

LESSON TITLE	GAME DAY!	
OBJECTIVES	PREPARATION	
<ul style="list-style-type: none"> <li>To strengthen ability to help others.</li> <li>To broaden students awareness of all the ways kids can help.</li> </ul>	<ul style="list-style-type: none"> <li>Nametags</li> <li>Game Board</li> <li>Game Pieces</li> <li>Dice</li> </ul>	

## CURRICULUM

<p><b>INTRO</b></p>	<p><b>Recap Session #3</b></p> <ul style="list-style-type: none"> <li>“What were some things we explored last session?”</li> <li>“What are Universal Challenges? Can you name any?”</li> <li>“How did Naomi Osaka use her challenges to help others?”</li> </ul> <p><b>Celebrity Stories</b></p> <ul style="list-style-type: none"> <li>“Similar to Naomi’s story, celebrities have experienced Universal Challenges as well. Although this video is a bit old, you should recognize some of these celebrities.”</li> <li>After watching the video, “What surprised you about some of these stories. What stories stuck out to you? Does it make you feel like everyone has some challenges?”</li> </ul>	<p>12 min</p>
<p><b>SHARING</b></p>	<p><b>Meet the Characters!</b></p> <ul style="list-style-type: none"> <li>“Today we are going to start playing STEPS TO GOOD. Before we start playing, we’d like you to introduce your characters.”</li> <li>“While we play the game, you will get the opportunity to use your philanthropic body parts to help others.”</li> </ul>	<p>5 min</p>

## Service Learning Workshop - Session 4

<b>NEW IDEAS</b>	<b>Rules of the Game</b> <ul style="list-style-type: none"><li>• “You are about to connect the powers of philanthropy to role-playing! If you have ever played a video game, watched a fantasy movie, or read a choose-your-own-adventure book, then you have a sense of how this community-building game works.”</li><li>• “I will play the role of BOARD MEMBER to start. My role will be to act as the storyteller and guide players in the game.”</li><li>• “Your goal as PLAYERS is to fill up your board on your NAMETAG by earning points. Points are awarded for successfully helping other characters using different philanthropic body parts.”</li><li>• “We start up the game by:<ul style="list-style-type: none"><li>◦ Putting GAME PIECES anywhere on the GAME BOARD.</li><li>◦ Adding NON-PLAYER GAME PIECES to the board.</li><li>◦ Turning over three OPPORTUNITY CARDS.”</li></ul></li><li>• “During each turn a player attempts to help a NON-PLAYER CHARACTER facing one of the OPPORTUNITY CARD challenges. During each turn a player can do ALL 3 things once:<ul style="list-style-type: none"><li>◦ Move to a new area of the board;</li><li>◦ Talk to a character to learn more about their challenge.</li><li>◦ Try to help a character through a specific action (with the option of using one of their objects).</li></ul></li><li>• “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.”</li></ul>	20 min
<b>CLOSING ACTION</b>	<b>Ways to Help</b> <ul style="list-style-type: none"><li>• “We will wrap up today by generating a list of all the ways we helped during the game.”</li><li>• “Are certain body parts easier to use than others for you?”</li></ul>	3 min