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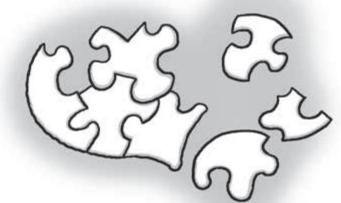
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Puzzles

Purpose:

To involve students in a cooperative group activity



ASCA Standards:

Materials:

For the leader:

11" x 16" tagboard for each student group, cut so each group member has at least one puzzle piece. or

Selected *PuzzleTemplates* (pages 26-29 or CD-Rom) cut into pieces

□ Scissors

For each student group:

□ Set of puzzle pieces

PERSONAL	PERSONAL/SOCIAL DEVELOPMENT	
Standard A: Students will acquire the knowledge, attitudes and interpersonal skills to help them understand and respect self and others.		
PS:A1	Acquire Self-Knowledge	
PS:A1.9	Demonstrate cooperative behavior in groups	

Directions:

Divide the students into groups. Give each group member one or more pieces of the puzzle. Tell the students to work together, without talking, to put the puzzle together.

When all the puzzles have been completed, ask:

- How did you communicate?
- What was hard about this activity?
- What was easy about this activity?
- Did everyone work together to complete the puzzle?
- Did someone in your group act as a leader?
- What roles did group members take?



Brag[×]Bag

Purpose:

To give and receive positive messages





Materials: For the leader: Brag Bag Form (page 38 or CD-Rom) Tape For each student: Paper lunch bag Colored markers

ASCA Standards:

PERSONAL/SOCIAL DEVELOPMENTStandard A: Students will acquire the knowledge, attitudes and interpersonalskills to help them understand and respect self and others.PS:A2Acquire Interpersonal Skills

PS:A2.3	Recognize, accept, respect and appreciate individual differences

Directions:

Have the students decorate the lunch bags and put their names on them.

Tape the bags around the classroom.

Show the students the *Brag Bag Form*. Explain that each day, they are to write something positive to someone in the class and put the paper in that person's bag. They must choose a different person each day.

Once every student has written about every other student, the bags may be returned to their owners. Ask the students to share some positive comments written to them.

(*Note:* When the students are not in the room, the teacher may want to make sure all comments are appropriate.)

All About You Catcher

Purpose:

To help students develop positive attitudes about themselves

Mate	erials:	\sum
□ All (pag □ Scis □ Opti	ch student: A <i>bout You Cat</i> ge 44 or CD-R ssors ional: Crayons kers	om)

ASCA Standards:

PERSONAL/SOCIAL DEVELOPMENT	
Standard A: Students will acquire the knowledge, attitudes and interpersonal skills to help them understand and respect self and others.	
PS:A1	Acquire Self-Knowledge
PS:A1.1	Develop positive attitudes toward self as a unique and worthy person

Directions:

- 1. Cut out the All About You Catcher square.
- 2. Optional: Color the squares.
- 3. Turn the catcher so the blank side is on top.
- 4. Fold each corner toward the center.
- 5. Turn the square over and fold each corner toward the center, with colors on top.
- 6. Fold this in half, so numbers show on top.
- 7. Fold it in half again, with numbers showing.
- 8. Open the square slightly and slip your fingers into the openings.
- Slip your left thumb under the 1, 2 slot and your left pointer finger under the 7, 8 slot.

or

Slip your right thumb finger under the 3, 4 slot and your right pointer finger under the 5, 6 slot.

10. With the points toward the center, practice opening and closing the catcher.

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Letter To Self

Purpose:

To have students set goals for the new school year

For each	student:
□ Paper	student:

Materials:

- □ Envelope
- Pen or pencil

ASCA Standards:

PERSONAL/SOCIAL DEVELOPMENT

Standard A: Students will acquire the knowledge, attitudes and interpersonal skills to help them understand and respect self and others.

PS:A1 Acquire Self-Knowledge

PS:A1.3 Learn the goal-setting process

Standard B: Students will make decisions, set goals and take necessary action to achieve goals.

PS:B1	Self-Knowledge Application

PS:B1.12 Develop an action plan to set and achieve realistic goals

Directions:

Discuss students' hopes and goals for the new school year. At the end of the discussion, each student writes a letter to him/herself and places it in a sealed envelope addressed with his/her name. The letter should describe what the student hopes to accomplish by the end of the school year.

Keep the collected letters in safe place.

At the end of the school year, return the letters. Encourage the students to write about their accomplishments this school year and whether they met their goals.

If not, why not? If so, what does that feel like? Did they have to adjust or change any goals? What has changed and what has not?

After the students have finished, ask them to share what they have written.

☆72☆

Right^{*}Brain/Left^{*}Brain

Purpose:

To teach students the difference between using his/her right brain and left brain and the qualities each possesses

Materials:

For each group recorder:

Pen or pencil

Paper

ASCA Standards:

ACADEMIC DEVELOPMENT	
Standard A: Students will acquire the attitudes, knowledge and skills that contribute to effective learning in school and across the life span.	
A:A3	Achieve School Success
A:A3.2	Demonstrate the ability to work independently, as well as the ability to work cooperatively with other students
Standard B: Students will complete school with the academic preparation essential to choose from a wide range of substantial post- secondary options, including college.	
A:B1	Improve Learning
A:B1.3	Apply the study skills necessary for academic success at each level

Directions:

Explain that you're going to explore the right brain/left brain concept.

Students fold their hands. Tell them it's said that if the left thumb is below the right thumb, they use their left brain more. If the right thumb is below the left thumb, they use their right brain more.

Students cross their arms. Tell them that if the right arm is above the left arm, they use their left brain more. If the left arm is above the right arm, they use their right brain more.

Have right-brained students go to one area of the room and left-brained students go to another.

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Simple Decision-Making Energizer

Purpose:

Materials:

To promote a discussion on easy and more difficult decisions

None required

ASCA Standards:

PERSONAL/SOCIAL DEVELOPMENT		
Standard B:	Standard B: Students will make decisions, set goals and take necessary action	
to achieve goals.		
PS:B1	Self-Knowledge Application	
PS:B1.1	Use a decision-making and problem-solving model	

Directions:

When beginning a decision-making lesson, have the students make simple decisions.

Ask:

Would you rather go to a fast-food restaurant that serves hamburgers (Point to the right side of the room.) or pizza? (Point to the left side.) Tell the students to move to the side of their choice.

Would you rather have a cell phone (Point to the right side.) or an *iPod*[®]? (Point to the left.) The students move to the side of their choice.

Continue, pointing to the side of the room to which the students should move.

- Which color do you like best—red or blue?
- Would you rather have an orange or an apple?
- Would you rather visit California or Florida?
- Would you rather go to the mountains or the ocean?
- Would you rather play/watch basketball or football?

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Fly[×]Swatter[×]II

Purpose:

Materials:

To identify feeling words from their meanings

For the leader: 2 fly swatters

□ Board and marker

ASCA Standards:

PERSONAL/SOCIAL DEVELOPMENT					
Standard A: Students will acquire the knowledge, attitudes and interpersonal					
skills to help them understand and respect self and others.					
PS:A1	Acquire Self-Knowledge				
PS:A1.5	Identify and express feelings				

Number of Players:

Classroom

Directions:

Write each of the following feeling words in a separate circle.

Miserable, Confused, Disappointed, Blissful, Frustrated, Hurt, Envious, Proud, Content, Furious, Exhausted, Eager, Lonely, Supported

Divide the students into two teams. Have one student from each team come to the board. Give each student a fly swatter. The first student to cover the circle with a fly swatter, that has the correct answer, gets a point. They sit down and the next two students come up. Repeat this procedure this until everyone has a turn. The team with the most points wins.

