

Table of Contents

SECTION ONE: PROGRAM OVERVIEW

Program Goals and Objectives	1
Social Skills Development with Children	3
Character Education with Children	9
Character Education and Social Skills Development through Storytelling	12
Creating Peaceful Schools through Social Skills Education	15
Integration into Daily Curriculum	16
Meet the Storytellers	18
Methods of Creative Storytelling	15

SECTION TWO: PROGRAM COMPONENTS

STORYTELLING VIDEO SEGMENTS	25
• Mutual Respect and Cooperation	
• Assumptions and Perspective Taking	
• Social Dilemmas	
SET-UP AND INSTRUCTIONS FOR STUDENTS	26
CLASSROOM ACTIVITIES	29
• Curriculum Components	
Watch Story	
Story Posters and FX Discussion	
Creative Storytelling Activity	
Story Mapping	
Write-On Worksheet	
Explor-A-Story	
Word Herd Worksheet	
DIFFERENT LEARNING STYLES AND DEVELOPMENTAL CONSIDERATIONS	34
SET-UP INSTRUCTIONS	35

Table of Contents, cont.

SECTION THREE: PROGRAM LESSONS

UNIT 1: MUTUAL RESPECT AND COOPERATION	37
RESPECT	39
• <i>Anansi and the Turtle</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	
COOPERATION	55
• <i>The House that Talked to Itself</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	
COMPROMISE	71
• <i>Wise People of Helm</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	
UNIT 2: ASSUMPTIONS AND PERSPECTIVE TAKING	87
PERSPECTIVE TAKING	89
• <i>Red Hat/Blue Hat</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	
ASSUMPTIONS	105
• <i>Debate in Sign Language</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	
CHECK-IT-OUT	121
• <i>The Ghost House</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	
UNIT 3: SOCIAL DILEMMAS	139
BULLYING	141
• <i>Bully Goat Grim</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	
CLIQUES	157
• <i>Left Out</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	
CULTURAL ACCEPTANCE	173
• <i>Growing Up in East L.A.</i>	
• Activity Instructions (Set-up, Supplies, Directions, Handouts)	