

SUPERHERO WELCOME

Unit Objective: Students will have a deeper understanding of the Global Game Changers, will be able to identify at least one defining characteristic of a “Real-Life Superhero,” and will have a stronger basis for understanding their own ability to be a Superhero with a special Ignite Good! Superpower.

Overview

INTRODUCTION

Lesson: Welcome to The Global Game Changers

Description: Read a GGC story and learn about what it means to be a GGC Superhero

Common Core: RL.3.1, R.L.3.3, RI.3.1, RI.3.2, SL.3.1b-d, S.L.3.2, SL.3.3, L.3.4a

LEADERSHIP

Lesson: Superhero Masks

Description: Create Superhero masks that can be worn when Igniting Good!

Common Core: SL.3.1b-d, SL.3.6, L.3.6

LANGUAGE ARTS

Lesson: Fiction vs. Nonfiction

Description: Create a Venn diagram for fiction vs. non-fiction Superhero characteristics

Common Core: RL.3.1, RL.3.2, RL.3.3, RL.3.7, W.3.8, SL.3.1, SL.3.2, SL.3.4, SL.3.6, L.3.3a, L.3.5a

SERVICE PROJECT

Lesson: Ignite Good! Jar

Description: Make an Ignite Good! Jar with daily missions to Ignite Good!

Common Core: L.3.1, L.3.2, L.3.3

EMOTION MANAGEMENT

Lesson: Emotion Characters

Description: Explore Superhero Emotions Chart, create characters based on different emotions

Common Core: SL.3.1, SL.3.4, SL.3.5

REFLECTION

Lesson: Superhero Welcome Mission Accomplished

Description: Reflect on what was learned

Common Core: SL.3.1b-d, SL.3.4, SL.3.6

Symbol Key



Lesson helps build leadership skills.



Lesson helps build academic skills.



Lesson helps build service learning skills.



Lesson helps build emotion management skills.



WELCOME - SUPPLY LIST

INTRODUCTION

- ☐ Pre-evaluation survey (online or paper)
- ☐ Pencils
- ☐ "Cafeteria Throwdown" Story
- ☐ Blank paper
- ☐ Markers/crayons
- ☐ Pencils
- ☐ Video player

LEADERSHIP

- ☐ Markers/crayons
- ☐ Paper Mask Cutout
- ☐ String
- ☐ Hole punch
- ☐ Scissors
- ☐ Various art supplies

LANGUAGE ARTS

- ☐ Dry erase board/poster board
- ☐ Dry erase markers/markers
- ☐ *The Global Game Changers Book*

SERVICE PROJECT

- ☐ Jar
- ☐ Index cards
- ☐ Pencils
- ☐ Markers/crayons
- ☐ Service Project Planning Sheet
- ☐ Types of Service Matching Worksheet

EMOTION MANAGEMENT

- ☐ Blank paper
- ☐ Markers/crayons
- ☐ Superhero Emotions Chart

REFLECTION

- ☐ Determined by reflection strategy





INTRODUCTION



EDUCATOR PREP	MATERIALS	COMMON CORE
Determine if you will be using an online or paper pre-evaluation. Note: classroom roster must be populated in order to print online evaluation codes	Pre-evaluation survey (online or paper), "Cafeteria Throwdown" Story, Blank paper, Markers/ crayons, Pencils, Video player	RL.3.1, R.L.3.3, RI.3.1, RI.3.2, SL.3.1b-d, S.L.3.2, SL.3.3, L.3.4a

WELCOME TO GLOBAL GAME CHANGERS!

INTRODUCE

ADMINISTER: Pre-evaluation surveys (if participating in tracking student progress via Stats & Evaluation).

INSTRUCT: We are going to learn about the Global Game Changers by reading a story. As you listen, think about all the talents you notice while you are listening/reading along.

READ: "Cafeteria Throwdown" Story.

DISCUSS: The GGC Book.

- Who are the Superheroes in the GGC Alliance?
- Who is the villain in this story? What does he spread?
- What are some of the talents that you noticed throughout the story? How did IQ use his talents to defeat Krumi? What about Moxie?
- Why was it important for the rest of the Global Game Changers to show up and help IQ and Moxie defeat Krumi?
- How might you have helped the Global Game Changers defeat Krumi in this situation if you were there with them? Which of your talents could you have used to help?

EXPLORE

EXPLAIN: All Real-Life Superheroes - even you - have a special Superpower Equation! GGC's Superpower Equation is: MY TALENT + MY HEART = MY SUPERPOWER!. We learned about it in the story.

