

LESSON PLAN

Activity Title: Module 3 – Lesson 3 “Simulation Activity”

Space Needed: Classroom space with tables or desks and chairs.

Time Required: 15 minutes

Audience: Indicate which grade levels : 3rd-8th

Materials Needed: 2 sets of markers, two pieces of white construction paper.

Outcomes:

- | | | |
|--|--|---|
| <input type="checkbox"/> Safety and Structure | <input checked="" type="checkbox"/> Self-Worth | <input type="checkbox"/> Mastery and Future |
| <input type="checkbox"/> Career | <input type="checkbox"/> Physical Health | <input checked="" type="checkbox"/> Mental Health |
| <input checked="" type="checkbox"/> Intellectual | <input type="checkbox"/> Civic and Social | <input type="checkbox"/> Responsibility |
| <input type="checkbox"/> Spirituality and Self-Awareness | | <input type="checkbox"/> Cultural |
| <input type="checkbox"/> Belonging and Membership | | |

Opportunities:

- | |
|---|
| <input checked="" type="checkbox"/> Exploration, Practice, & Reflection |
| <input type="checkbox"/> Expression & Creativity |
| <input type="checkbox"/> Group Membership |
| <input type="checkbox"/> Contribution & Service |

Subject Area :

- | | | | | |
|-------------------------------------|---|---|---|-------------------------------|
| <input type="checkbox"/> Literacy | <input type="checkbox"/> Social Studies | <input checked="" type="checkbox"/> Character | <input type="checkbox"/> Science | <input type="checkbox"/> Math |
| <input type="checkbox"/> Recreation | <input type="checkbox"/> Creative Arts | <input type="checkbox"/> Technology | <input type="checkbox"/> Health / Nutrition | |

Skill / Concept Objective:

To help students develop an understanding of positive and negative reinforcement through a simulation.

Vocabulary Targeted:

Positive reinforcement, negative reinforcement, feedback, punish.

Activity Description:

Before the activity begins, the teacher should take two students aside and talk to them about the lesson. These two students will be a part of a demonstration that compares positive and negative reinforcement. The two students will know ahead of time what the teacher plans to do, and they know it is a role-play situation. However, the other students will not know about the plan. When class starts, the teacher will ask the two chosen students to come to the front of the class and sit at a table. They will each be given a piece of white construction paper and a set of markers. They will be instructed to draw a picture of a dog using as many colors as possible from their set of markers, and using as much space on the paper as possible. They will be given 2 minutes for this activity. While the students are working on their pictures, the teacher should be very patient and positive in her praise toward one of the students, while being critical, impatient, and negative about the other child's drawing (remember, the two students will know ahead of time that this is your plan). When the 2 minutes are up, the 2 students may show their pictures to the class.

How will the impact on learning be measured?

Student learning will be measured by the quality of the finished product created by the 2 students...further progress will be measured by the discussion of this activity, which occurs in Lesson 4.