### Tsalagi Hwatsuhvga!

<b>Objective:</b> To make pairs of four of the same cards in order to gain as many points as possible.		
ards: each with a word in Cherokee and a picture of that word (for example: <i>ukola</i> and a picture of a e).  aying board each of cards at of players		
Each player must draw 10 cards. To do this, each player clicks on the deck in the upper-left hand corner. The first player to ask for a card is the player to the left of the #1 player in the list of players in the top creen. Then, each player takes turns asking the others if they have the cards they need to reach the		
en you get four of the same object, you put your set on your space on the board. At the end of the layer will count how many sets they have to count their points. One set of four identical cards counts as player with the most points, wins.		
litions: Since it is very difficult to run out of cards, you will win the game if you do. If you get the card, you may ask another player for another card.		
order to win, you must have the most points. The points are counted at the end of the game to the winner. If there is a tie, the players happily reflect on their time playing this fun game and study ee nouns.		

**Grammar and Language Learning:** Ask any other player if they have a card you need. For example, *amas tsaneha?* The goal of this game is to learn how, in Cherokee, different kinds of objects are classified with the verb "to have," and the only way to do that is through practice! So, to start off, the players can help each other learn the grammar until you want to make the rules more difficult. Then you move on to the next rules:

Your grammar <u>has</u> to be correct in order to get a new card. If you make a grammar mistake, you may not get a new card. You are allowed to make corrections to your grammar if you (and you alone) catch your mistake. If someone else catches it, you have to forfeit your turn and cannot grab another card.

animate/living: agikaha-tsakaha-ukaha
solid (default): agiha-tsaha-uha
long/rigid: agwvya-tsvya-uwvya
flexible: agina'a-tsana'a-una'a

liquid: agineha-tsaneha-uneha

#### **Useful vocabulary:**

Gohusdi wanige: something flexible Gohusdi sdaya: something solid Gohusdi ganehi: something liquid Gohusdi ehi: something living Gohusdi gynahida: something long

Kagi iyusdi utlilohi: whose turn is it?

**Agwatlilohi:** my turn **Tsatlilohi**: your turn

#### **Variations:**

- 1. Instead of asking for specific cards, players ask for objects that fit into the general "to have" classes to gather cards. The sets would then be a mix of four cards of different kinds, but of the same "to have" group. This could help the game if there are more people playing.
- 2.

**Number of Players:** ~7

Game Time: around 1 hour

### Notes 2/24/21:

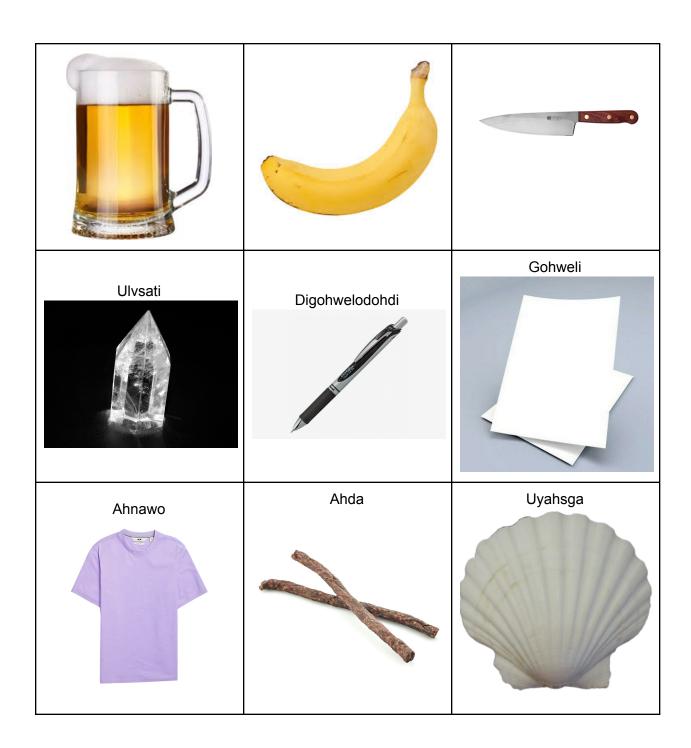
- 1. Take out image descriptions or make them in Cherokee
- 2. Ask for a type of thing, person being asked can give all of the type of thing that fits the type of thing asked. Makes a set of four of the same object. ?? maybe
- 3. Make more cards
- 4. Gohusdi wanige something flexible; gohusdi sdaya something solid; gohusdi ganehi something liquid; gohusdi ehi something living; gohusdi gvnahida something long
- 5. Kagi iyusdi utlilohi? Whose turn is it? Agwatlilohi my turn; tsatlilohi your turn

### Collections:

- 5 items, one of each type
- 5 items, all of the same type (same or different)
- 4 items, all the same
- 4 items, all different, same type

alasgahl'di	sdeyida	ama
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ദ്വ∙⊬ (tsaneha)

- 1. Uwogitli
- 2. Ama
- 3. Unvdi (milk)
- 4. Ganeha (juice)

ଓଡ଼ି⊮ (tsakaha)

1. Gitli

- 2. Wesa
- 3. Tsiqua
- 4. Dili

## Gબ (tsaha)

- 1. Alsgahldi
- 2. Ulvsati (crystal)
- 3. Nvya (rock)
- 4. Uyahsga (shell / mussel)

# G6๗ (tsawvya)

- 1. Quanena
- 2. Ahda (stick / wood)
- 3. Digohwelodohdi
- 4. Hayelasdi (knife)

5.

# G⊖'D (tsana'a)

- 1. Ahnawo
- 2. Diliyo (socks) aliyo
- Sdeyida
- 4. Gohweli (paper / book / letter)