Grandmother said, “In winter, many of our people go hunting. I will tell you a story about hunting.”

Grandmother said, “Kyle Fire Walker, this story is about your family from long ago.”

**Here is Grandmother’s story.**

One day in early winter, Fire Walker and his grandfather went hunting. At the lake, Grandfather shot a fat duck. Fire Walker and Grandfather brought the duck home for their family.

Grandfather was very happy. He said, “Fire Walker, now it’s time to clean the duck.”
As Grandfather showed Fire Walker how to clean the duck, the boy heard soft growling. Fire Walker looked up and saw a great bear.

Fire Walker asked, “Mother Bear, why are you here?”

Mother Bear said, “Do not be afraid. I am here to warn you about a danger. The danger is lead.”

Mother Bear said, “There is lead in the pellets that killed the duck. Watch how Grandfather takes the pellets out. Do not touch them with your hands. Let Grandfather throw them away.”

Fire Walker did as Mother Bear said. Then he and Grandfather washed their hands carefully before they ate.

**Let’s Think about It**

With your class, talk about what you can do if you see lead dangers around your home. Write your answers below.

_________________________________________________________

_________________________________________________________

_________________________________________________________

_________________________________________________________
Now winter has come. Mother Bear is sleeping through the cold times. Before she took her long nap, Mother Bear made up a game. The game will help you remember how to stay safe from lead. You can play this game while Mother Bear sleeps away the winter.

To play, you need: 2 to 4 players, 2 coins to flip, 2 to 4 buttons for playing pieces.

When it is your turn, toss the coins to see how many spaces you can move.
- Move 1 space □□ if both coins are heads.
- Move 2 spaces □□□ if both coins are tails.
- Move 3 spaces □□□□ if one coin is a head and one coin is a tail.

If you land on one of Mother Bear’s notes, follow the directions written there.

-start here-

You washed your hands before you ate. Move ahead 2 spaces.
You ate an ear of corn. Move ahead 2 spaces.
You didn’t wash your hands before you ate. Go back 2 spaces.
You left fishing equipment and didn’t wash your hands. Lose 1 turn.
You let the water run until it was cold. Move ahead 1 space.
You fed your bears to the dog. Go back 2 spaces.
You cold about some paint flakers. Move ahead 2 spaces.
You washed the baby’s hands before she ate. Move ahead 1 space.
Now winter has come. Mother Bear is sleeping through the cold times. Before she took her long nap, Mother Bear made up a game. The game will help you remember how to stay safe from lead. You can play this game while Mother Bear sleeps away the winter.

To play, you need: 2 to 4 players  2 coins to flip  2 to 4 buttons for playing pieces

When it is your turn, toss the coins to see how many spaces you can move.

- **Move 1 space □ if both coins are heads.**
- **Move 2 spaces □ □ if both coins are tails.**
- **Move 3 spaces □ □ □ if one coin is a head and one coin is a tail.**

If you land on one of Mother Bear’s notes, follow the directions written there.

- You washed your hands before you ate. Move ahead 2 spaces.
- You ate an ear of corn. Move ahead 2 spaces.
You touched fishing sinkers and didn’t wash your hands. Lose 1 turn.

You washed the baby’s hands before she ate. Take an extra turn.

You let the water run until it was cold. Move ahead 3 spaces.

You fed your beans to the dog. Go back 2 spaces.

You didn’t wash your hands before you ate. Go back 2 spaces.

You told an elder about some paint flakes. Move ahead 2 spaces.
Mother Bear’s Word Search

Mother Bear also made up a word search for you to play. See if you can find these words below:

DOOR  LEAD  SINKER  DUST  PAINT
WATER  FLAKE  PELLET  WINDOW

Look carefully: The words might go across, down, slanted, or backward.

There is one other secret word in the word search. See if you can find it. Share your answers with your class.

Look on page 24 for an answer key.
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