

Unit 3

Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
A Positive Learning Community	Personal Development	Social Development	Health and Prevention	Leadership and Service	Reflection and Closure

SEL COMPETENCIES

Relationship Skills
Social Awareness

Students will learn the following skills:

- ☐ communication
- ☐ empathy
- ☐ seeking help
- ☐ social engagement
- ☐ working cooperatively
- ☐ resolving conflicts

PREPARATION

Non-classroom materials needed for this unit

Lesson 2: Slips of paper, container, a small ball, envelopes

Lesson 5: Art supplies

Advanced preparation needed for this unit

Lesson 1: Arrange for students to have access to design or word processing software for a Building Skills Beyond the Lesson activity.

Lesson 2: Write compliments for each student on index cards. Arrange for computer/Internet access or provide students with copies of the MyPlate nutrition guide from the U.S. Department of Agriculture.

Lesson 5: Arrange for students in a younger grade to visit your class for the Community Connection activity. Arrange for students to have access to the Internet for an Applying Across the Curriculum activity.

Lesson 7: Students will need the Practicing page in the Student Journal from Lesson 6 for this lesson.

Lesson 8: Find and make copies for each student of a news article about a bullying situation for a Building Skills Beyond the Lesson activity.

ENERGIZERS

CATCHING THE DRAGON'S TAIL This game originated in the People's Republic of China. Divide students into groups of about eight, and tell each group to form a straight line by placing their hands on the shoulders of the student in front of them. The first student in each line is the dragon's head. The last student in each line is the dragon's tail. The object of the game is to see if the dragon's head can catch its tail. Everyone counts by saying, "em" (ee), which means "one"; "er" (ar), which means "two"; "san" (sawn), which means "three"; "ko" (oh), which means "go." On the word "ko," the head tries to catch the tail. The whole body must move together following the head. If anyone lets go of the person's shoulders in front, the game stops and a new dragon must be formed. To do this, the first student goes to the end of the line to become the new tail and the next student in line becomes the new head. If the head touches the tail before the body breaks, he or she, may continue to be the head. When dragons become tired of chasing their own tails, they can chase other dragons. If a dragon's tail is caught, these students become a part of the other dragon and form one big dragon to chase others. Dragons can roar to scare off potential chasers.

TICKLERS

DECODE A FRIEND MESSAGE Explain to students that they'll need to listen carefully to decode a secret message about friendship. To do so, they should write *only* the first letter of each word you read. They'll find the answer when they put all the letters together and separate them into six words. Read the following sentences aloud and repeat them if necessary: *Ninety elephants were chatting longingly about special snacks. Many admitted they eagerly serve candy and nuts, but expressed concern. One mother elephant never ever wants foolish refreshments indoors. (New classmates can become new friends.)*