

Student Learning Workshop Session 4 - 6th

LESSON TITLE

GAME DAY!

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 #3</p> <ul style="list-style-type: none"> • “What were some things we explored last session?” • “What are Universal Challenges? Can you name any?” - use poster as reference. • “How did Naomi Osaka use her challenges to help others?” <p>Celebrity Stories</p> <ul style="list-style-type: none"> • “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.” • 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?” 	<p>12 min</p>
<p>SHARING</p>	<p>Meet the Characters!</p> <ul style="list-style-type: none"> • “Today we are going to start playing STEPS TO GOOD. Before we start playing, we’d like you to introduce your characters.” • “While we play the game, you will get the opportunity to use your philanthropic body parts to help others.” 	<p>5 min</p>

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NEW IDEAS	Rules of the Game <ul style="list-style-type: none">• “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.”• “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.”• “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.”• “We start up the game by:<ul style="list-style-type: none">◦ Putting GAME PIECES anywhere on the GAME BOARD.◦ Adding NON-PLAYER GAME PIECES to the board.◦ Turning over three OPPORTUNITY CARDS.”• “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.”	20 min
CLOSING ACTION	Ways to Help <ul style="list-style-type: none">• “We will wrap up today by generating a list of all the ways we helped during the game.”• “Are certain body parts easier to use than others for you?”	3 min