

Unit 2 Activities



Activity 2.1: Hawaiian Trading Company

Introduction:

Traditionally, Hawaiians used a bartering system to exchange goods and services. In modern times, we have currency that acts as a standard way of paying for items, but bartering still exists even today. Students trade cards, pogs, games, and even items within video games. This idea of bartering and how we value something helps us make good decisions and trades.

Materials needed:

1. Index cards (4-5 per student or group)
2. Pencils, crayons, or pens

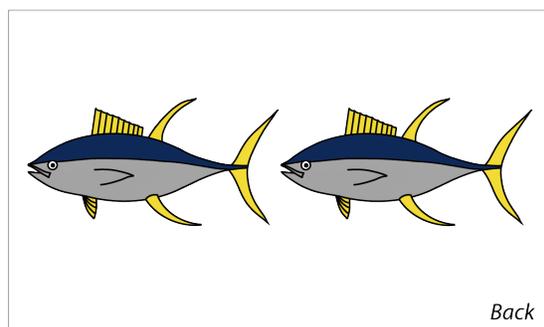
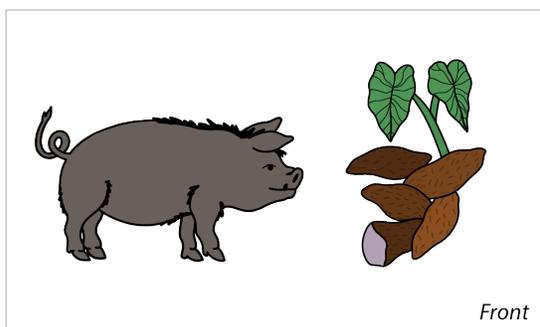
Activity:

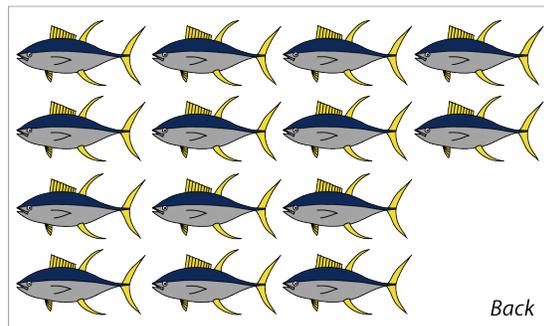
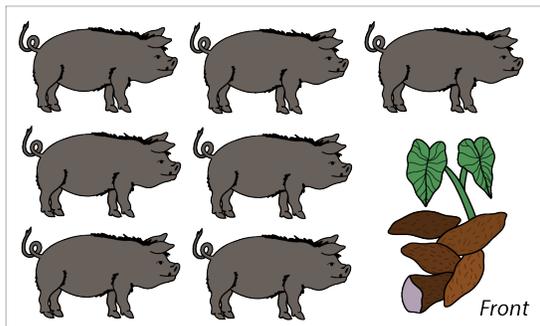
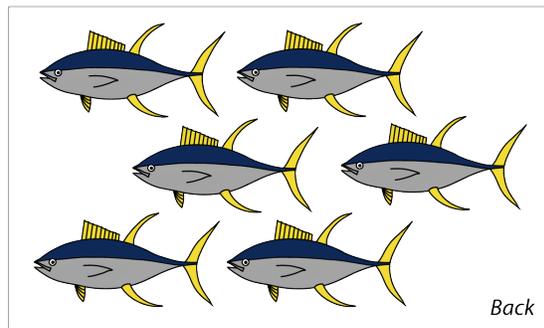
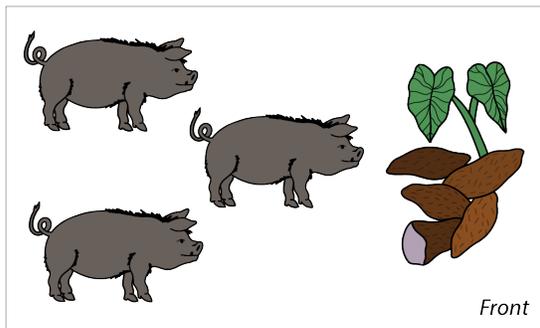
Imagine you lived in ancient Hawai'i, and you wanted to throw a lū'au for your friends and family. Your family lives by the ocean and are excellent fishermen, but you would like some pigs for your guests too, so you decide to visit a great hunter. The hunter says, I'll give you 1 pig and 5 kalo for 2 of your fish. You decide to take the deal and keep track of the deal on a piece of tapa.

When you arrive back home to gather your fish to trade with the hunter, you find out that there are more guests coming than you had anticipated. You now need more pigs. You visit the hunter again, and he offers to give you 3 pigs and 5 kalo for 6 of your fish. You keep track of this on your tapa as well. This is a great deal, so you head home again to gather your fish for the trade.

When you get home, your mother tells you that there are *even more* people attending than you planned, so you head back to the hunter who tells you that he can give you 7 pigs and 5 kalo for 14 fish. After keeping track of this new offer, you think you finally got this figured out and head back to home. However, come to find out, now you only need 4 pigs due to some cancellations.

Instead of heading back to talk to the hunter, or hauling extra fish around, you decide to just bring the amount of fish you need for the trade. Let's summarize the information that we have so far and present them on index cards.





From these cards, we can see that each pig is worth 2 fish, since there is always a double amount of fish per each pig. Therefore, if you want 4 pigs, you would need to give the hunter 8 fish. You will also get a bonus of 5 kalo too!