INSTRUCT: Repeat the poses after me:

1. MY TALENT (Hands on hips) *plus*
2. MY HEART (Hands at heart) *equals*
3. MY SUPERPOWER! (One hand at hip, one hand in the air)

DISCUSS: What do you think was one Superpower Equation in the story we just read? (Speaking + Health = Reminding kids to eat healthy foods)

LISTEN: To the GGC Theme Song, "Welcome to the Game": <https://ggc.education/theme-song>.

DISCUSS:

- What did you hear?
- What was the message?

EXPLAIN: The song talks about how you need to get in the game to make a change. There may be times

when you choose not to participate in something, but you lose out because of it. Or you don't concentrate and miss out. Sometimes people say that sports players don't have their head in the game, and they mean that they are not concentrating on what they are doing, and it causes the players to miss shots.

INSTRUCT:

1. Think about a time when you missed out because you decided not to join the game, or your head was not in the game.
2. Think about a strategy to refocus and get back in the game.
3. Write down your strategy to "get in the game," and add a picture reminder.

REINFORCE: You are all being recruited as Superheroes in the GGC Alliance. Each of you has a unique Superpower to defeat Krumi and Ignite Good!.

INSTRUCT: Recite the GGC pledge with me.

I am a Global Game Changer.

I pledge to do something to Ignite Good! every day.

I will do good things without expecting anything in return.

I will remember that Global Game Changers use compassion and fight for people using their heads, their hearts, and their hands.

I will do my best to make sure that Krumi does not defeat me or the people around me.

I will help make the world a better place for everyone.

EXPLAIN: We will say the GGC Pledge at the beginning of every class to remind ourselves what it means to be a Global Game Changer.

CONNECT

DISCUSS: What do Global Game Changers do?

SAMPLE LESSON ONLY

CAFETERIA THROWDOWN

The cafeteria is always a place of noise and chaos, but there are some people who love that. One such person is a third grader named Moxie. Her hair is bubblegum pink and her fashion style can only be described as whimsical. Having just gotten out of the lunch line, she's a little bit restless, but she channels that energy into scanning the room for one or more of her friends to sit with. Okay, strictly speaking, she considers everyone to be her friend, but right now she is specifically looking for any of her six best friends.

After a minute or two of wandering around, she finally sees a familiar face: sitting alone at a table and studying, as usual, is her friend IQ. He's a grade below her, but he's probably the smartest person she knows.

"IQ! IQ!" she calls excitedly. "There you are!"

Moxie bounds over and sits down next to him.

"Greetings, Moxie," IQ says, clearly happy to see her even though no one could match Moxie's regular energy and exuberance. "How has your day transpired so far?"

"Oh, it's been grrreat!" Moxie tells him. "We painted with watercolors in art class! Watercolors! What about your day?"

"Oh, nothing too interesting. I have been solving some math equations all morning. There is something truly beautiful about the processes of addition and subtraction."



Moxie is about to reply when every single light in the room goes dim. This isn't the most shocking thing that happens, however. At all of the tables around Moxie and IQ, the kids who were peacefully eating lunch just a few seconds ago have started throwing any fruits and vegetables from their plates onto the ground.

"What the-? What's going on?" Moxie asks, only to turn and see that IQ is just as confused as she is.

"Why are you all doing this?" he questions, raising his voice as he does so.

One girl manages to answer them even as she continues throwing food. If she wasn't making such a mess, IQ might admire her Talent for multitasking.

"We've had enough of fruits and vegetables!" she screams.

"Yeah, they're gross!" a nearby boy adds, "So we're getting rid of them all!"

"Healthy food? More like disgusting food!" another girl says.

"Please, all of you, just... just stop this!" Moxie begs, her chipper attitude ruined by the destruction before her.

Nobody seems to be paying attention to her, so IQ decides that it is his turn to jump in: "It is extremely important to eat your fruits and vegetables," he explains. "They contain vitamins and nutrients that will help you grow up to be happy, healthy individuals."

"Yeah, we don't care about that," the boy from earlier says. "They taste bad, so we won't eat them!"



A few of the kids murmur in agreement, so Moxie decides to change her plan.

"Well, if you really won't eat vegetables, why not just... not eat them instead of throwing them around? You're not only wasting food, but you're also making a mess that someone else will have to clean up. That's really unfair."

"Not our problem!" one of the girls says. "Why should we care?"

