



nisatta sirpirka? ("Will the weather be good tomorrow?")

Learn Ainu weather words as you play. Sunny, cloudy, rain, or snow? Can you answer faster than your opponent? This fun game is sure to generate excitement.

Through this question-and-answer game, you can learn simple Ainu words that can be used every day.

Once you've gotten good at the game, do be sure to try using them in your daily life. *tanto sirpirka!* ("The weather is good today!")

Implements and Materials You'll Need

- Sturdy paper
- Scissors or utility knife • Ruler • Pencil • Tweezers
- Glue (Using stick glue for broad surfaces and wood glue for small and intricate pieces is recommended.)
- Pointed object, such as a ballpoint pen that has run out of ink
- Toothpicks (These are useful for applying glue thinly and to small and intricate pieces.)

What the Symbols Mean

- | | | | |
|---------|-------------|-------|-------------------|
| (1),(2) | Part number | ----- | Outward fold line |
| — | Cut line | ----- | Inward fold line |
| | Cutout | ● | Tab |
| | | → | Apply glue |

How to Make

1. Use the pointed object to make creases along the fold lines.
2. Before cutting out the pieces, use the pencil to write their part numbers on the back of each.
3. Carefully cut out the pieces along their cut lines.
4. Following the instructions for outward and inward folds, fold the parts along the dotted lines.
5. Assemble by attaching the pieces as shown in the diagram.

Important Notes – For Parents and Guardians

Preschool children must be supervised by an adult and be kept in sight while assembling the item. Papercraft uses a variety of implements. To prevent unforeseen accidents, please give careful attention to the following points while enjoying crafting.

- Be very careful to avoid injury when children use scissors, utility knives, and other objects with blades.
- Be careful to ensure that small children do not put glue or adhesive in their mouths or swallow small pieces.
- This craft uses paper, which may become unusable if it gets wet. Be careful not to handle pieces with wet hands.
- Display near open flame or other heat sources can cause fire or discoloration.
- Some finished papercraft items have pointed areas. Be careful to ensure that children do not strike others with these items.

The Foundation for Ainu Culture / Illustrations: Keni (Kenyu Yamamaru)

▼ Making the Cards

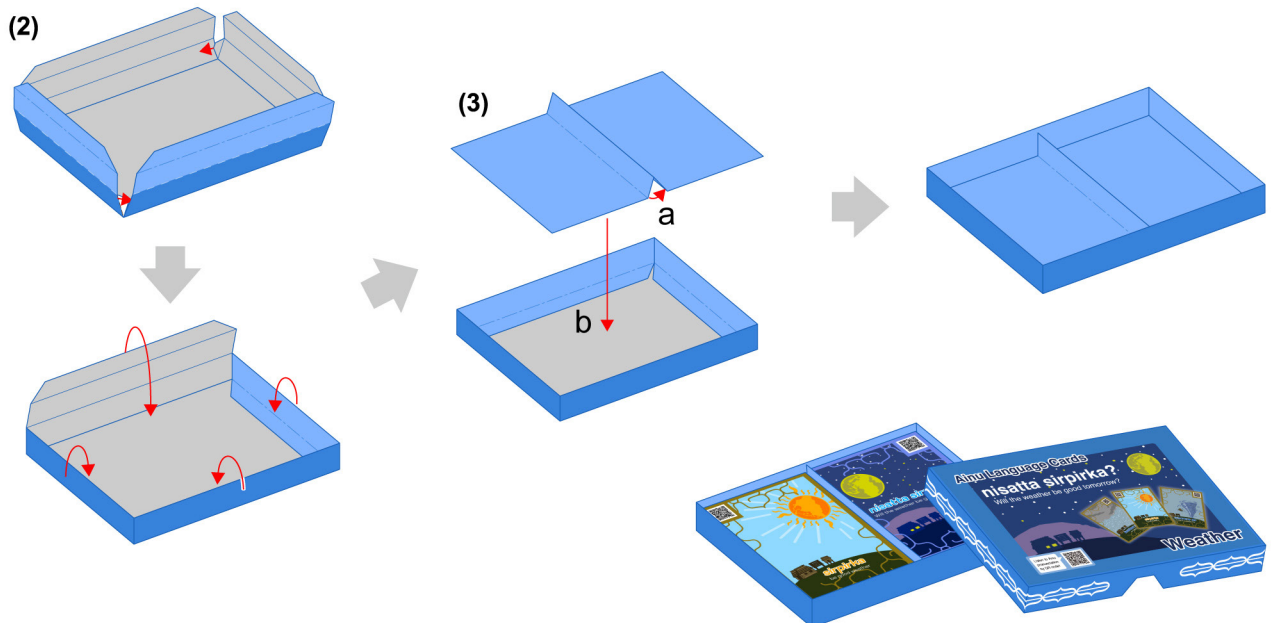


▼ Making the Box

1 (1)



2



All done!