Questions using the feeling words:

- Drained, very tired (exhausted)
- Very mad (furious)

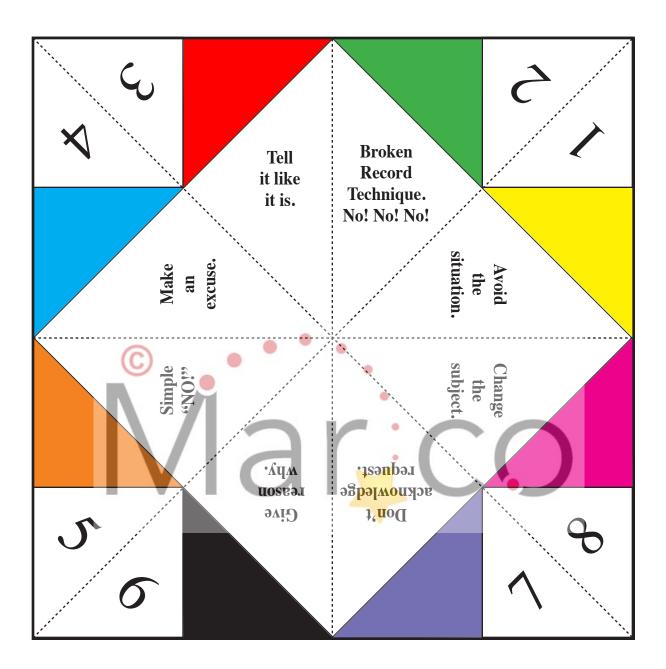
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THE FOLLOWING SAMPLES ARE REPRODUCIBLE/PRINTABLE PAGES INCLUDED ON THE CD-ROM

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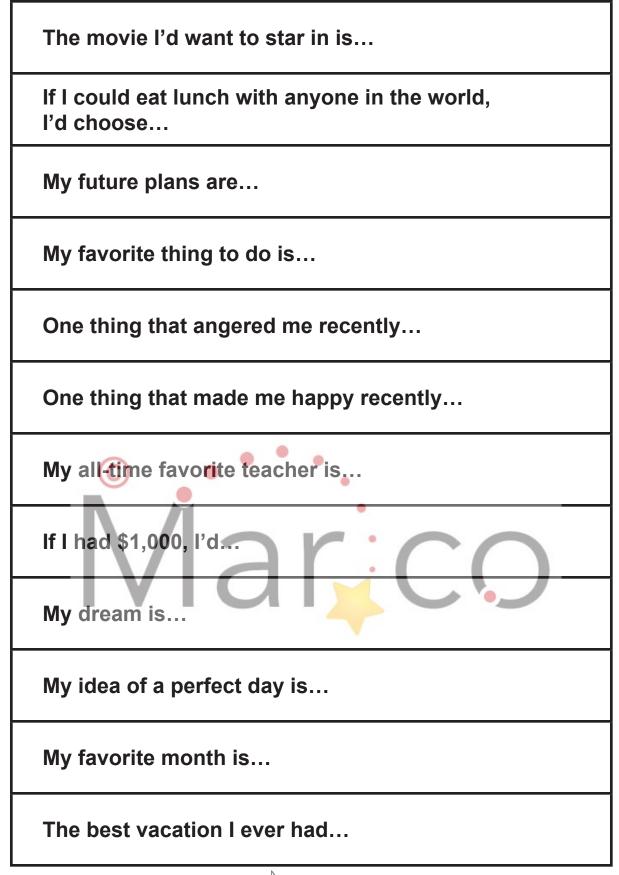
This Positive Message is for:	× · · * · · * · · *
This Positive Message is for:	

WAYS TO SAY "NO" Catcher



OPEN-ENDED STATEMENTS

If I could visit anywhere, it would be
If I could go back in time, I'd want to live
I'd like to visit…
I hope to some day
The best thing about my best friend is
I'd like to complain about
It just takes too long to
My favorite movie is
My favorite song/musical group is
If I could get a call from anyone, I'd want it to be



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If I were principal of this school, I'd...

I had and lost...

If a book was written about me, the title would be...

One thing I hope to accomplish in my life is...

Other kids...

If I could choose a different name, I'd choose...

Tell about your pets. If you don't have one, tell about a pet you wish you had.

A risk I took was...

Would you want to work for yourself if you were the boss? Why or why not?

If one of your teachers could be your older brother or sister, whom would you choose?

