

LESSON TITLE

Game Day!

OBJECTIVES

- Practice helping others based on real life scenarios that are meaningful to students.
- Reinforce the philanthropic body parts as a way to expand our ideas about all ways we can help others.

PREPARATION

Scenario Cards

- Nametags
- The “What do Kids Struggle With” list from last week.
- Blank cards to make into Scenario Cards
- Game dice, coins, tool cards.

CURRICULUM

WARM UP
(validate existing knowledge)

Recap:

- “A philanthropist is someone who gives of themselves for the good of humanity.
- Body Parts: We can help in many different ways.
- Today we will be playing a full version of The Giving Potato game. First we need to do a bit of preparation.”

Scenarios

“What do kids actually struggle with?

- Looking at your answers to this question from last time, make a set of 20+ “Scenario Cards”. You will use these in the game you will play next.
- For each card, create a scenario based on something at your school. Try to use several different different issues from the poster.”
- *Examples.*
 - A teacher at school recently lost their parent. They just got back to school.
 - You notice that one of your friends never eats lunch.
 - A new student just started at your school and keeps getting lost between classes.

7 min

Service Learning Workshop - Session 6

<p>NEW IDEAS (introduce and apply new content)</p>	<p>How to Play</p> <ol style="list-style-type: none">1. Prepare to play by putting the wooden coins in the middle. Make a pile of “scenario cards” (that you made).2. The goal of the game is for players to collect the different coins (pictured, top right). You can compete for the most coins or for the player who collects the six different coins first.3. At each players turn, they pick a “scenario card” and which body part coin you want to earn. The player comes up with a solution to the scenario, using the body part. They then roll the dice to determine if they earned the coin.4. Two outcomes:<ul style="list-style-type: none">◦ A roll of 1-3 is a failed attempt to help. The scenario moves onto the next player to see if they are successful. Note: they can use any body part of their choosing.◦ A roll of 4-6 is a success (coin earned!) <p><i>NOTE: The reason helping ideas could succeed or fail is that sometimes helping is hard and we don't always know what people need or what will help.</i></p> <p>Advanced Play</p> <p>If you want to make this more difficult, you can add the tool cards in the mix. Everytime someone gets a scenario, they also pull a couple tool options and must incorporate one of them into their solution.</p>	<p>20 min</p>
<p>WRAP UP (gauge new learning)</p>	<p>Reflection</p> <ul style="list-style-type: none">• “Were certain body parts easier to use than others? Why?”• Which of the scenarios felt most real to you? Which scenarios area real issues at your school?”• What did you like about the game? How could it be improved?”	<p>5 min</p>