocations for drawing a story, acting out their story, or using other art forms rather than just sharing orally.

VARIANT FIVE

Using the dice only, families could create an imaginative story that changes direction each roll. For example, mom might start the game by rolling “Person”. She picks a person to start the story about: “One day, Neighbour Joan was walking down the road and she saw…”. The next person rolls the dice, it shows “object”. “…she saw a BIG stick! So she picked it up!”. The next person rolls “person”. “After she picked up the stick, Neighbour Joan said “Hi!” to her friend Pat who was out for his midday walk with his dog Frank”. The game continues around the table until a story is built.

If “No connection” is rolled, the story could derail into a new story. The player would then start with “Anyway…” and roll again to begin the new story.