The best advice I ever received was...

POWER BEADS

Each bead represents a reason to stay drug-free.

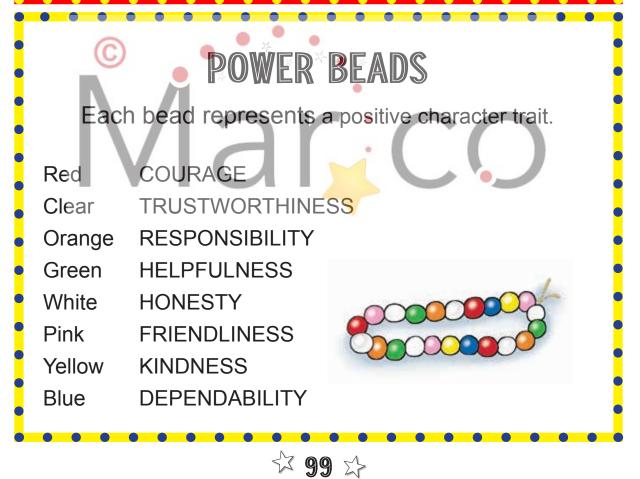
RedLOVE for family, friends, yourselfClearCLEAR mind, free of drugsOrangeENERGY, staying active

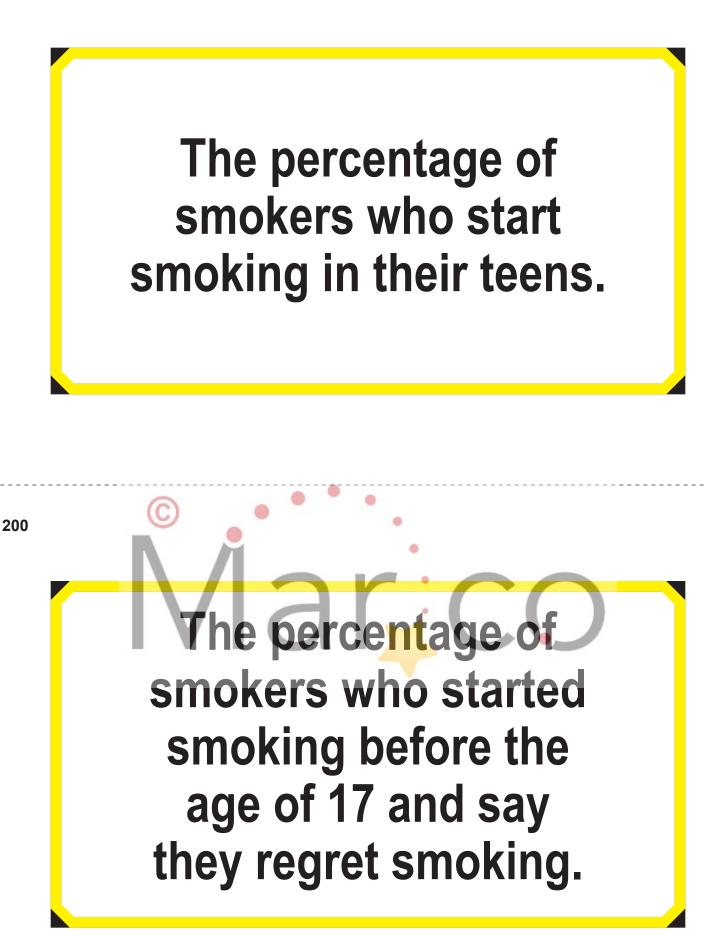
Green RESPECT for yourself and others

White CONTENTMENT, peace of mind

Pink HEALTH, a body free of drugs and alcohol

- Yellow HAPPINESS, laughter
- Blue DREAMS, reach for yours





Name: _____

Grade:	
Date:	

	<i></i>		"•••••••••••••••••••••••••••••••••••••
Mark with "P" for <i>Personal</i> ,	"A" for Academic	"C" for Career	"S" for Social

Mark with "P" for Personal, "A" for Academic, "C" for Career, "S" for Social											
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COMMENTS/NOTES: