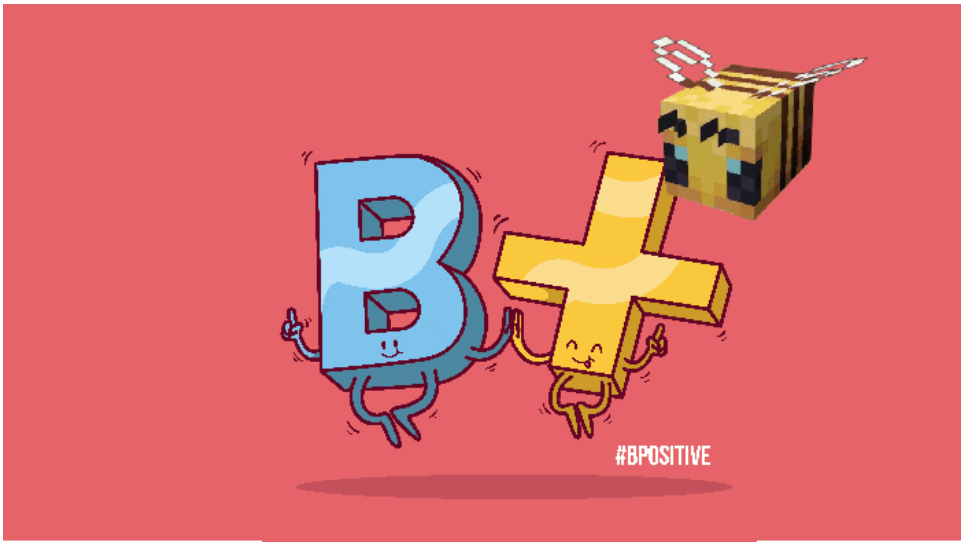


Positive Relationships

ONLINE CODING

Intermediate

Title of Lesson: Positive relationships	
Overview/Purpose: Teach students that treating others how they like to be treated is fundamental to building positive and lasting relationships.	
Suggested Grade Level: Grades 7-8 Original Author: Kai's Edu	**Standards Alignment:** *Click Here*
Learning Target/s: what scholars should understand and be able to do.	Students should understand the importance of establishing and maintaining healthy and meaningful relationships with others.
Pre-assessment: determine base knowledge, what	Recognising and accepting other people's unique personality: strengths, weaknesses, feelings, and

<table>
<tr><td>holes need to be filled for students to be successful at the current learning target/s.</td><td>emotions will help establish a pathway for positive relationships. Being able to praise others for their success and empathize/help those less fortunate/able is an important life skill and good for a student's character development.</td></tr>
<tr><td>Check for understanding: formative and informative checks to measure the progress of learning target/s.</td><td>Positive relationships can develop a student's social skills, communication, and confidence, leading to lasting friendships with diverse people.</td></tr>
<tr><td>Materials needed:</td><td rowspan="2">Questioning:
What can I do to create positive relationships?
Praise others for their successes
Empathize/help those with a problem
Be loyal to your friends
Encourage new friendships
Avoid disruptive people
Avoid conflict</td></tr>
<tr><td>Key Vocabulary:</td></tr>
<tr><td>Lesson steps for teaching the lesson/activities.</td><td>Three people (cubes) and oil slicks are scattered around the board.
Blue: Sad person
Green: Successful person
Red: Lonely person
Black oil slick: Disruptive people
Balloons are scattered around the board.

Players must:
Pick up and take a balloon to the sad person to make them happy.
Go to the successful person to congratulate them on their success. (Using a speech bubble).
Pick up the lonely person and use Picasso to draw a line as you show them the way a 'Friend' corner.
The bad oil slicks must be avoided (Spinning if</td></tr>
</table>

	you hit one). The first to finish is the winner.	
Remediation:	Enrichment:	Additional Resources:

Try code ‘n play Kainundrum:
https://kainundrum.com/work/work--0ewGz2Yvl5vCfJjyp3sHmrKoShN2G98V

It’s a maze race, so time counts.

Blue cube: Sad person, he deserves a balloon
Green cube: Successful person, uses speech bubbles to congratulate him (coding needed)
Red: Lonely person, paint a trail and take him to the friend group
Black oil slick: Disruptive people, avoid these