IQ and Moxie look at each other. They both realize that their classmates seem truly uncaring about the world around them. They also know that this sudden explosion of apathy can only mean one thing, or rather one being:

"Krumi," they say together.

IQ and Moxie have had many encounters with Krumi, the evil cloud who is obsessed with making the entire world as uncaring, or apathetic, as he is. For these two children are far from your ordinary second and third graders. They are in fact two members of the Global Game Changers, a team of superheroes that protects the world against threats such as Krumi and Ignites Good! by leading service projects, fundraisers, and other kind activities.

"Shall we call the rest of the team? IQ asks.



"Yepperoni!" Moxie responds, some of the happiness returning to her voice at the thought of seeing the rest of her teammates/best friends.

Moxie gets out a futuristic communicator and presses a button on it. Immediately, she is connected to Global Game Changers Headquarters, which is only a few streets away from the school.

"This is Moxie! IQ and I are at the cafeteria, and we think that Krumi is working his evil magic once again! Backup, please!"

The message is transmitted as Moxie speaks, so the other GGC members receive it immediately.

"This is Global Girl," the spectacled founder and leader of the team responds. "We receive your message loud and clear, and we should be with you two very soon. Over and out."

Sitting around Global Girl's table are the remaining four members of the Global Game Changers, who spring into action after the end of the call.

"Let's go help my sister!" Little Big Heart, Moxie's younger brother, declares.

"And IQ!" Acer, the technology expert, adds while giving his signature thumbs up sign.

"Right behind you!" Acer's younger sister Astra responds enthusiastically.

"¡Vamos, everyone! Y tú, Pixel!" Pia, the resident animal lover says, Her dog Pixel barks enthusiastically.

"And now, the word is go... go... go!" Global Girl exclaims, getting very enthusiastic herself.

With a leap, the Global Game Changers are soaring through the air. All of them love this feeling and are extremely grateful that they are able to use the superpowers that they have been gifted to help the world.

Back at the cafeteria, however, things are not going quite as well. The health-hating kids haven't let up on making their fruit and vegetable mess. Moxie and IQ also notice, however, that many of them have started stuffing their mouths with chips, candy bars, and other junk foods.

"I beg you all," IQ begs, "To eat a more balanced diet! Junk food is not always bad in moderation, but eating nothing but an unhealthy diet can cause major health problems."

"Listen to him!" Moxie adds after the kids fail to acknowledge IQ's efforts to help them.

"I love candy and cake as much as anyone, but even I know how important it is to eat other, healthier meals as well! In order to live, we need protein and nutrients that aren't in junk food."

"Oh, are you still talking?" one of the boys asks. "Because literally nobody cares what you have to say."

This really hurts Moxie, who experiences all of her feelings on an extremely deep level. Seeing how affected Moxie is, IQ's patience begins to wear thin.

"Krumi, we recognize your evil plot. Show yourself, villain!" he demands.

There are some words, some tones of voice, that even an evil cloud doesn't dare ignore. IQ's words, spoken in defense of Moxie, convince Krumi to appear out of thin air.

"Hello, there, IQ," Krumi begins, sending a chill down IQ's spine. "I am indeed a villain; that cannot be denied, but there is no way that you will be able to stop me! I have already infected everyone in this room with apathy, and I will soon do the same to you Gobble Game Changers! And after I have infected this whole cafeteria - and this whole school - with apathy... my next target will be the world itself! Hahahahah!"

"Not so fast, Krumi!" Moxie responds. "We have an unbeatable, razzle-dazzling plan that will defeat you!"



Krumi merely laughs at this declaration, but a second later his eyes widen in shock. For it is at this moment that the rest of the Global Game Changers arrive. They land next to Moxie and IQ and prepare themselves to battle Krumi.

"Well, well, well... if it isn't the rest of the Global LAME Changers," Krumi sneers. "I was wondering when you would show up. Still, none of you will be a match for my evil powers!"

"We'll see about that, Krumi!" Global Girl tells him, eager to defend her teammates. Unfortunately, Krumi

takes this as an opportunity to insult her.

"Ah, Global Girl... you'd think the leader of a superhero team wouldn't be as likely to have temper tantrums as you are. Truly pathetic!"

