Martin Lominy, Educator and craftsman in archaeology
Abotec – Artifact reproduction and archaeology education
abotec.ca / (514) 504-4545 / info@abotec.ca

ACTIVITY PROGRAM FOR SCHOOLS (2025-2026)

ELEMENTARY

Each activity takes place in the classroom as an interactive presentation illustrated with Powerpoint where students can handle replicas of artifacts, see crafting demonstrations and make a traditional object. This program is designed within the guidelines of the Quebec school program to introduce the subject of indigenous people and develop the following competencies:

Social universe
1. To perceive the organization of a society in its territory
2. To interpret change in a society and its territory
3. To be open to the diversity of societies and their territories

Science and technology
4. To propose explanations for or solutions to scientific or technological problems
5. To make the most of scientific and technological tools, objects and procedures
6. To communicate in the languages used in science and technology

Visual Arts
7. To produce individual works in the visual arts
8. To appreciate works of art and traditional artistic objects

Ethics and religious culture
9. To demonstrate and understand the phenomenon of religion

Fee: 200.00$ + taxes / group. Materials included. 0.70$ / km both ways
These activities are also available as a 60 min. presentations (without a craft workshop) in person or virtual / 100.00$ + taxes

A hunter gone fishing. Competencies 1, 2, 4, 5, 7, 8

Duration 120 min / maximum 30 students per group / 2nd cycle

Discover the ingenuity of paleohistoric hunting and fishing technologies through an interactive presentation showing the adaptation on the territory with a focus on the settlement. The presentation is followed by a workshop where students make a fish hook. *This activity is ideal for the first part of the school year.*

Content:
1. The settlement of the continent
2. Hunting techniques
3. Fishing techniques

Objects: spear, spear thrower, dart, bow, arrow, fishing line, net, harpoon and more

From wigwam to longhouse. Competencies 1, 3, 5, 6, 7, 8

Duration 120 min / maximum 30 students per group / 2nd cycle

Discover how houses reflect lifeways through an interactive presentation showing the differences between Algonquians and Iroquoians with a focus on sedentary life. The presentation is followed by a workshop where students experiment traditional pottery. *This activity is ideal for the second part of the school year.*

Content:
1. Aboriginal people of Quebec
2. The Algonquians: nomadic life
3. The Iroquoians: sedentary life

Objects: hunting and fishing instruments, containers, tools, models and more

The world of the Maya. Competencies 1, 3, 4, 5, 7, 8

Duration 120 min / maximum 30 students per group / 2nd cycle

Discover the Maya civilization through an interactive presentation showing the organization of a complex society with a focus on urban life. The presentation is followed by a workshop where students make a stone pendant. *This activity is ideal as a complement to the Incas in 3rd grade and as a discovery activity of America's tropics.*

Content:
1. Mesoamerica
2. The corn people
3. Cities and kings

Objects: weaving loom, pottery, clothing, mask, ornaments, models and more

The salmon and the cedar. Competencies 1, 3, 4, 5, 7, 8, 9

Duration 120 min / maximum 30 students per group / 2nd and 3rd cycle

Discover the sophistication and art of Pacific coast Aboriginal people through an interactive presentation showing the way of life of a coastal society with a focus on social hierarchy and mythological art. The presentation is followed by storytelling and a workshop where students create painted artwork. *This activity is ideal as a complement to the subject of the West coast in 5th grade and to talk about the diversity of Aboriginal people.*

Contenu:
1. The abundance the Pacific cost
2. Fishing gone wild
3. The symbols of a unique art

Objects: fishing instruments, ornamented objects, natural materials and more

3, 2, 1… fire! Compétencies 4, 5

Duration 60 min / maximum 30 students per group / 2nd and 3rd cycle / 150.00$ + taxes

Discover the physics of friction fire and its applications during paleohistory through a collaborative activity allowing students to work in teams to assemble fire lighting instruments and test a friction mechanism to produce smoke. This activity begins with a demonstration that leads to a survival competition. *It ideally takes place outdoors but can also be done in the classroom without risks.*

SECONDARY

This program is designed to introduce the subject of indigenous people and develop with a practical approach the competencies of the *Social universe*, *Science and technologies* and *Arts*.

Archaeology and aboriginal cultures

Duration 75 min / max 30 participants
Fee: 150.00$ + taxes / group. 0.70$ / km both ways
This activity is also available as a virtual live presentation / 125.00$ + taxes

This interactive presentation in which participants can handle artifact replicas offers an introduction to archaeology and material culture to compare the different lifeways of three paleohistoric aboriginal societies: Algonquian, Iroquoian, Maya.

Content: technologies and lifeways
1. The work of the archaeologist
2. The settlement of the continent
3. The Algonquians: an equalitarian society
4. The Iroquoians: a matrilineal society
5. The Maya: a stratified society

Objects: tools, clothing, ornaments, containers, models and more

Introduction to experimental archaeology

3-4 periods of 75 min / max 30 participants
Fee: 600.00$ + taxes / group / project. 0.70$ / km both ways

Choice of three projects designed as a series of workshops during which the participants will learn about experimental archaeology by crafting paleohistoric objects. Each workshop includes a brief introduction on the historical and cultural context of the techniques to be experimented. Through this process, the participants discover the properties of natural materials, apply principles of physics, learn aboriginal crafting techniques and understand the scientific contribution of archaeology.

Project 1: Pottery and polished stone knife
Experimentation of physical principles and crafting techniques for ceramic production and lithic reduction by polishing. The students will also learn about the principles of prehistoric fire lighting and practice spear throwing techniques.
1. Shaping a clay container
2. Polishing a stone blade
3. Carving a wooden handle and assembling the knife
4. Firing the pottery in an open fire

Project 2: Making a fishing line
Experimentation of physical principles and crafting techniques for the production of organic objects, the reduction of a lithic material by pecking and the assembly of a composite object with various tying methods.
1. Twining cordage from plant fibers
2. Making a composite fish hook
3. Pecking a stone sinker
4. Carving a wooden spool and assembling the fishing line

Project 3: Flint knapping and lithic tool applications
Experimentation of physical principles and crafting techniques for the production of sharp stone tools using percussion and their hafting on organic material. The students will test their finished tools to prepare food.
1. Direct percussion and unifacial tools
2. Bifacial flaking and hafting
3. Using flint tools to create other tools