CLASSROOM AND SMALL GROUP ACTIVITIES FOR TEACHERS,

COUNSELORS, AND OTHER HELPING PROFESSIONALS

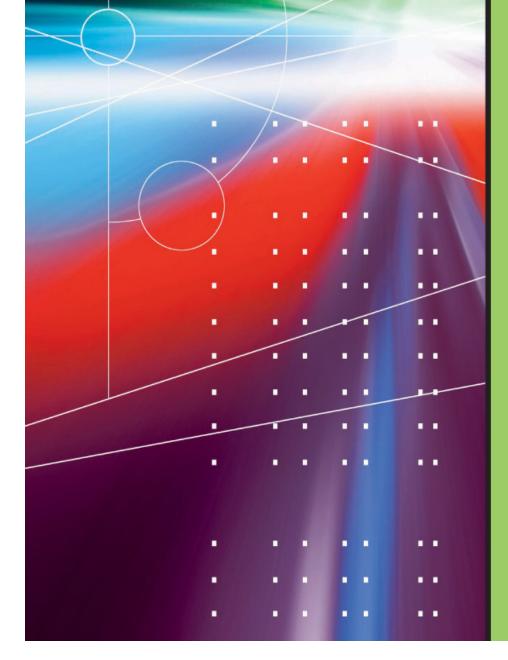
VOL. I

Pre-K–12 & Beyond

Self

Decision Making/ Problem Solving

Tommie R. Radd, PbD



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VOL I

Pre-K-12 & Beyond

Self

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Tommie R. Radd, PhD



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Publications by Grow With Guidance[®]

The following lists the most recent books available through Grow With Guidance[®]. The first edition of the Grow With Guidance[®] System was published in 1985, followed by the second edition in 1993 and 1996. *Getting From Here to There ...Education for the New Millennium*, published in 2000, was the first discussion book that provided an overview of the system framework. In addition, the tested and proven system is discussed in numerous professional publications. As of 2014, the entire System is now available in digital e-book formats.

Radd, T. R. (2014). *Teaching and Counseling for Today's World Pre-K-12 & Beyond Second Edition* Columbus, Ohio: Grow With Guidance. ISBN: 978-1-878317-58-2

Radd, T. R. (2014). *Teaching and Counseling for Today's World Pre-K–12 & Beyond Second Edition*, e-book. Columbus, Ohio: Grow With Guidance. ISBN: 978-1-878317-61-2

Radd, T. R. (2007). *The Grow With Guidance® System Manual Third Edition*. Omaha, Nebraska: Grow With Guidance. ISBN: 978-1-878317-53-7 (1-878317-53-9)

Radd, T. R. (2014). *The Grow With Guidance® System Manual Third Edition*, ebook. Columbus, Ohio: Grow With Guidance. ISBN: 978-1-878317-59-9

Radd, T. R. (2007). *The Grow With Guidance® System Primary Level Third Edition*. Omaha, Nebraska: Grow With Guidance. ISBN: 978-1-878317-54-4 (1-878317-54-7)

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Radd, T. R. (2007). *The Grow With Guidance® System Intermediate Level Third Edition*. Omaha, Nebraska: Grow With Guidance. ISBN: 978-1-878317-55-1 (1-878317-55-5)

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 an animal. Then I will call you up and ask you to do one thing your animal can do. If you can do what I ask, please do it. If not, please do something else that you can do. Proceed in the following way: Give every student the name of an animal. Have them come up to y at a time and say, "Let me be in the zoo." Ask each one, "Can you?" Name some animal characterist as roar, jump, gallop, fly, do tricks, hop, and so on. If the animal the student is supposed to be can do what you ask, the sanswers, "Yes, I can do that. I'm a," and then performs the If he or she cannot do the action suggested, the student is to "sell" ar that he or she does have: "No, I cannot, bu" Either way, the student is accepted into the zoo. If the student cannot onstrate anything, he is not included in the zoo until he does someth the end, have a parade with everyone performing as the animal he or supposed to be. 	Notes:	- Self -
 Tell the students: Today you can be in a zoo. I will give each of you the name of an animal. Then I will call you up and ask you to do one thing your animal can do. If you can do what I ask, please do it. If not, please do something else that you can do. Proceed in the following way: Give every student the name of an animal. Have them come up to y at a time and say, "Let me be in the zoo." Ask each one, "Can you?" Name some animal characterist as roar, jump, gallop, fly, do tricks, hop, and so on. If the animal the student is supposed to be can do what you ask, the sanswers, "Yes, I can do that. I'm a," and then performs the fl he or she cannot do the action suggested, the student is to "sell" ar that he or she does have: "No, I cannot, bu" Either way, the student is accepted into the zoo. If the student cannot onstrate anything, he is not included in the zoo until he does someth the end, have a parade with everyone performing as the animal he or supposed to be. 		THE ZOO GAME
 Today you can be in a zoo. I will give each of you the name of an animal. Then I will call you up and ask you to do one thing your animal can do. If you can do what I ask, please do it. If not, please do something else that you can do. Proceed in the following way: Give every student the name of an animal. Have them come up to y at a time and say, "Let me be in the zoo." Ask each one, "Can you?" Name some animal characterist as roar, jump, gallop, fly, do tricks, hop, and so on. If the animal the student is supposed to be can do what you ask, the sanswers, "Yes, I can do that. I'm a," and then performs the If he or she cannot do the action suggested, the student is to "sell" ar that he or she does have: "No, I cannot, bu" Either way, the student is accepted into the zoo. If the student cannot onstrate anything, he is not included in the zoo until he does someth the end, have a parade with everyone performing as the animal he or supposed to be. 		Purpose: Help students learn more about their abilities.
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/laterials:		Either way, the student is accepted into the zoo. If the student cannot de onstrate anything, he is not included in the zoo until he does something. the end, have a parade with everyone performing as the animal he or sh supposed to be.
	Materials:	
mal names	mal names	

