

Student Learning Workshop Session 5 - 6th

LESSON TITLE

GAME DAY! ROUND 2

OBJECTIVES

- To strengthen ability to help others.
- To broaden students awareness of all the ways kids can help.

PREPARATION

- Nametags
- Game Board
- Game Pieces
- Dice
- Universal Challenges Poster

CURRICULUM

<p>INTRO</p>	<p>Recap Session #4</p> <ul style="list-style-type: none"> • “What were some things we explored last session?” • “What were some of the challenges that celebrities had when they were younger?” 	<p>5 min</p>
<p>SHARING</p>	<ul style="list-style-type: none"> • What is one challenge that kids at our school go through? 	
<p>NEW IDEAS</p>	<p>Health Stories on a Podcast</p> <ul style="list-style-type: none"> • “To kick us off today, we are going to listen to a podcast that is co-hosted by kids called KIDS ARE PHILANTHROPISTS TOO. In this interview we hear from a group of kids and adults about their experiences with health.” • “Before we start, think about a health challenge that you or someone close to you has experienced. Do you remember what was helpful. Anyone want to share?” • “What surprised you about the stories you heard from Jayden, Alona, Leo, Melanie, and Ron?” • “What were some of the things that people had to give up while being sick?” <i>Examples: certain foods, time with friends, time outside</i> • “In this podcast, Leo described a lot of medical terms that he has learned since he got sick and Jayden talked about donating his hair. How can our challenges be used to help others?” • How might you be helpful to someone with a health challenge? 	<p>15 min</p>

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CLOSING ACTION	<p>STEPS TO GOOD ... HEALTH (GAME - ROUND 2)</p> <ul style="list-style-type: none">• “First let’s choose the Board Members. Is there anyone who would like to play the role of Board Member?”• “Just to remind you, during each turn a player attempts to help a NON-PLAYER CHARACTER facing a health-related challenge (students can come up with own ideas or use HEALTH RELATED OPPORTUNITY CARDS. During each turn a player can do ALL 3 things once:<ul style="list-style-type: none">◦ Move to a new area of the board;◦ Talk to a character to learn more about their challenge.◦ Try to help a character through a specific action (with the option of using one of their objects).• “After each attempt at helping, players roll the dice to see if they were successful or not. If they role a 1-2, they are not successful (0 points); 3-4 somewhat successful (earning 1 point), and 5-6 (earning 2 points). Points are marked above the primary philanthropic body part that was used.”	15 min
	<p>Wrapping up the Game</p> <ul style="list-style-type: none">• “We will wrap up today by making a list of all the ways we can help someone who is sick. What were all the ways we tried today?”• “Now let’s talk about the game itself. This game has been developed by students like you across Maryland so we want to get your feedback. What did you like about it? What did you learn from it? What would you add or change to make it stronger?”	5 min