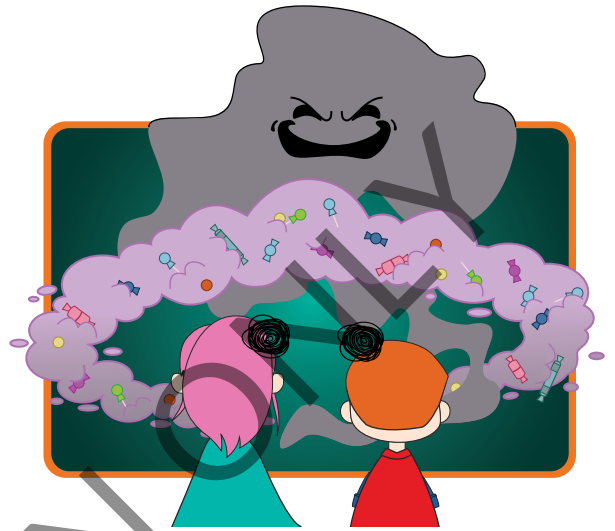
"Hey! Leave GG alone, you mean ol' cloud!" Moxie declares, rushing to the aid of her friend.

Krumi decides to continue his barrage of insults: "Moxie, Moxie, Moxie... I always suspected that your excitable attitude was just a way for you to mask your true feelings of anger and sadness. Now that you've had that angry outburst, I feel sure."

Little Big Heart hates when Krumi insults his sister: "That's enough, Krumi."

"Trying to defend your older sister, eh, Little Big Heart?" Krumi asks mockingly. "Well, you don't fool me. You want everyone to believe you care about other people, but I think you're just as selfish as I am!"

This time it is IQ who decides to jump into the verbal sparring match: "I fail to see the



point in all of this. You must know by now that your manipulation tactics shall not work on us.”

“I’m just telling all of you the truth, IQ” Krumi claims. “For example, I know that, for all your supposed brains, you can’t even understand basic human emotions! You’re so weak!”

“I’m getting tired of this,” Acer interjects, trying to stop Krumi from continuing to insult his friends.

“Oh, Acer. You always did hate fighting. That’s one of the reasons why you never stood a chance against me, you fool!”

Now it is Astra’s turn to defend Acer: “Leave my brother alone, Krumi!”

“Sweet little Astra. You’re too busy living in your world of pretend and imagination to ever actually make a difference. How pathetic!”

At this point, even Pia, the shyest team member, feels the need to speak up:

“¡Es suficiente! That’s enough! We don’t want to hear any more of your insults!”

Krumi just laughs. “Maybe I’d actually listen to you, Pia, if you were able to get anything done without tripping over yourself. Sure, you’re pretty good on the soccer field, but you’re nothing but a big klutz everywhere else!”

Ever the loyal dog, Pixel barks at Krumi in defense of his owner. But this only serves to enrage Krumi even more.

“I don’t know how anyone could take you seriously, you little dog,”

“That’s it!” Global Girl says, nearly seething. “You’ve had your fun, Krumi, but now it’s time for the Global Game Changers to defeat you. Team, you know what to do: it’s time to...”

“...Ignite Good!” the rest of the Global Game Changers join her in chanting.

A profound change comes over the cafeteria. The kids, who had continued wasting their vegetables and fruits throughout Krumi’s bullying, freeze upon hearing the GGC’s motto.

“Ignite Good!? What does that mean?” a girl asks.

“Hooray! Explanation time!” Moxie cheers, very excited to share her passion for helping others.

“I guess we’d better explain the Superpower Equation,” Little Big Heart begins. “IQ, do you want to do the honors?”

“I would be delighted, my friend,” IQ declares.

“The Superpower Equation is a very special formula that is as follows: MY TALENT + MY HEART = MY

SUPERPOWER!”

“We use this to Ignite Good! throughout the world!” Astra adds.

Acer continues: “We take something that we’re good at; a talent, if you will...”

“... And then we combine that with our *corazón*, our Heart. In other words, a cause that we are passionate about,” Pia finishes.

“This combination creates our Superpowers, or in other words, the methods that we use to Ignite Good!,” Global Girl tells the spellbound kids.

IQ decides to give an example: “Just today, I have combined my love for healthy food, my Heart, with my Talent for understanding and explaining educational concepts to others. I have done this in order to try to convince you all to not give up on eating healthy food!”

Unsurprisingly, it is Moxie who gets the last word in: “So why not Ignite Good! with us? After all, we’re always looking for new friends and teammates! Wouldn’t it be so much fun?”



Deep down, Krumi knows that his former minions have been persuaded to the Global Game Changers' side, but he doesn't want to accept it. "Stop! Don't listen to them!" he whines.

