



Rules and Expectations: Drawing with Mr J Syllabus

Mr. J invites students to draw along as they discuss rules and expectations and why we have rules in the first place. Explore how to help students share the importance of emotions and experiences.

Contact Hours: 1

Course Learning Objective:

Learners will explore Speedy Desserts, an episode of Drawing with Mr J, to use as a morning routine supporting students in making healthy choices to follow rules and expectations with others.

Demonstration of Learning:

Complete the Learning Artifact Survey describing how you shared the episode, Speedy Desserts, with students including 3 drawings from students.

Course Structure:

This course consists of three parts.

1. Watch - Participate in a live session or watch the recorded session to learn about the skills you will need to complete the course.
2. Learn by Doing - Complete this activity to practice the skill(s) presented.
3. Learning Artifact - an activity to apply knowledge or reflect on practice in your setting required for course credit.

Learning Artifact/Demonstration of Learning:

Answer questions on the survey after watching the Drawing with Mr J episode, Speedy Desserts Include 3 drawings created in the video challenge.

Skills Checklist

- ☐ Explore how to integrate a drawing challenge with your students.
- ☐ Open and guide conversations to check in with students to build stronger friendships by working together even when you disagree



- ☐ Collaborate colleagues and families using Drawing with Mr J

Resources:

- ☐ [Drawing with Mr. J | Episode 4.4: Speedy Desserts](#)
- ☐ [Video Companion Guide](#)
- ☐ [Speedy Desserts](#)

- ☐ **Professional Articles and References**
 - ☐ [The Powerful Effects of Drawing on Learning](#)
 - ☐ [Improve your Learning with SEL](#)
 - ☐ [Personalized Learning Alignment to SEL](#)

Learning Artifact:

- ☐ [Rules and Expectations Learning Artifact](#)

Standards:

Ohio Educator Standards

- 4 Teachers plan and deliver effective instruction that advances the learning of each individual student.
- 5 Teachers create learning environments that promote high levels of learning and achievement for all students

ISTE Educator Standards

- 2.1. Learner Teachers
 - continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning. Teachers:
 - 2.1.b. Pursue professional interests by creating and actively participating in local and global learning networks.
 - 2.1.c. Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.
- 2.5. Designer Teachers
 - design authentic, learner-driven activities and environments that recognize and accommodate learner variability. Teachers:



2.5.a. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.

2.5.b. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.

2.5.c. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning

