

Learning Leadership



Social and Emotional Learning
Union School
2021-22

Mission:

Middle school students at Union School develop positive and effective leadership skills through actively engaging younger students in team-building scenarios.

Middle School Program Objectives:

- Students will be able to identify and discuss key components of Union School's PAWS values, the Choose Love curriculum, and the CASEL 5 during large and small group student-centered discussions, with discussions becoming progressively more student-led.
- Students will be able to identify and progress through the Six Steps of Problem Solving (Identify → Brainstorm → Evaluate → Pick → Try → Reevaluate).
- Students will be able to demonstrate leadership skills by guiding younger students through the Six Steps of Problem Solving.
- Students will be able to demonstrate PAWS values while leading group activities with younger students.

Timeline:

- March 31st
 - Activity: Peanut Butter Pit / Space Walk
 - PAWS Focus: Positive
 - Classroom Showcase: 7th/8th Grades
- April 28th
 - Activity: Tower Transfer
 - PAWS Focus: Accept Others
 - Classroom Showcase: 5th/6th Grades
- May 19th (Can't be 26th - Spring Showcase.)
 - Activity: Pipeline
 - PAWS Focus: We are a respectful community
 - Classroom Showcase: 3rd/4th Grades

- June 9th
 - Activity: Ball Up! / Dinosaur Egg
 - PAWS Focus: Strive to be your best
 - Classroom Showcase: PreK-2 Grades

Procedure:

1. On Thursday mornings, Mrs. Pitruzzello and Mr. LaMonica will combine specials for grades 5-8.
 - a. Social and Emotional Meeting Time - Incorporate PAWS, Choose Love, and CASEL 5.
 - i. Mix up groups: Full 5-8, 5th/6th & 7th/8th, mixed grades

Union School has PAWS!	Choose Love	CASEL 5
Positive	Courage	Self-Awareness
Accept Others	+ Gratitude	Self-Management
We are a respectful community	+ Forgiveness	Responsible Decision-Making
Strive to be your best	+ Compassion In Action	Relationship Skills
	= Choosing Love	Social Awareness

- b. Team-building challenges (PE, SEL components)
 - i. Students will go through the challenge. They'll be given a scenario, and walked through the steps of problem solving.
 - ii. After successfully completing the challenge, students will discuss how to be effective activity leaders, and practice walking the class and teachers through it.

Assess	1. Identify the scenario, problem, and rules.
Plan	2. Brainstorm all possible solutions.
	3. Discuss and think through all possible solutions.
Implement	4. Pick a solution as a group.

	5. Try it.
Evaluate	6. Evaluate the outcomes of the chosen solution.

2. During the first afternoon specials period (1:15 - 2:00), middle school students will lead these activities with elementary students, with safety supervision from Mrs. Pitruzzello and Mr. LaMonica.
 - a. Middle school students will have checklists & visual reminders of the Six Steps of Problem Solving, as well as scenarios, problems, and rules.
 - b. Supervision will be for safety - it will be up to the middle schoolers to effectively and patiently guide the elementary students through the scenario.
 - c. Activities will follow with a middle school debrief with Mrs. Pitruzzello and Mr. LaMonica.

3. The day will conclude with a full-school PAWS Rally.
 - a. Begin with celebration of the Learning Leadership scenarios.
 - b. PAWS Shoutouts - each teacher nominates 2 students, focusing on PAWS value of the month.
 - c. Classroom Showcase - One class will show off something they've done or worked on.

Peanut Butter Pit: (March)

Materials:

- 4 Cones (to mark beginning and end)
- Portable Stepping Stones (poly spots, carpet squares, newspaper, etc.)

Set-Up:

- Place two cones approximately 10 feet apart (sideways) to mark the beginning, and the other two cones approximately 30* feet away [*or grade-appropriate distance], forming a rectangle, to mark the end.
- Place the portable stepping stones at one end, just outside the rectangle.

Objective:

- To have all team members cross without touching the ground.

Rules:

- If anybody touches the ground between the cones, we all have to start over.
- The discs cannot slide on the ground. If they do, they disappear.

Scenario:

This is a Peanut Butter Pit, and we need to make it across!

If your shoes touch the pit, you'll get stuck and won't be able to keep going. If anybody touches the Peanut Butter Pit, the whole class has to start over.

These are specially treated Fluff Discs (Squares, etc.), which keep us safe from the peanut butter. You can use them to make it across.

However, if you slide them, they'll melt into the peanut butter and disappear. No sliding!

You can place them wherever you want. After you use them, you can pick them up and use them again - as long as they don't slide across the peanut butter!

You all have to make it across without anybody getting stuck in the Peanut Butter Pit. Good luck!

Advanced Version - Space Walk:

Upgrades:

- Make the distance to travel much further and/or add turns.
- The portable stepping stones have to be large enough for two players to be involved - either touching, standing, or stepping.
- Players are traveling through space to the other side of the space station.
- Special squares that work with their spacesuits to help them cross. Without them, they'll drift off into space, and the whole team will have to start over.
- If the squares enter space and lose contact with a person, they'll disintegrate. If that happens, they are gone forever - the team doesn't get them back, *even if they start the activity over again*. If the squares lose contact for even a split second, take them right away and set them to the side.

Objective:

- To have all team members cross without touching the ground.