"This all sounds pretty amazing, but I don't really know what sorts of causes I might be interested in," one of the boys says, ignoring Krumi.

"That's okay!" Little Big Heart tells him. "We have a lot of causes you can choose from..."

At this point, all of the GGC members take turns revealing their passions: LBH cares about bullying prevention and rescue, IQ focuses on education and health, Acer enjoys helping the elderly and veterans, Moxie loves art and human rights, Pia wants to help animals and educate people about basic needs, and Global Girl works to save the environment, while making sure to Ignite Good! in more general ways as well. As for Astra, she is the newest team member, and thus she doesn't quite know what her passion will end up being. For right now, though, she enjoys Igniting Good! in any way she can.

"We categorize all of these different passions into what we call Heart Badges," Global Girl explains.



The kids talk amongst themselves for awhile. Suddenly, they all erupt into a cheer: "Ignite Good!" they declare. It is truly clear that they have been won over to the side of good. The room brightens.

"No! NOOO!!!!" Krumi screams, but he is all but forgotten.

"Let's get some vegetables and fruits!" one of the kids declares. "By eating healthily, we can Ignite Good! for ourselves by helping our own bodies have the vitamins and

nutrients that they need."

"Yeah, maybe all those healthy foods aren't as bad as we thought," another mentions.

"Good idea, but first let's clean up this mess that we made," a third kid adds. And with that, all of the kids start cleaning up the fruits and vegetables that have been thrown onto the floor all around them.

"Very well, Global Game Changers, I admit you defeated me this time," Krumi seethes, "But mark my words: next time will be different! Hahahahah!"

With that, Krumi disappears into thin air, undoubtedly to begin working on more evil plans.

"Well, all in all, I would say that this was a successful outcome," IQ says.

"Indeed," Global Girl agrees. "Krumi is still out there, but we will be on hand to stop him when he returns, just like we were here today."

"How about we get some lunch now?" Acer suggests.

"Hear, hear!" Moxie exclaims.

So it is that Moxie and IQ go back to their meal, but they are now happier than ever, as they are joined by their teammates and best friends. Everyone talks, laughs, and eats, grateful that they have successfully Ignited Good! once again.



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SAMPLE LESSON ONLY



LEADERSHIP



EDUCATOR PREP	MATERIALS	COMMON CORE
N/A	Markers/crayons, Paper Mask Cutout, String, Hole punch, Scissors, Various art supplies	SL.3.1b-d, SL.3.6, L.3.6

SUPERHERO MASKS

INTRODUCE

REVIEW: MY TALENT + MY HEART = MY SUPERPOWER! is our Superpower Equation. You will work on putting together your Equation throughout our time together.

EXPLAIN: Everyone can be a Superhero and use their Superpower to Ignite Good! Before we get started, we have to complete our Superhero disguise!

EXPLORE

REVIEW: What does Ignite Good! mean?

EXPLAIN: Ignite Good! means to do something without expecting anything in return. Sometimes, this means you can do something good without anybody knowing who you are!

DISCUSS:

- Why might it be important for a Superhero to have a disguise or a mask?
- What are some things that you can put on your disguise to help people know you are a hero?
- Is it important for others to recognize you when you Ignite Good!?

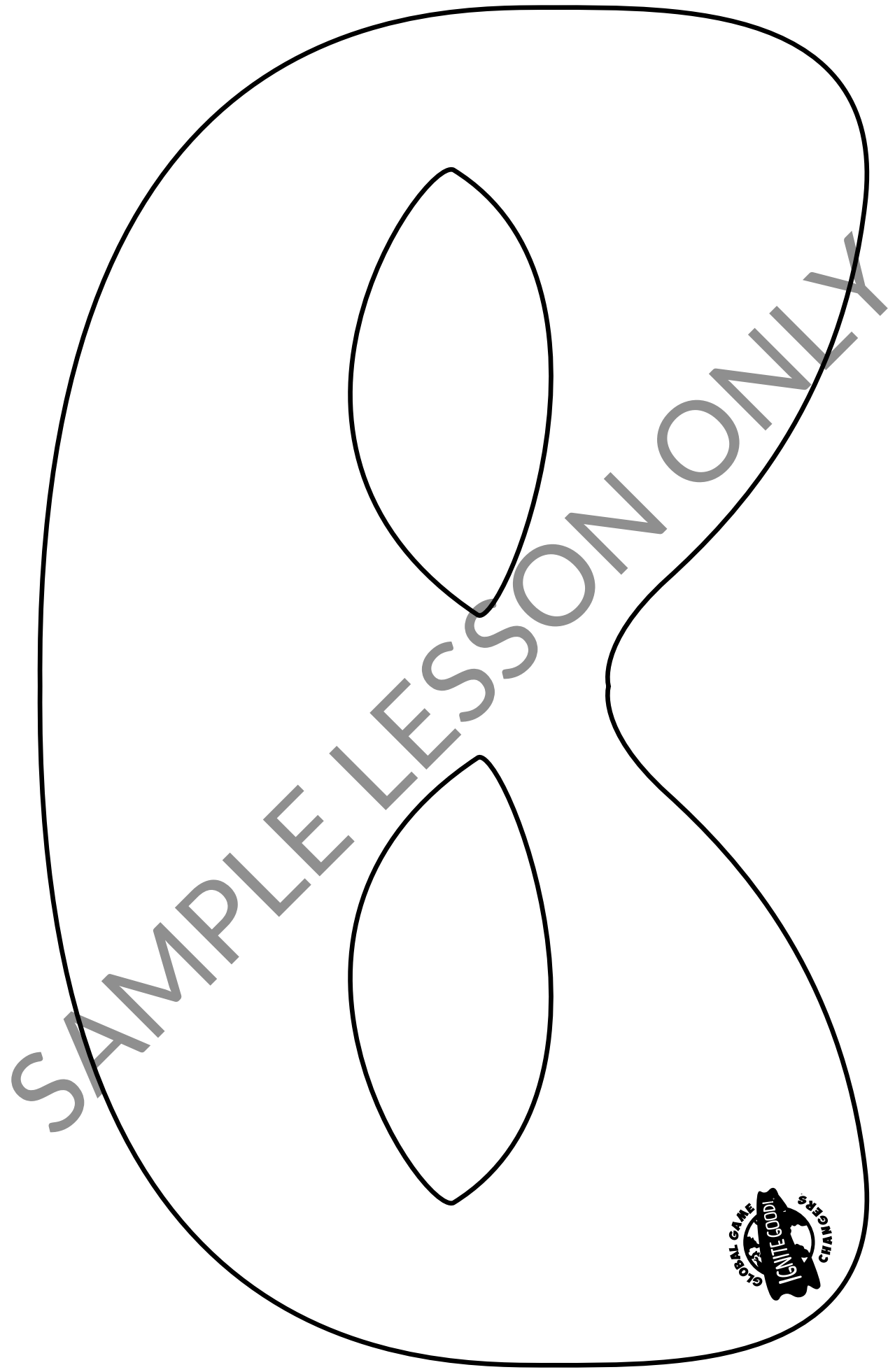
EXPLAIN: When you Ignite Good! in the world, you are doing something nice without expecting anything in return, including recognition. Since you are not expecting anything in return, you can wear a disguise!

INSTRUCT:

1. Decorate your Superhero mask!
2. Punch holes on each side of the mask and use string to tie it around your head.

CONNECT

DISCUSS: What would happen if a Superhero wanted to Ignite Good! but did not have a disguise, could s/he still use his/her Superpowers?





LANGUAGE ARTS



EDUCATOR PREP	MATERIALS	COMMON CORE
Draw a Venn diagram where everyone can see	Dry erase board/poster board, Dry erase markers/markers, <i>The Global Game Changers Book</i>	RL.3.1, RL.3.2, RL.3.3, RL.3.7, W.3.8, SL.3.1b-d, SL.3.2, SL.3.4, SL.3.6, L.3.3a, L.3.5a

FICTION VS. NONFICTION

INTRODUCE

READ: *The Global Game Changers* book.

EXPLAIN: In this activity, we're going to explore different characteristics of Global Game Changers Superheroes.

ASK: What does the word "fiction" mean? What does the word "nonfiction" mean?

DEFINE:

- Fiction - stories that describe imaginary people and events.
- Nonfiction - stories based on real people and events.

EXPLORE

EXPLAIN: Venn diagrams help us to demonstrate what is similar between two ideas and what is different. We're going to construct a Venn diagram based on fiction and nonfiction Superheroes. I will fill out the Venn diagram based on your answers to the following questions.

