



## Positive Relationships



Intermediate

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

holes need to be filled for students to be successful at the current learning target/s.	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.
<b>Check for understanding:</b> formative and informative checks to measure the progress of learning target/s.	Positive relationships can develop a student's social skills, communication, and confidence, leading to lasting friendships with diverse people.
<b>Materials needed:</b>	<b>Questioning:</b> What can I do to create positive relationships? <ul style="list-style-type: none"> <li>• Praise others for their successes</li> <li>• Empathize/help those with a problem</li> <li>• Be loyal to your friends</li> <li>• Encourage new friendships</li> <li>• Avoid disruptive people</li> <li>• Avoid conflict</li> </ul>
<b>Key Vocabulary:</b>	
<b>Lesson</b> steps for teaching the lesson/activities.	Three people (cubes) and oil slicks are scattered around the board. <ol style="list-style-type: none"> <li>1 Blue: Sad person</li> <li>2 Green: Successful person</li> <li>3 Red: Lonely person</li> <li>4 Black oil slick: Disruptive people</li> </ol> Balloons are scattered around the board. Players must: <ul style="list-style-type: none"> <li>• Pick up and take a balloon to the sad person to make them happy.</li> <li>• Go to the successful person to congratulate them on their success. (Using a speech bubble).</li> <li>• Pick up the lonely person and use Picasso to draw a line as you show them the way a 'Friend' corner.</li> <li>• The bad oil slicks must be avoided (Spinning if</li> </ul>

	<p>you hit one).</p> <p>The first to finish is the winner.</p>	
<b>Remediation:</b>	Enrichment:	Additional Resources:

Try code 'n play Kainundrum:

<https://kainundrum.com/work/work--0ewGz2YvI5vCfJjyp3sHmrKoShN2G98V>

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