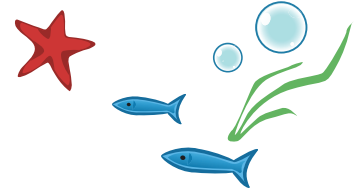


We Are a Class of Helpers



Objectives:

In this lesson, your students will:

- work as a team to create a caring classroom environment
- focus on specific behaviors that build an atmosphere of kindness and respect
- explore how to use these good behaviors to be class helpers

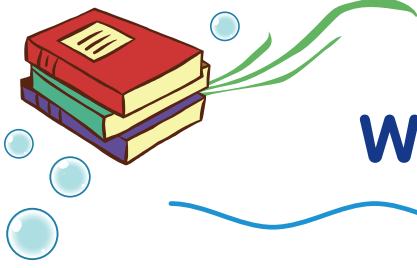
Materials for Week 2:

- scissors, tape or glue
- markers or crayons
- long sheet of blue craft paper
- *We Are a Class of Helpers* poster (see www.mcfinnexplorekindness.com)

Finn Break 4:

1. Begin by discussing the *We Are a Class of Helpers* poster, or use your own list of classroom guidelines. Go over each item listed.
2. Help students think about what could happen if the guidelines are not followed. Pose specific what-if questions, such as, “What could happen if someone shoved on the way to lunch?” or “What could happen if we left trash on the floor?” Help students see concrete outcomes of both helpful and hurtful actions.
 - What happens if we throw away trash? (Our class stay clean.)
 - What happens if we use kind words? (We feel safe and happy.)
 - What happens if we yell during lessons? (People cannot hear or learn.)
 - What happens if we say hi to someone new? (The person will feel welcome.)
3. Help students be specific when naming actions and how those actions affect others.
4. Use this discussion to review or revise your classroom’s current rules or behavior guidelines.





Week 2

We Are a Class of Helpers

Finn Break 5:

1. Make a copy of the *Kindness Cove* sheet for each student and distribute.
2. Inside the shell shapes, have students draw one specific way to be a helper in the classroom. This is a chance for them to be creative. If students need help, try these suggestions:
 - Help someone with a chore
 - Pick up trash you see on the floor
 - Write a thank-you note for a school worker
 - Clean something without being asked
 - Hold the door open for a grown-up
 - Let someone else go first in line
 - Take your seat quietly
 - Raise your hand to ask a question
 - Stay still and quiet in line
3. Use a long blue sheet of craft paper to decorate a wall in your classroom. Label this sheet with the words, “Now Entering Kindness Cove.”
4. Display all *Kindness Cove* sheets on the craft paper.
5. Talk about each sheet, allowing students to comment in their own words. Whenever someone models one of the behaviors, use the display to recognize and praise it.

Connect to MATH

Buddies help each other and work together. Problems are easier to handle when we have buddies to help.

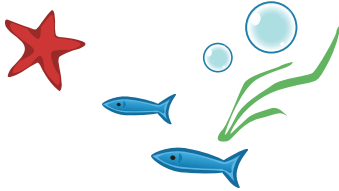
Spread out 100 counting objects (poker chips, pom poms, etc.) Place an open jar next to the objects. Time how long it takes one student to put all of them in the jar. Write the time on the board. Next, see how long it takes two students to put all the objects in the jar, then three students. Write the results on the board. What happens when buddies use teamwork?

How can students work together in other ways to solve a problem or make a job easier?