ASK:

- Who are some of the real - or nonfictional - Superheroes in the GGC Book?
- Who are some of the imaginary - or fictional - Superheroes in the GGC Book?
- How did you know?
- What are some characteristics of only fictional Superheroes?
- What are some characteristics of nonfictional Superheroes? Do fictional Superheroes share those characteristics?

DISCUSS:

- Should the GGC book be categorized as a fiction or nonfiction book? Why?
- What kind of Superhero is Little Big-Heart looking for at the end of the book?

CONNECT

DISCUSS: What are some characteristics you have in common with the nonfictional Superheroes?

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SAMPLE LESSON ONLY



SERVICE PROJECT



EDUCATOR PREP	MATERIALS	COMMON CORE
Decorate an Ignite Good! Jar <i>Project Focus Skill: Types of Service</i>	Index cards, Pencils, Markers/ crayons, Jar, Service Project Planning Sheet, Types of Service Matching Worksheet	L.3.1, L.3.2, L.3.3

IGNITE GOOD! JAR

INTRODUCE

EXPLAIN: We're all Real-Life Global Game Changers Superheroes! All members of the Global Game Changers have to learn to Ignite Good!.

REVIEW: What does Ignite Good! mean?

EXPLAIN: Ignite Good! means doing something nice without expecting anything in return. One way that we learn to Ignite Good! is by doing service projects.

ASK: Do you know what a service project is?

DEFINE: Service project – organized work that a person or group of people do for free to make their community or world a better place.

EXPLAIN: For our service project today, we're going to be creating an Ignite Good! Jar. An Ignite Good! Jar is filled with examples of good deeds that we can pull from and make our mission throughout the year.

DISPLAY: the Service Project Planning Sheet on the board to fill in the answers.

EXPLAIN: Each time we complete a service project, we'll work through this worksheet.

ASK/REVIEW:

- What is this project's Talent? (Drawing/writing)
- What is this project's Heart Badge? (All; we'll be learning about Heart Badges)
- What is this project's Superpower? (Create an Ignite Good! Jar to inspires us to Ignite Good! throughout the year.)
- Who/what will the project help? (Our class and people we know)
- What supplies will we need to complete this project? (See Materials)
- What are the steps necessary to complete this project? (See Instruct)
- How will we deliver this project well? (We will put them in [this designated spot] and identify times to draw the missions and deadlines to complete them throughout the year.)
- What impact will the project have on us? On the recipients? (We'll get in the habit of Igniting Good! and will make our community a better place!)

EXPLORE

EXPLAIN: The first step in creating the Ignite Good! Jar is to brainstorm good deeds. When we think of service, there are three main types: direct service, raising awareness, and fundraising.

ASK:

- Can you guess what each type means?
- Have you ever Ignited Good! by engaging in one of these projects?

EXPLAIN: Focus Skill

- Direct service is using your time to help people or an organization. Some examples of direct service are serving food at a soup kitchen, helping to build a house, being a clown for kids at the hospital, picking up litter in a park, or helping an older person stand up.
- Raising awareness is using your voice to teach people about a problem or an organization that helps that problem. Some examples of raising awareness might be speaking out about bullying in your classroom, posting on social media about a pet that needs to be adopted, or writing to a politician about a problem in your community.
- Fundraising is getting money to help people or an organization. Some examples of fundraising are hosting a bake sale to raise money for a museum, collecting pennies in a jar to repair someone's house after a tornado, or selling lemonade to help a service member train an assistance dog.

INSTRUCT: Complete the Types of Service Matching Worksheet.

INSTRUCT: Service Project

1. Think of a good deed that you can do. It can be a good deed for people, animals, the city, or the planet.
2. Consider all three types of service. For this project, we are going to focus more on direct service and raising awareness.
3. Ask yourself: Is this deed realistic? Can I complete this good deed on my own or with minimal help? If not, think again. If so - move on!
4. Write or draw a picture of that good deed that you can do for someone else on your index card.
5. Place your good deed in the Ignite Good! Jar.
6. Participate in the mission that is regularly pulled from the Jar. Help us Ignite Good! in our community and share your Ignite Good! story with your classmates.

REINFORCE: By creating this Ignite Good! Jar, each of you have begun to dive into the mission of the GGC Alliance: to Ignite Good! everywhere.

CONNECT

DISCUSS: How does Igniting Good! battle Krumi and his disease of apathy?



TYPES OF SERVICE MATCHING

Example Mission

Volunteer at the to take care of pets for a neighbor.

Encourage friends and family to adopt dogs instead of breeding them.

Sell dog treats. Donate the money to the Humane Society.