▼ Explanation of the Cards and How to Play

nisatta sirpirka? ("Will the weather be good tomorrow?")

This is a competitive game through which you can learn Ainu weather words using cards.

First, let's take a look at the cards used in the game.

- ① Weather picture
- ② Ainu word
- ③ English word
- ④ Keyword



Sirpirka means "good weather."

Each of the cards has an Ainu word, an English word, and a picture of the weather.

The phrase "nisatta sirpirka?" on the back of each card means "will the weather be good tomorrow?" in Ainu, and this is the game's keyword. Saying a word with rising intonation turns it into a question.

"nisatta sirpirka? (Will the weather be good tomorrow?)"

If sunny: "sirpirka! (Good weather!)"

If cloudy: "niskur an!" (It's cloudy!)"

Ten kinds of weather words are used for these cards.

Before you play the game, practice saying all the weather words out loud.

▼ Card types

sirpirka — be good weather

niskur an — be cloudy

apto as — be raining

upas as — be snowing

rera yupke — be windy

wenrera as — a tornado is happening

kawkaw as — be hailing

urar an — be foggy

kamuy onisposo — lightning strikes

cup ray — solar eclipse



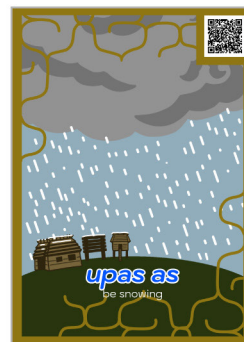
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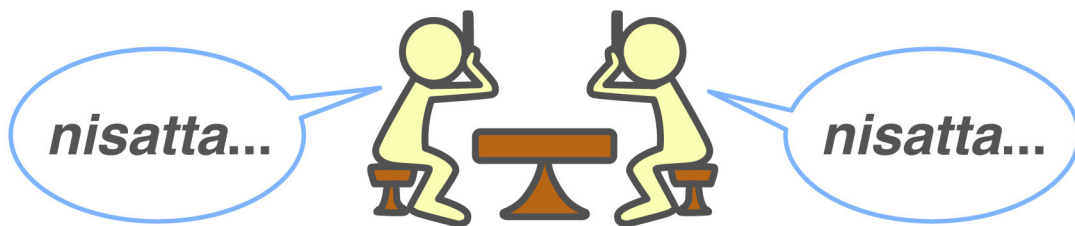


There are two each of every card.
In Ainu, "be the same" is "uneno an"
("[they] are the same").
This is a useful phrase to remember.

▼ Rules

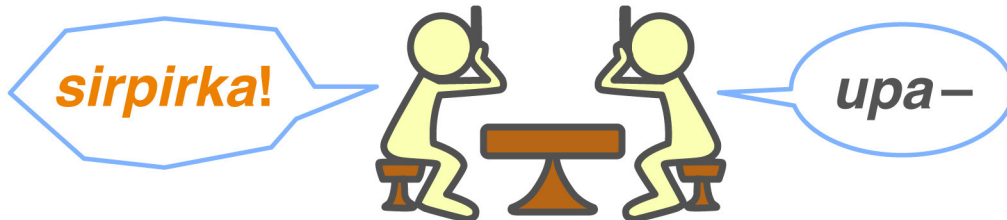
Once you've learned the weather cards, let's start playing!

- 1 The two players sit facing each other, with the ten kinds of cards arranged face down before each player.
In unison, the players say, "nisatta sirpirka? (Will the weather be good tomorrow?)."
They each then say, "nisatta... (Tomorrow...)," and hold one weather card to the forehead so that the other player can read it.



At the same time, each holds a card to the forehead.

- 2 Each player looks at the other's card and quickly says the Ainu weather word.
If sunny, the player says, "sirpirka! (It will be good weather!"
If the cards are the same, the players say, "uneno an! (They're the same!)", and put the cards back on the table.



- 3 The player who speaks first takes the other player's card. The first player to run out of cards is the loser.
Cards taken from the other player cannot be returned to play.



Remember these words and phrases when it's sunny, rainy, or cloudy.