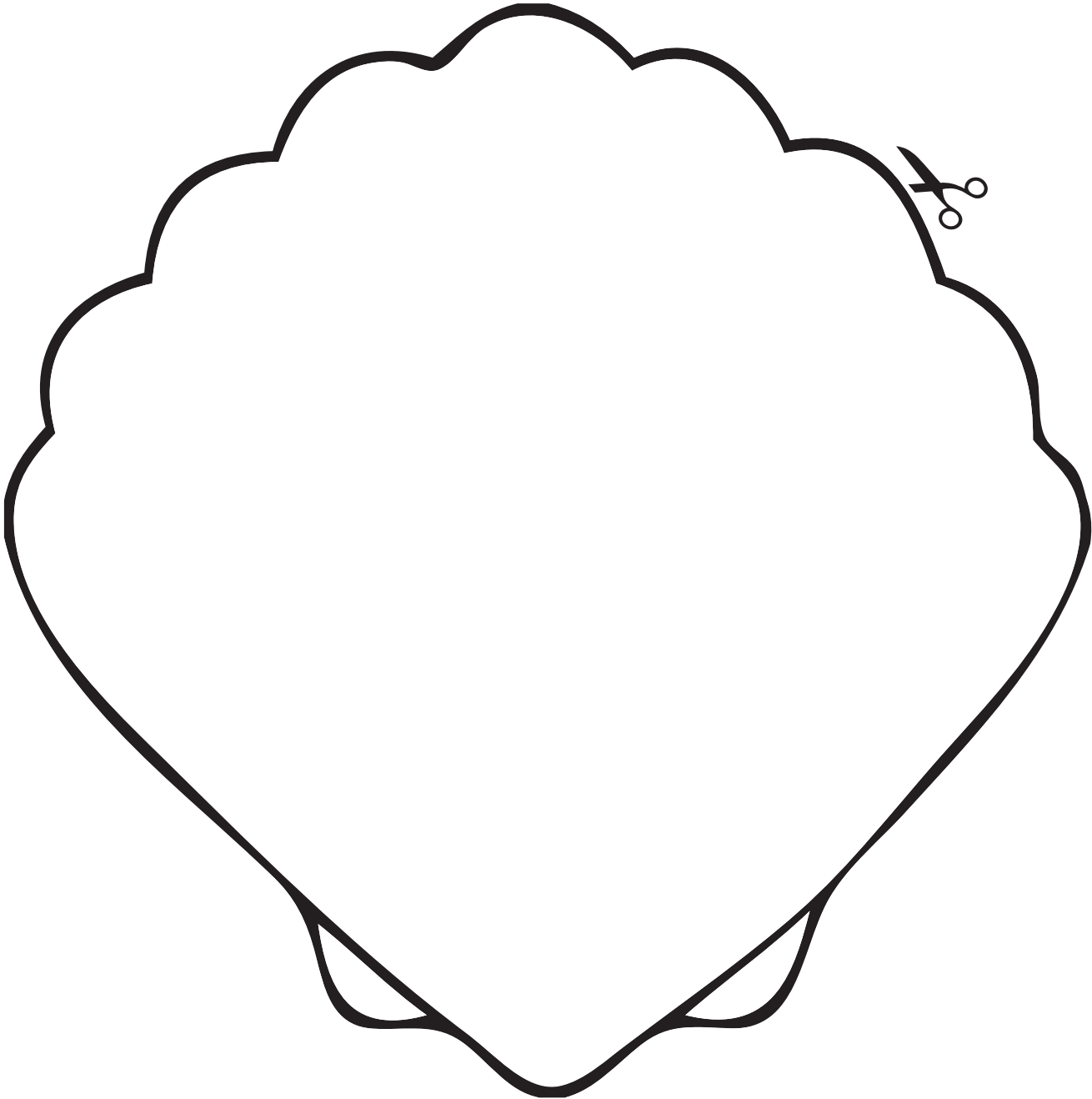
Teacher Tip

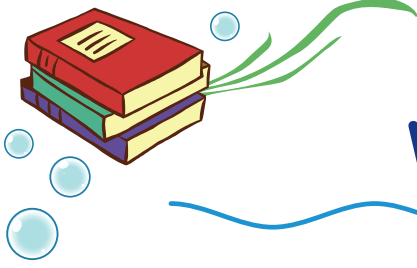
Allowing students to contribute to your classroom environment will make them feel valued and included. Have a weekly class vote on simple things like posters, plants or background music. Listen to their likes and dislikes. This will help everyone feel connected to their classroom community.

Kindness Cove



In the shell, draw a way you can be a helper in your classroom.





We Are a Class of Helpers

Finn Break 6:

1. Pass out a copy of the *Inky's Hands* sheet to each student. Group students into cooperative pairs. Explain that everyone will give his/her partner a "helping hand" to complete the worksheet.
2. Students should turn their worksheets upside-down and place both hands under Inky's head, thumbs tucked under their palms. Each partner should help the other by tracing the partner's fingers with a pencil to make eight legs for Inky.
3. Use the diagram below to help students place their fingers in the correct place. In the body of Inky, each student should draw a way to be helpful to a friend. On Inky's legs, higher learners can write examples of ways to help. Examples include:
 - Share a snack
 - Tell a joke to a friend who is sad
 - Sit with someone who is alone
 - Show someone your favorite game
 - Say something nice about a friend
 - Help someone who falls down
 - Say hello to someone you don't know
 - Invite a new student to play
4. Afterward, allow students to color their worksheets with markers or crayons.
5. Display sheets on the "Kindness Cove" wall along with the sheets from Finn Break 2.



Inky's Hands