Participate in a 5k run to raise money for cancer research.

Paint nails for people undergoing cancer treatment.

Speak to a group about how to protect yourself from skin cancer.

Make sandwiches for a local organization serving homeless/unhoused people.

Create a GoFundMe page to raise money for a local soup kitchen.

Write a letter to the President asking for more support for School Lunch Programs.

Create and perform an anti-bullying school assembly.

Sell magazines to pay to bring a special anti-bullying speaker to your school.

Step in when you see bullying happen.

Category

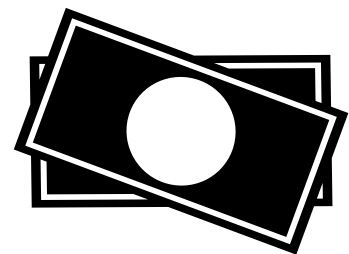
Direct Service



Raising Awareness



Fundraising





Service Project Planning Sheet

TALENT

HEART

SUPERPOWER!®



SUPPLIES I NEED:

STEPS TO SUCCESS

(What needs to get done to complete the project by delivery day?)

THE PROJECT WILL HELP:

WE WILL DELIVER THE PROJECT TO:

THE IMPACT WILL BE:



EMOTION MANAGEMENT



EDUCATOR PREP	MATERIALS	COMMON CORE
N/A	Blank paper, Markers/crayons, Superhero Emotions Chart	SL.3.1, SL.3.4, SL.3.5

EMOTION CHARACTERS

INTRODUCE

EXPLAIN: Global Game Changers created a Superhero Emotions Chart to help you understand, identify, and deal with your feelings in a way that helps you and those around you.

REVIEW: Superhero Emotions Chart.

DISCUSS: Emotions can sometimes feel like they are a different person invading your body and making you behave differently. What emotions do you see on the chart that make you behave most differently from your usual self?

EXPLAIN: Today, we're going to create different emotions as different people. Disney did this in a movie called *Inside Out*.

ASK: Can you guess which emotion each of these characters represents?

SHOW: Pictures of Joy, Sadness, Disgust, Fear, and Anger from *Inside Out*.

DISCUSS: How did you know which character was what emotion?

WATCH: *Inside Out: Guessing the feelings*

- <https://ggc.education/335-guess-feeling>

DISCUSS: What other clues did the characters give you to know who they were?

EXPLAIN: Today, we're going to be creating our own emotion character!

EXPLORE

INSTRUCT:

1. Choose an emotion that is not one of the five from *Inside Out*.
2. Draw your character.
3. Think or write about how your character moves, speaks, behaves, and dresses.

GROUP: Students into groups of 4-5.

INSTRUCT:

1. Without telling your group who your picture is, show them your character picture.
2. Say "hello," and a 3 word sentence as your character.
3. The rest of the group should guess your character's emotion.
4. Once they do, you can share more about your character.
5. Rotate until everyone has had a chance to go.

CONNECT

DISCUSS: How can adding a character to your emotions help you understand them better?

SAMPLE LESSON ONLY

SUPERHERO EMOTIONS CHECK-IN

WHEN I FEEL

I CAN

**GREEN
SPACE**



Help someone feel better.
Be a role model.
Positively participate.
Listen and learn.
IGNITE GOOD!®

**BLUE
SPACE**



Think of something happy.
Shake it out.
Get a drink of water.
Ask for a hug.
Find a trusted friend.

**YELLOW
SPACE**



Be respectful to others.
Stretch or do yoga.
Think it through twice.
Take deep breaths.
Show empathy for others.

**RED
SPACE**



Talk it out with a trusted adult.
Walk away.
Squeeze a stress ball.
Draw/write about my feelings.
Run in place and count to 100.

INTENTIONALLY LEFT BLANK
SAMPLE LESSON ONLY



UNIT REFLECTION



EDUCATOR PREP	MATERIALS	COMMON CORE
Choose your reflection strategy	Determined by reflection strategy	SL.3.1b-d, SL3.4, SL.3.6

SUPERHERO WELCOME MISSION ACCOMPLISHED

REFLECT

1. What is the Superpower Equation?
2. How can you become a Global Game Changers Superhero?
3. What does Ignite Good! mean? What is one way you can Ignite Good!?
4. Who is Krumi and what does he spread?
5. What would the world look like if Krumi took over and nobody helped the world?
6. What would the world look like if Krumi was defeated and everyone helped the world?

Educator Lesson Notes