

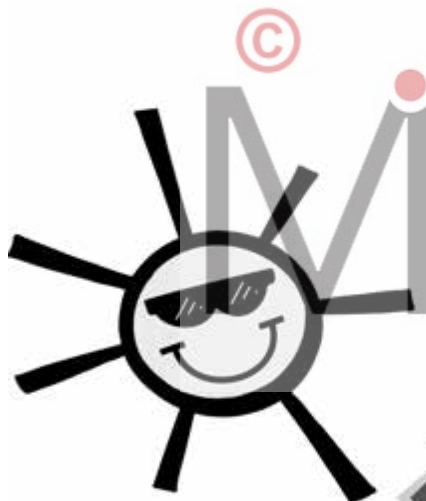
FOR GRADES

**K-5**



# **YEAR-ROUND CLASSROOM GUIDANCE GAMES**

MONTHLY GAMES, LESSONS, AND ACTIVITIES  
FOR CLASSROOMS AND SMALL GROUPS



©

Mar:co

By  
Marianne Vandawalker



**YEAR-ROUND CLASSROOM GUIDANCE GAMES**

**GRAPHIC DESIGN:** Cameon Funk

10-DIGIT ISBN: 1-57543-149-1

13-DIGIT ISBN: 978-1-57543-149-9

**REPRINTED 2009**

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PUBLISHED BY MAR\*CO PRODUCTS, INC.

1443 Old York Road  
Warminster, PA 18974

1-800-448-2197

[www.marcoproducts.com](http://www.marcoproducts.com)

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# INTRODUCTION

Guidance activities can be integrated with other school programs, and *Year-Round Classroom Guidance Games* is a tool to help relate the guidance program to classroom activities. When counselors sprinkle guidance-related topics with seasonal themes like snowflakes, flowers, or leaves, students relate guidance lessons to the total curriculum.

*Year-Round Classroom Guidance Games* includes lessons on the primary counseling issues that need to be presented and practiced in the general school population. The book also provides in-depth exercises for small-group counseling.

In the elementary setting, bulletin boards, math, spelling, writing, reading, and even field trips may be centered on the season or holiday. This book offers guidance lessons related to seasonal themes and includes lessons on:

- Social Skills
- Good Character
- Manners
- Study Skills & Goal Setting
- Responsible Decisions
- Friendship
- Conflict Resolution
- Listening
- Patriotism
- Remembrance & Respect



Although this book associates lessons with certain holidays/months, some lessons, such as *Some Like It Hot* (anger management), may be presented at any time of the year. *Majesty's Manners* give students an opportunity to practice good social skills, an ongoing necessity for young people as they continue to develop and change. In *I Spy*, students practice listening, a skill classroom teachers will appreciate your help in developing. *Wild Thing's Choice* teaches students how to make good decisions, helping guide them through a successful school year. *In And Out Of The Corn Maze* and *Let's Stick Together* teach students to develop friendship skills, an important part of getting along with others and preparing to meet life's challenges.



# WILD THING'S CHOICE

## Responsible Decisions/Fall Celebration/Grades 3-5

### PURPOSE:

To help students distinguish good decisions from poor decisions

### OBJECTIVE:

For the class to reach predetermined points by having the students vote for the most appropriate decision

### MATERIALS NEEDED:

For each student:  
None

For the leader:

- Wild Thing Mood Cards (page 31)
- Wild Thing Stick-Puppet Pattern (pages 32-33)
- Cardstock or paper
- Large craft or paint stick
- Scissors
- Markers
- Cardstock or paper and cardboard
- Glue
- Yarn, glitter, fabric (optional)
- Chalkboard and chalk



### GAME PREPARATION:

Following the directions on page 32, make two Wild Thing Stick Puppets. Reproduce the Wild Thing Mood Cards on paper or cardstock and cut the cards apart. Laminate the cards for durability (optional).

### PROCEDURE:

- ▶ Discuss appropriate and inappropriate decisions and the type of consequences that might result from inappropriate decisions. As an example, ask the students to suggest an

# TURKEY GOBBLIE-GOOK

## Responsible Decisions/Thanksgiving/Grades 2-5

### PURPOSE:

To teach students to recognize poor decisions

### OBJECTIVE:

To win by finding the most turkeys

### MATERIALS NEEDED:

For each student:  
None

For the leader:

- Gobblie-Gook Poor Decision Cards (pages 56-57)
- Turkey Cards (page 58)
- Cardstock or paper
- Scissors



### GAME PREPARATION:

Reproduce 12 sets of the Turkey Cards (120 cards) on paper or cardstock. Reproduce the Gobblie-Gook Poor Decision Cards on paper or cardstock. (Note: You may use the blank card to write an additional situation.) Cut the cards apart. Laminate the cards for durability (optional).

