

Lesson Plan for Teaching: *Everyone Cooperates*

1. Concept (Expectation)

Everyone Cooperates

2. Definition and Critical Attributes

To work together and lend a helping hand

3. Examples

- ❖ Keep your area clean
- ❖ Follow rules of a game
- ❖ Show your friends that you care

3. Non-Examples

- ❖ Leave area messy
- ❖ Play games any way you want
- ❖ Tell others they can't play
- ❖ Ignore friends when they're sad

4. Activities to Enhance Concept Development

- ❖ Role-play examples that demonstrate cooperation.
- ❖ Use examples from stories.
- ❖ Discuss what would happen if people in story didn't cooperate.

5. Activities to Check for Understanding

Present examples and non-examples. Have students identify the examples.

6. Activities to Extend Concept Development

Ask students to keep frequency counts of examples and non-examples demonstrated in the classroom within a given period of time.



Teaching Rules: *Everyone Cooperates*

SETTING 1	RULE	EXAMPLE	NON-EXAMPLE
Cafeteria			
Rule 1	Clean your area	Student throws out all their trash	Student leaves things on the table and/or floor

SETTING 2	RULE	EXAMPLE	NON-EXAMPLE
Hall			
Rule 1	Use silent signals to help others	Student motions to a daydreaming student to follow the line	Student screams, "hey, move it!"

SETTING 3	RULE	EXAMPLE	NON-EXAMPLE
Classroom			
Rule 1	Accept responsibility for your own actions	Student apologizes for making a bad choice	Student blames others for the consequence of his/her bad choice
Rule 2	Show concern for others	Student notices friend looking sad and asks, "what's wrong?"	Student teases another student (i.e., You're a baby!)

SETTING 4	RULE	EXAMPLE	NON-EXAMPLE
Playground			
Rule 1	Follow game rules	Student plays kickball and follows game rules	Students make up their own rules for kickball
Rule 2	Include everyone	Everyone can play football and/or everyone takes a chance to use the basketball	The first student to get the ball "hogs it" and does not share and/or neither team wants to let a student play with them.



SETTING 5	RULE	EXAMPLE	NON-EXAMPLE
Restroom			
Rule 1	Close door quietly	Student closes door without any noise	Student slams door shut
Rule 2	Take turns	Student washes hands and then moves out of the way	Student stands in front of the sink, fooling around.

SETTING 6	RULE	EXAMPLE	NON-EXAMPLE
Dismissal			
Rule 1	When your feet are walking there is no talking	Student walks quietly with assigned teacher	Student yells to kids in other classes.

Activities to Allow Students to Practice Desired Behaviors:

- ❖ Eagle posters throughout school to remind students
- ❖

Plan for Rewarding Appropriate Behavior:

- 1) Eagle dollars
- 2)