

# Lesson Plan for Teaching: *Give Respect*

## 1. Concept (Expectation)

Give Respect

## 2. Definition and Critical Attributes

To show concern and consideration for others and/or property, behaviors that help people feel calmer, safer, friendlier, and more cooperative.

### 3. Examples

- ❖ Listening to others (teachers and students)
- ❖ Picking up trash, keep areas clean
- ❖ Speak nicely to others
- ❖ Ask to borrow things
- ❖ Look at the person who is speaking

### 3. Non- Examples

- ❖ Grab things
- ❖ Calling names
- ❖ Using harsh tone/being abrupt
- ❖ Non-attentive during lesson
- ❖ Playing around while teacher is talking

## 4. Activities to Enhance Concept Development

- Have students write/draw definition of respect
- Demonstrate examples and non-examples
- Write letters of advice to peers about what respect looks like at Egypt Lake
- Act out/draw pictures of what respect looks like

## 5. Activities to Check for Understanding

- Act out/draw pictures
- Writing letters

## 6. Activities to Extend Concept Development

- Journal entries on respect
- Ask student the following: How many examples of respect do you find in class? At home? At the store?

# Teaching Rules: *Give Respect*

SETTING 1	RULE	EXAMPLE	NON-EXAMPLE
Cafeteria			
Rule 1	Keep hands, feet, and objects to self	Walk with both hands on tray. Sit at table with hands and feet in own area.	Balancing tray with one hand. Arms, legs on others' space.

SETTING 2	RULE	EXAMPLE	NON-EXAMPLE
Hall			
Rule 1	Stop at intersection and yield to the right	Stopping at stop sign – wait and move after class passes.	Moving in between students in another class passing by.
Rule 2	Let the entire class move forward	Stopping at stop sign – wait quietly, stand still, and move after class passes.	Moving in between students in another class passing by, talking to peers, and making noises.

SETTING 3	RULE	EXAMPLE	NON-EXAMPLE
Classroom			
Rule 1	Use polite language and low tone of voice	Say “please” and “thank you” while speaking softly	Saying “Give me that!” and hollering orders
Rule 2	Take turns	Playing brain quest and take turns answering	Playing brain quest and always being the one to ask questions
Rule 3	Be attentive to others	Look at person speaking.	Playing in desk with head down and making noise.

<b>SETTING 4</b>	<b>RULE</b>	<b>EXAMPLE</b>	<b>NON-EXAMPLE</b>
Playground			
Rule 1	Keep hands, feet, and objects to self	Appropriately going down the slide.	Pushing others out of the way to go down the slide.
Rule 2	Use polite language	Saying “excuse me” or “I’m sorry” if you bump into someone.	Telling others to “shut up!” and “You’re stupid!”

<b>SETTING 5</b>	<b>RULE</b>	<b>EXAMPLE</b>	<b>NON-EXAMPLE</b>
Restroom			
Rule 1	Give others privacy	When stall door is closed, knock to see if someone is in there.	Pounding on door to get in.
Rule 2	Paper towels in the trash	After washing hands dry them, place towel in trash.	Toss paper towel on the floor and walk away.
Rule 3	Use toilet paper appropriately	Use toilet paper to wipe yourself after using the restroom.	Making spitballs and tossing them on the ceiling.
Rule 4	Turn water off	Use water and turn faucet completely off when finished.	After washing hands, keep water running.

<b>SETTING 6</b>	<b>RULE</b>	<b>EXAMPLE</b>	<b>NON-EXAMPLE</b>
Dismissal			
Rule 1	Follow parents’ dismissal plan	Walk directly to the park, walk home or go where you are supposed to go	Go to friend’s house without telling someone and/or receiving permission.

**Activities to Allow Students to Practice Desired Behaviors:**

- ❖ Eagle posters throughout school to remind students
- ❖

**Plan for Rewarding Appropriate Behavior:**

- 1) Eagle dollars
- 2)