Materials:

White drawing paper Crayons

- Self -

A UNIQUE INDIVIDUAL

Purpose: Help students learn ways they are unique.

Tell the students:

Today we are to write our names in crayon and decorate it in a special way.

Discuss with the class group the uniqueness of each individual.

Instruct the students to fold a piece of white drawing paper in half, then unfold it and write their names in crayon on the folded line. The name is to be used as the basis for a design and can be made as colorful as possible.

Encourage the students to color heavily—the crayon buildup will create a glossy finish. The paper is then refolded and rubbed very hard or pressed with a warm iron to transfer the design to the opposite side of the paper. When it is opened and held vertically, an interesting design appears. The student may wish to add to the design in order to make it more interesting and colorful.

After the designs are completed, the students may wish to discuss their feelings about creating something uniquely their own.

Notes:

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Notes:	Decision Making Problem Solving
	MAKING JUDGEMENTS
	Purpose: Help students learn to evaluate what they hear and see before making judgments.
	Tell the students:
	Sometimes it is tempting to make judgments before evaluat- ing all the information. This activity gives us practice learning ways to evaluate information before making a judgment.
	Discuss with the class the need to evaluate what they hear and see in order to avoid making unfounded judgments.
	Ask the students to do the following:
	 browse through books and magazines to find something fictitious (such as fantasy or exaggerated claims), pictures, or written materials.
	2. present what they find in the example with the statement,
	"I challenge this because"
	3. explain the reasons they find it unbelievable.
	Give students who disagree with the reasons presented above the opportunity for a counter challenge if they can produce evidence that the material is, in fact, true.
Materials: Books Magazines Internet ads Other ad sources	ταυι, πυσ.

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Notes:	Decision Making Problem Solving
	WHAT WOULD YOU DO?
	Purpose: Help students learn to look at their own social characteristics and how they react to a given situation when alone or with other people.
	Duplicate and distribute What Would You Do? activity sheet. Ask students to complete the activity sheet by filling in answers that apply to them.
	What would you do if you were walking down the sidewalk by yourself and you saw a mud puddle?
	 A. walk around it B. stop and go the other way C. tiptoe through it D. stop and play in it
	What would you do if you were walking down the sidewalk with a group of your friends and you saw a mud puddle?
	 A. walk around it B. stop and go the other way C. tiptoe through it D. stop and play in it
	What would you do if you were walking down the sidewalk with your mother and you saw a mud puddle?
Materials: Activity sheet	 A. walk around it B. stop and go the other way C. tiptoe through it D. stop and play in it
	Discuss the responses with the group.



Notes:

Decision Making Problem Solving

THE IMPACT OF EMOTIONS ON LEARNING

Purpose: Help students learn about the ways their feeling choices affect their learning.

Tell the students:

It is important to learn about the way our feeling choices affect our learning. This activity will give us practice learning the way this works.

To help the students understand the role emotions play in learning, announce at the beginning of the day that each student will keep a journal for the day. In the journal, students might mark down the different emotions they have felt while attending school that day. For example, they might have felt happy or worried about learning something new. They may have felt tired, so paying attention was difficult.

At the end of the day or the next morning, discuss the influence of emotions on learning. For example, does being excited about learning a particular subject help a student learn it faster or more thoroughly? If a student is worried or excited about a topic other than the one being discussed in class, is it harder for him or her to learn? Do different times of the day have an effect on his feelings—for example, morning, afternoon, or just before lunch? Are there times when emotions do not affect learning at all?

Ask students to determine the times of the day and the emotions that support learning

Materials:

None