### PROCEDURE:

- ▶ Distribute three Turkey Cards to each player. Explain that some are marked with a star for protection. Tell the students not to show their Turkey Cards to anyone. Put the rest of the Turkey Cards in a pile on the leader's desk.
- ▶ Explain the game by saying:

**I will read a Gobblie-Gook Poor Decision Card aloud to the first player seated in a row. That person gets a chance to give a reasonable explanation of why the decision was a poor decision.**



# HERE COMES FROSTY

## Social Skills/Holiday Season/Grades K-2

### PURPOSE:

To teach students to explain what has been done wrong or right by reacting with good or bad manners

### OBJECTIVE:

To be able to continue to be a snowman/woman for three rounds

### MATERIALS NEEDED:

For each student:  
None

For the leader:  
 Good/Bad Manners Cards (pages 64-65)  
 Cardstock or paper  
 Scissors

### GAME PREPARATION:

Reproduce the Good/Bad Manners Cards on paper or cardstock and cut the cards apart. Laminate the cards for durability (optional).

### PROCEDURE:

- ▶ Introduce the game by saying:

***At this time of year, many children hope to receive gifts. Do you know what someone might do in order to not receive the gifts they want? (Children who are naughty may not receive the gifts they want.)***





# SNOWBALL A FRIEND

Friendship/Winter/Grades 1-5

## PURPOSE:

To give students an opportunity to practice using positive ways to keep friends and to recognize negative statements that block friendships

## OBJECTIVE:

To win for your team by recognizing negative statements that block friendships and by changing the negative statements into positive statements

## MATERIALS NEEDED:

For each student:  
None

For the leader:

- Friendship Statements (page 85)
- 20 cotton balls
- Masking tape
- Friendship Snowball (soft ball or sponge)

## GAME PREPARATION:

Reproduce the Friendship Statements. Make 20 masking tape circles and affix one side of the tape to each cotton ball. Obtain a soft ball or a sponge.

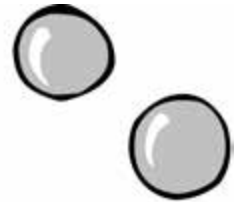
## PROCEDURE:

- ▶ Have the students discuss things people say or do that can end a good friendship or block one from forming. (Fussing, not sharing, not listening, not caring, telling secrets, talking behind a person's back, etc.)



# BUBBLE, BUBBLE

## Manners/Spring/Grades 1-5



### PURPOSE:

To enable students to give examples of good and poor manners in different situations

### OBJECTIVE:

To earn the most points for your team by popping bubbles and giving examples of good or poor manners for a situation

### MATERIALS NEEDED:

For each student:  
None

For the leader:

- Good And Poor Manners Situations (page 125)
- Bubble wand
- Bubble solution
- Chalkboard and chalk

### GAME PREPARATION:

Reproduce the Good And Poor Manners Situations.

### PROCEDURE:

- ▶ Introduce the activity by saying:

***We often hear the saying, "April showers bring May flowers." Today we are going to have a shower of bubbles. (Note: If you are presenting the activity in May, say a bouquet of bubble flowers.)***

***The class will be divided into two teams. Each person on the team will have a number, starting with #1. I will invite one team at a time to come to the front of the room and form a circle.***



# PIZZA PARTY

## Social Skills/End Of School Year/Grades 2-5

### PURPOSE:

To give the students an opportunity to practice good manners

### OBJECTIVE:

To keep the most slices of pizza for your group

### MATERIALS NEEDED:

For each student:

None

For the leader:

- Pizza Crust (page 152)
- Pizza Toppings (page 153)
- Cardstock or heavyweight paper
- Markers
- Scissors

### GAME PREPARATION:

Reproduce on cardstock or heavyweight paper enough copies of the Pizza Crust and Pizza Toppings for each group to have one of each. Use markers to color in the Pizza Toppings. Cut out the Pizza Toppings and the Pizza Crust. Cut apart the Pizza Toppings so there are eight slices for each piece of crust. Laminate the Pizza Crust and Pizza Toppings for durability.

### PROCEDURE:

- ▶ Introduce the lesson by saying:

***Today you will be discussing good manners. You will do this by listening to me explain different things about good manners. As you participate, you must show good manners by listening to others, respecting another's turn, raising your hands when you want to speak, contributing ideas, and being kind to others.***

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

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★

# WILD THING STICK-PUPPET PATTERN

This simple two-sided stick puppet is easy to make.

Make two puppets.

1. Reproduce the puppet patterns on paper or cardstock.
2. If you reproduced the pattern on paper, glue the pattern to cardboard.
3. Color the Wild Things. You may also decorate the shape with yarn, glitter, fabric, etc., to enhance the design of the puppet.
4. Cut out the shape.
5. Glue one pattern to the front of a craft/paint stick. Glue the other pattern to the back.





**COLOR**



**No one will speak to a new classmate because he/she doesn't look like the other students.**

*GOBLIE-GOOK POOR DECISION CARD*  
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**Someone deliberately kicks someone else on the school bus.**

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**Someone yells angrily at another person.**

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**Someone tells lies about a classmate.**

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**Someone runs down the halls.**

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**Someone runs into the Media Center.**

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**Someone throws food in the cafeteria.**

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**Someone pushes everyone in line.**

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**Someone spreads an unkind rumor about a classmate.**

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**Someone cheats on a test.**

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If someone wants you to break a school rule, refuse because you don't want to get into trouble.