Now come up with your own scenarios and make your own cards for your classmates to try and figure out how you value things and what's a fair trade for you. It doesn't have to be pigs and fish, but can be anything you are interested in or would trade. Try to see if you can figure out how your classmates value things, and who would be best to barter with if you had to trade some items.

Activity 2.2: Fishing Poles and Fishing Spots

Introduction:

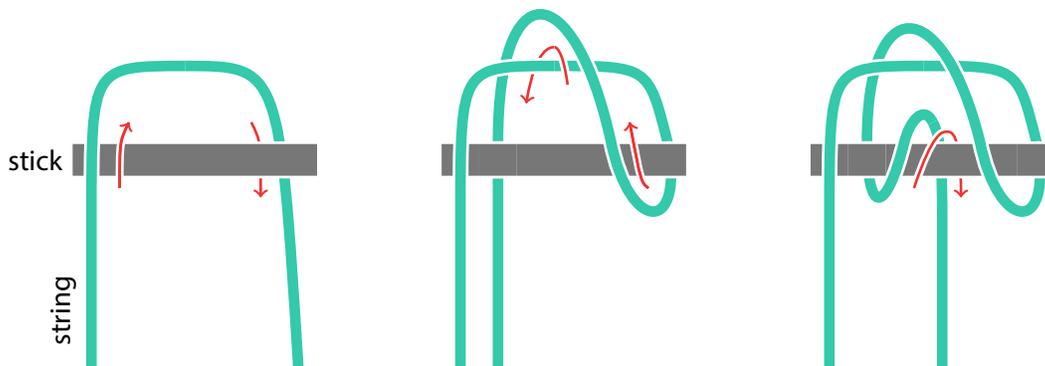
Many Hawaiians have a deeply personal and spiritual relationship with the rivers and the seas, and feel a *kuleana*, or a *responsibility*, to take care of the water because it takes care of them every single day. In fact, most of the meat in the traditional Hawaiian diet was seafood. Hawaiians were also skilled in making and using hooks and lines, lures, nets, basket traps, and spears to catch fish. In this activity, we will make a quick emergency fishing pole.

Materials needed:

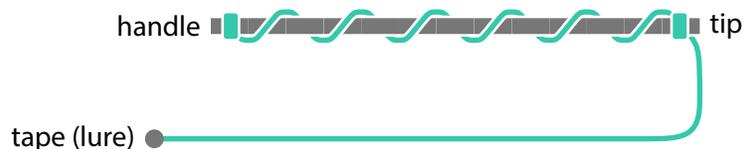
1. A stick or branch, about 4 or 5 feet long
2. A string, line, or thread about 12 feet long
3. Duct tape or masking tape

Activity:

First use the following knot to tie the *end* of your string to the *handle* of the stick.



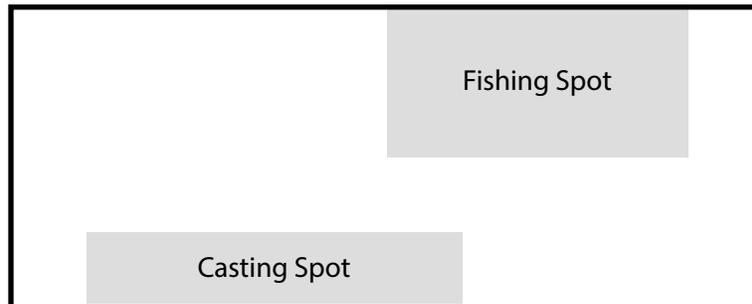
Next, wind the string down the length of the stick until you have about 4 or 5 feet of string remaining at the tip. Tie the *tip* with the same type of knot (above). The winding string should be tight on the fishing pole. If it is not tight enough, then twist the two knots until the string tightens, and tape the knots down to keep them from untwisting.



Finally, wrap some tape around the end of the string to make a lure and to give the string a little bit more mass.

A skilled fisherman is able to cast their line into a fishing spot without issues. This means that the line does not accidentally break or get stuck. This also means that their line doesn't get tangled with the lines of other fishers.

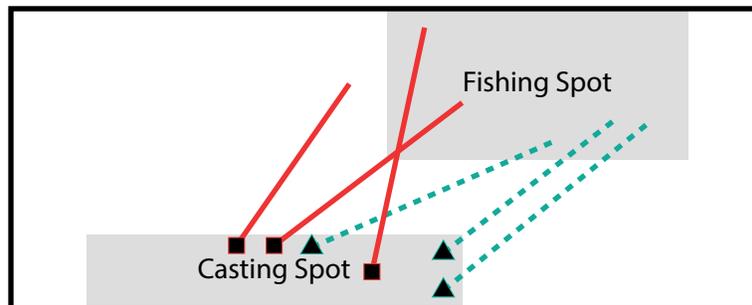
In this activity, we'll first divide the students into two or more teams. Then the teacher will mark a part of the floor as the **Fishing Spot** and another part as the **Casting Spot**.



Everyone needs to cast their fishing line from inside the Casting Spot. When the teacher says to start, all students have to cast their fishing line towards the Fishing Spot. After **five seconds**, everyone must stop *immediately* and put their fishing poles down. A team gets one point whenever a fisherman on that team:

1. gets their lure into the Fishing Spot **and**
2. their line does not intersect anyone else's line.

Here's an example!



In the image above, we see that the ▲ team gets 2 points for this round and the ■ team gets 0 points.

Play a few rounds to see which team can get the most points!

