

SOCIAL AWARENESS

know yourself

- childrens literature

- Compliment relay
- blob tag
- * peace maker project *

(read books about diversity)

mystro

maestro
one person starts a rhythm and everyone else follows

putting yourself in other people's shoes

nose-goes

- asking questions
- reflection
- share circle (show & tell)
- banana tag
- compliment chain
- making cards ~~*PT~~

- * Sharing
- * Peace Hands
- * Human Bingo
- * * Continium
- * Human Knot
- * Rainstorm

- Listening to others & their opinions
- Not hogging the time during peaks & valleys & actual objects
- Letting others speak
- Treating people w/ respect / kindness
*kindness

SELF Awareness

-weather forecast check-in

- Windshield wiper
 - Breathing check-in
 - Thumbs up / Thumbs down
 - Being able to say I'm happy/sad
 - Leading Questions
 - Rose bud throne / Peaks + Valleys
 - Games ~~ex~~ Where the wind blows
 - Meditation/relaxation
 - Clap ~~one~~-attention grabbers
 - Self love ♥
 - Chain-bow
 - "Shake out"
 - ^{*}Debrief
 - Labeling emotions
 - Optimistic closure
 - ^{*}Peace corner ^{*}
- Simon says
 - red light-green light
 - puzzle piece

SELF MANAGEMENT

- model out-loud Calming Strategies

5 deep breaths

YOGA meditation - "Imagery"

Chimes

rhythmic music / actions

calm voices

dream board

* whole body listening

* peace corner

* communicating w/ others

* discuss & contract

* shake out

* draw

* Freeze tag, blob tag

* games where you get "out" → Gaga ball, ~~ball~~

* Playing an active game → Peaceful game

* ~~catch~~ Catch a bubble

* Museum game

* Freeze Dance

* Coloring

- acting appropriately

- reward good behavior

- stay seated

- good Sportsmanship

- Peace corner

- attention getters

- Peace contract

- relay races

- taking turns talking



- Maestro

- Sharing

DECISION MAKING

- pointing out when student's actions make a positive difference for the group

* teamwork

- * presenting options
- * choose groups on their own
- * choose craft materials → loose parts play
- * find the path game
- * Taking turns
- * sharing  
- * DUCK, DUCK, GOOSE
- * "I+" game
- * choosing what color marker
- * Scheduling
- * "Blank" game (they choose)
- * ~~Debi~~ Nominations

- * considering options
- * choose games
- * Peace Contract
- * choosing good behavior
- * being adaptable
- * having their own ideas for games
- * consider others ideas
- * choosing the "leader"
- * ~~game~~ having stations
- * Simon Says
- ♥ pros and cons
- ♥ maestro
- ♥ peaks : valleys

SOCIAL RELATIONSHIPS

- structured greeting/welcome

- teamwork

- icebreakers
- using names
- new groups

- Debrief

- Complement relay

- Mime game

- Solving problems (together)

- Puzzle pieces

- making a friend

- making cards for each other
- conversations
- "all my friends" (Red Rover 2.0)
- high fives / hand shakes
- finding things in common

- * chain bow
- * Flower Petals
- * Making Conversation
- * Classroom Routine
- * Sharing
- * Human Knot
- * Cooperative Musical chairs

peaks + valleys

~~where the big wind blows~~

- greeting people
- big wind blows
- communication games
- labeling games
↳ emotions
- community theme