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If someone knocks your books out of your hands, pick up the books and tell him/her to stop it.

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Let someone who is pushing go ahead of you at the drinking fountain.

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Let someone else be the first in line with his/her friend.

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Turn and walk the other way if there a fight is going on.

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If someone calls you a bad name, just walk away to stay out of trouble.

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Let the teacher know if someone physically hurts you.

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Let the teacher know if someone continually hurts your feelings.

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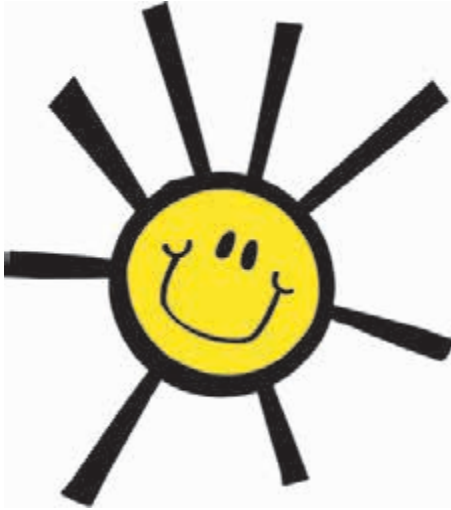
If classmates laugh at you for not doing your homework, decide to do the homework.

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If a classmate hands out papers and throws yours on the floor, pick up the paper and ask him/her to not to do it again.

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## GOOD TRAITS

Sharing with others  
Following directions  
Telling the truth  
Listening to the teacher  
Following rules  
Using acceptable language  
Being a good sport  
Being friendly  
Being positive  
Working hard  
Using good manners  
Being reliable  
Having self-control  
Acting responsibly  
Being kind  
Being loving  
Having patience  
Being helpful  
Being cooperative  
Being honest  
Being considerate  
Being determined  
Being humble or modest  
Being messy  
Telling in a dangerous situation



## POOR TRAITS

Being selfish  
Not following directions  
Lying  
Not listening to the teacher  
Not following rules  
Using foul language  
Being a poor sport  
Being unfriendly  
Being negative  
Being lazy  
Using poor manners  
Being unreliable  
Having no self-control  
Acting irresponsibly  
Being mean or bullying  
Being hateful  
Being bossy  
Making trouble  
Being jealous or stubborn  
Cheating  
Being inconsiderate  
Giving up  
Being conceited  
Being neat  
Tattling



**Slump in your seat.**

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**Keep your mouth open while you eat.**

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**Throw food on the floor.**

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**Track mud all over the floor.**

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**Throw your toys all over the house.**

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**Don't pick up your clothes.**

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**Wear the same socks every day.**

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**Tear up things that belong to others.**

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**Whine about something you want.**

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**Yell out to be first.**

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# HOME RUN MULTIPLE CHOICE SITUATIONS

(Correct answers are in boldface type.)



If someone asks you for your lunch money,

- a. give it to him or her.
  - b. tell someone in authority about it.**
  - c. yell at him or her.
- 

If the teacher doesn't call on you for an answer when your hand is raised,

- a. yell out the answer.
  - b. tell the teacher that you were never called on.
  - c. wait patiently for another chance to answer a question.**
- 

When the announcements are being made,

- a. it's time to talk.
  - b. tell the teacher something.
  - c. listen carefully to hear anything you need to know.**
- 

If you don't get to be the line leader,

- a. wait until next time to volunteer.**
  - b. whine until the teacher lets you be the line leader.
  - c. push everyone to show that you don't like the new line leader.
- 

When you're in the lunch line,

- a. take your time.
  - b. know ahead of time what you want, and make your selection.**
  - c. yell at people to hurry up and move.
- 

At the lunch table,











- a. save seats only for your friends.
  - b. tell people to move if you don't want to sit by them.
  - c. sit where there is an opening, and get acquainted with any kids you don't know.**
- 

If you don't like the lunch for the day,

- a. make a face at the lunch servers.
  - b. say thank you to the servers.**
  - c. make bad remarks about the food to your friends.
-

**COLOR**



<p>If counting to 10 doesn't cool you down, try counting to 20 or higher.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>	<p>Count backward from 10 and try to relax with each number. Repeat this if necessary.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>
<p>Stiffen your arms and hands to a count of 10. Then shake them loose to a count of 10. Repeat this if necessary.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>	<p>Lay your head on your arms or cover your face to a count of 10. Repeat this if necessary.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>
<p>Run in place and work your arms back and forth for a count of 100.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>	<p>Sit or stand and keep your legs very stiff for a count of 10. Then shake them loose. Repeat this if necessary.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>
<p>Blow out all of your breath to a count of 10. Then breathe in deeply to a count of 10.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>	<p>Do some exercise like toe touches very rapidly. Do as many as you can.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>
<p>Do as many sit ups as you can. Repeat this if necessary.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>	<p>Shut your eyes tight to a count of 10. Repeat this if necessary.</p>  <p><i>COOL DOWN CARD</i> YEAR-ROUND CLASSROOM GUIDANCE GAMES © 2007 MAR+CO PRODUCTS, INC. 1-800-448-2197</p>