Rules:

- If anybody touches the ground between the cones, we all have to start over.
- If the discs slide on the ground, they disappear, *even if the activity restarts*.

- If a disc is left alone on the ground, it disappears, *even if the activity restarts*.

Scenario:

Alright astronauts, we need to cross to the other side of the space station, so it's time for a space walk!

To get across, you'll need to use these special Space Disks (Squares, etc). If you step off of them, you'll drift off into space and the whole team will have to start over.

The discs can't move if somebody is touching them, so if you slide them, they'll break and vanish into space. But as long as they don't slide, you can put them wherever you want to.

The problem with these space discs is that they disintegrate if they're in space without astronaut contact. If you start to use a disc, and they're left alone in space, you'll lose them for the rest of the activity. *You won't even get them back if you start the activity over again - they're gone for good!*

You all have to make it across to the space station without letting anybody drift off into space. Good luck, astronauts!

Tower Transfer: (April)

Materials:

- 6 different-sized boxes
- 3 poly spots, carpet squares, newspapers, etc. (for stacking boxes on)

Set-Up:

- Place the three poly spots in a line, 5-10* feet apart [or grade-appropriate distance].
- On one of the end spots, stack the boxes with the largest on the bottom up to the smallest on top.

Objective:

- To rebuild the tower in the finishing zone.

Rules:

- Only one box can be moved at a time.
- A larger box may never be placed on top of a smaller box.
- The transfer zone may be used to temporarily hold one box or one stack of boxes.
- Each team member may only touch a box with one hand.
- You must use at least two team members to move each box.
- Every team member must move at least one box.

Scenario:

In this activity, there are 6 boxes and 3 zones (spots). There is a start zone (where the boxes are stacked), a transfer zone in the middle, and a finishing zone at the end.

Your challenge is to rebuild this tower in the finishing zone in the correct size order, from biggest on the bottom to smallest on the top.

(For this scenario, read the rules as a list.)

Pipeline: (May)**Materials:**

- 2.5” diameter PVC pipes, approx. 12” long, cut in half
- Round objects of various sizes and weights (golfballs, marbles, ping-pong balls, etc.)
- Canister for landing objects in [recommended: canister should fit pipes for storage]
- Cone for marking the starting point.
- Optional: Additional cones for marking turns.

Set-Up:

- Place the canister approximately 20 feet [or age-appropriate distance] from the cone.
 - Note: This can be made more difficult for later rounds by increasing distance.
- Each player should be given one pipe.

Objective:

- To get the objects into the canister.

Standard Rules:

- If the rolling object touches anything other than the pipes (incl. fingers), the team must start over from the cone.
- Players cannot move their feet while the rolling objects are in contact with their pipes.
- If the rolling object or any player knocks over the canister, the team must start over.
- Each team member must pass the rolling object at least once each round.

Optional Rules:

- Pipes cannot touch other pipes.
- Players cannot move their bodies at all while the rolling objects are in contact with their pipes.
- If the canister is knocked over, all rolling objects are removed from the canister and the team starts the entire activity over from the beginning.

Scenario: *Note: There are many versions of this scenario. Be creative and add your own twist!*

We're all stranded on a deserted island, and our plan needs power to get us back in the air. Our plane is powered by round batteries, which are all the way over there, and we need to get them to the plane's battery canister.

The batteries are filled with so much electricity that we can't touch them, and if they land on the ground they discharge and we have to start over. Thankfully we have enough electric-proof pipe pieces for everybody to have one, which we can use to get the batteries to the canister! However, they are only electric-proof if the person holding isn't walking - so if the battery is on your pipe, you can't be moving around!

You need to work as a group to get the batteries from the cone to the canister without the batteries touching the ground, anybody's fingers, or anything else that isn't a pipe!

Ball Up!: (June, easier option)

Materials:

- A tennis ball, or any other object to be lifted

Set-Up: none

Objective:

- To lift the ball over everybody's heads with each teammate using one fingertip.

Rules:

- Each teammate can only use one fingertip.
- Each teammate has to be making contact with the ball at the end.

Scenario:

Your group needs to get this ball up off the ground and over everybody's heads. You may each touch the ball with only one fingertip!

COVID: Consider using larger objects to allow for greater spacing. (Hula hoops, foam dodgeballs, beach balls, volleyballs etc.)

Dinosaur Egg: (June, harder option)

Materials:

- 1 large ball (cage ball, exercise ball, etc.)
- 2 hula hoops
- Optional: Equipment to transport the egg (ropes, sticks, blankets, etc.)

Set-Up:

- Place the hula hoops approximately 20 yards apart [or an age-appropriate distance]. These are the nests.
- Place the large ball inside one of the hula hoops.
- Optional: Provide the team with equipment to transport the egg.

Objective:

- To move the large ball to the other hula hoop.

Rules:

- Team can only move the large ball using the way the scenario describes (just foreheads, just elbows, just sticks/ropes/blankets, etc.)

Scenario:

You have discovered a rare dinosaur egg. The egg has been preserved so that there is a live dinosaur growing inside. Your task is to lift this egg and

gently move it to its nest. However, your entire group must lift and move the egg together - and you can only use _____ . Be gentle!

When using equipment, you may need large objects that are lighter, less round, or less smooth.