

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

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

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

S.L.3.2, SL.3.3, L.3.4a

SOCIAL-EMOTIONAL

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

PHYSICAL ACTIVITY

Lesson: Equation Game

Description: Practice the Superpower Equation poses and play against the Game Master

Common Core: L.3.5a

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 students build social-emotional skills.



Lesson helps students build academic skills.



Lesson helps students build power skills.



Lesson helps students build service learning skills.



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SAMPLE LESSON

WELCOME - SUPPLY LIST

INTRODUCTION

- ☐ Pre-evaluation survey (online or paper)
- ☐ Pencils (if using paper survey)
- ☐ *The Global Game Changers* by Jan Helson and Rachel Annette Helson
- ☐ Blank paper
- ☐ Markers/crayons
- ☐ Pencils
- ☐ Video player

SOCIAL-EMOTIONAL

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

LANGUAGE ARTS

- ☐ Dry erase board/poster board
- ☐ Dry erase markers/markers

SERVICE PROJECT

- ☐ Jar
- ☐ Index cards
- ☐ Pencils
- ☐ Markers/crayons

PHYSICAL ACTIVITY

- ☐ None

REFLECTION

- ☐ Determined by reflection strategy



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SAMPLE LESSON



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), <i>The Global Game Changers</i> , 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).

READ: *The Global Game Changers* by Jan Helson and Rachel Annette Helson (<https://youtu.be/kvQyNZzmzHA>).

EXPLORE

DISCUSS: The GGC Book.

- Who are the Superheroes in the GGC Alliance? What are their roles?
- Who is the villain in this story? What does he spread?
- Who are the children that Little Big-Heart finds? Why do you think Little Big-Heart chooses them?
- How does the book end? Why do you think Little Big-Heart might be coming for you?

EXPLAIN: All Real-Life Superheroes - even you - have a special Superpower Equation! GGC's Superpower Equation is: MY TALENT + MY HEART = MY SUPERPOWER!.

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)

SHOW: Photos of the Real-Life Superheroes Phoebe, Jaylen, and Hannah.

DISCUSS: Each hero's Superpower Equation.

LISTEN: To the GGC Theme Song, "Welcome to the Game": <https://youtu.be/w9t3aLnN8t0>.

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?





SOCIAL-EMOTIONAL



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 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!

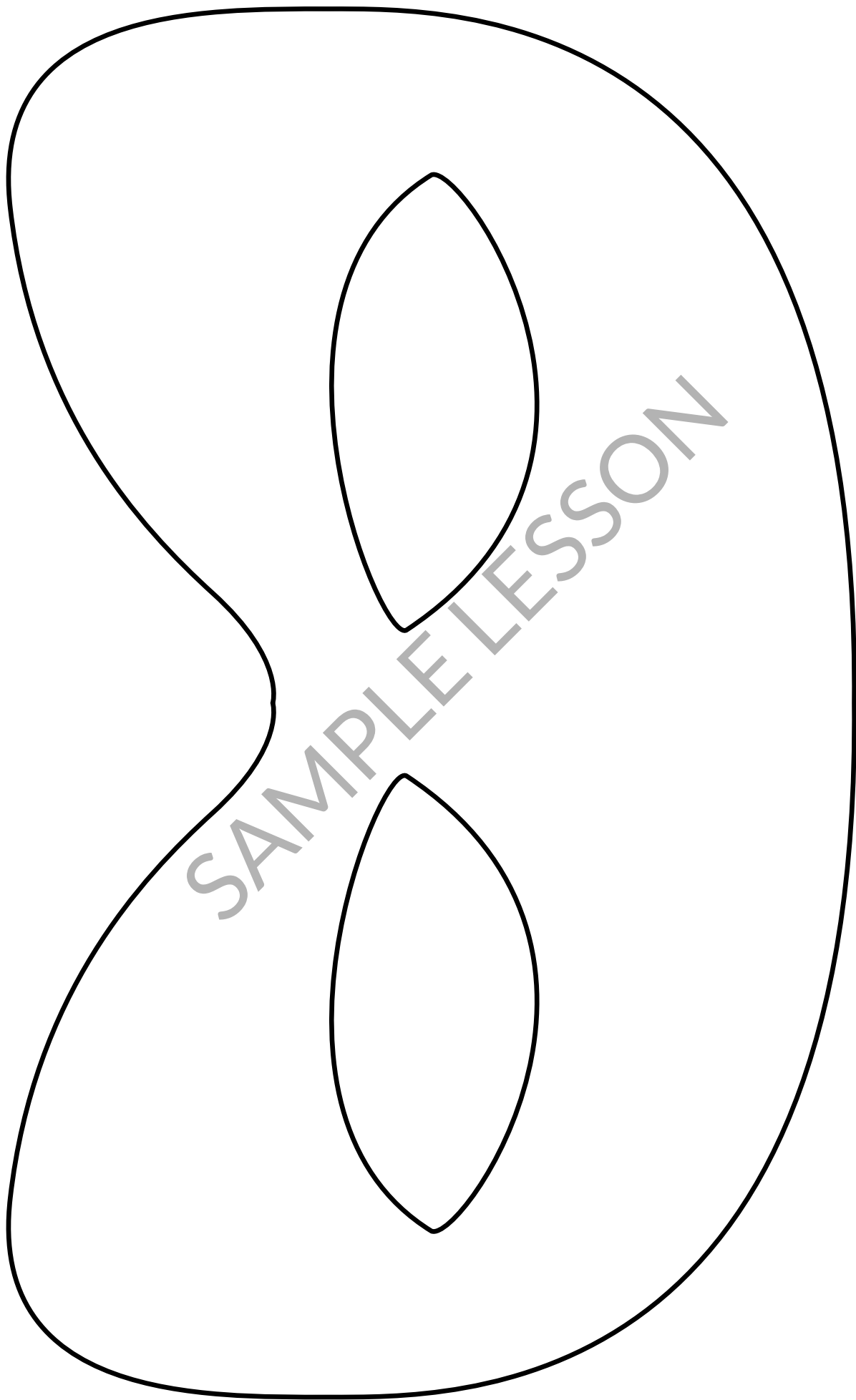
INSTRUCT:

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?

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SAMPLE LESSON



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SAMPLE LESSON



LANGUAGE ARTS



EDUCATOR PREP	MATERIALS	COMMON CORE
Draw a Venn diagram where everyone can see	Dry erase board/poster board, Dry erase markers/markers	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

REVIEW: *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



SERVICE PROJECT



EDUCATOR PREP	MATERIALS	COMMON CORE
Decorate an Ignite Good! Jar	Index cards, Pencils, Markers/ crayons, Jar	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!.

EXPLORE

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 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. Today, we're going to create our classroom's Ignite Good! Jar.

INSTRUCT: Ignite Good! Jar

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. 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!
3. Write or draw a picture of that good deed that you can do for someone else on your index card.
4. Place your good deed in the Ignite Good! Jar.
5. 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?



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SAMPLE LESSON



PHYSICAL ACTIVITY



EDUCATOR PREP	MATERIALS	COMMON CORE
N/A	None	L.3.5a

EQUATION GAME

INTRODUCE

EXPLAIN: Global Game Changers use a special Superpower Equation to discover every person's unique Superpower to Ignite Good!. The equation is MY TALENT + MY HEART = MY SUPERPOWER!. Today, we're going to play a game that will help us remember that important equation.

EXPLORE

EXPLAIN: Equation Game

- There is one Game Master, and all other participants play against the Game Master. The goal of the game is to make it through a series of rounds, never matching the Game Master's pose.
- All participants learn three poses:
 - Talent pose (hands on hips)
 - Heart pose (hands on heart)
 - Superpower pose (one hand on hip, one hand in the air)
- The Game Master should practice these poses with all participants so that everyone understands and can perform each distinct pose.

INSTRUCT:

1. The Game Master turns around to face away from all other participants.
2. All participants choose and perform an individual pose. One participant's pose does not have to match his/her neighbors.
3. The Game Master jumps around and strikes a pose. Every participant who happens to match the Game Master is now out and sits down.
4. Repeat the rounds until one person is left or the Game Master wins the game by eliminating all participants.

REINFORCE: This game helped us remember the parts of the Superpower Equation, which is MY TALENT + MY HEART = MY SUPERPOWER!

CONNECT

DISCUSS: How does understanding the Superpower Equation help you become a GGC Superhero?

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SAMPLE LESSON



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

SAMPLE LESSON