

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

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| <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>Marjorie from Maryland</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 about Marjorie, a kid who recently moved to Maryland, speaking no English, and separated from her family.” • <i>Note: if podcast feels too long to the students you can skip segments in the middle).</i> • “After listening to the episode, What surprised you about Marjorie? What was challenging for her? What helped?” - <i>challenges were no English, missing food, being lonely at first. Friends who spoke both English and Spanish helped. Teachers who looked out for her.</i> • “Similar to you, Marjorie participated in the Kids for Kids Fund program. Which non-profit did her group choose and why?” - <i>Tracy’s Kids because they wanted help kids in the hospital. Marjorie personally had this experience so it really mattered to her.</i> | <p>15 min</p> |

Student Learning Workshop - Session 5

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| | <p>STEPS TO GOOD - 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 one of the OPPORTUNITY CARD challenges. 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 |
| CLOSING ACTION | <p>Wrapping up the Game</p> <ul style="list-style-type: none">• “We will wrap up today by adding to our list of all the ways we helped during the game.”• “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 |