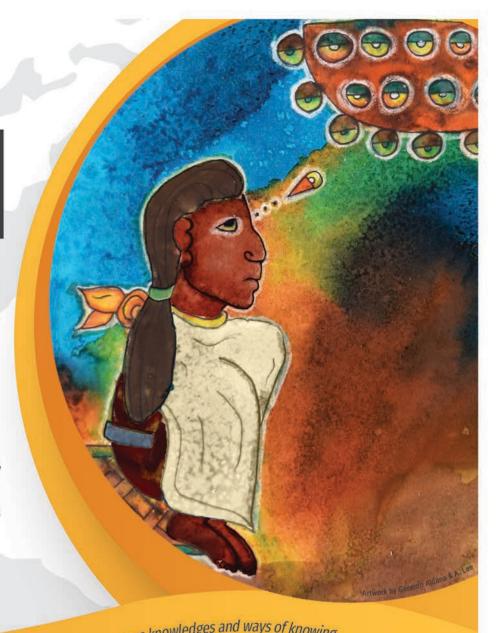
Seeing: Astronomy

& NASA Moon to Mars

For the Benefit of All

Everyone Welcome!

Please join us Thursday, December 17, 2020, 6:30 pm pst for a live (virtual) show featuring Mayan Indigenous Astronomy, presented by: Gerardo Aldana, Andrea Carrillo, Annette S. Lee, Andrea Medina, and Graciela Rodriguez. Our lead school is Adelante Charter School in Santa Barbara, California. Supporting organizations are Native Skywatchers, NASA, and the Chicano Studies Institute at UC Santa Barbara.



wo-eyed Seeing" is learning to see from one eye with the strengths of Indigenous knowledges and ways of knowing,
and from the other eye with the strengths of Western knowledges and Marshall 2012
and to use both these eyes for the benefit of all.

Bartlett, Marshall and Marshall 2012

**Bartlett, Marshall 2012

Ancient MAYAN ECLIPSE Cycles!

Chol Qiij - the 260 Day Count

With the help of our 1st grade partners, learn the basic count used in Mayan texts to track astronomical cycles.

Communities of Time

Classic Mayan Art and the K'iche' Creation narrative known as the Popol Vuh represent time and elements of time as a balance, and not as a mechanical, objective process. Our 1st grade partners recount the story of Vukub Kaquix (7 Macaw), the false Sun.

The Classic Period Lunar Series

See how Mayan scribes recorded the phases of the Moon within their historical inscriptions.

Xultun Moons and Modern Satellites

Find out how archaeologists encountered a mural showing Classic Mayan astronomers by using remote sensing and satellite technology.

The Dresden Codex Eclipse Table

See how a Postclassic scribe tracked eclipse cycles as recorded in a 14th century Mayan screenfold manuscript known as the Dresden Codex.

Thursday December

17th

6:30-7:30 pm pst 2020

REGISTER >

HTTPS://USO2WEB.ZOOM.US/WEBINAR/REGISTER/WN_CE3WJFUGS3UGJBD-RQHP1A www.nativeskywatchers.org

Funded by NASA-Next Gen STEM

We respectfully acknowledge that in the Santa Barbara region, we live on the ancestral lands of Chumash communities.

