

Activity Adaptations for Social Distancing

TGFD Grade 7

General Activity Adjustments

Paired and Group Activities - Workbook activities that instruct the students to work with a partner or in small groups can be done individually or as a class. Instead of collecting the student workbooks at the end of each lesson, ask the students to keep their workbooks in their backpack or locker.

Role Plays - Select student volunteers to read the scripts aloud from their desks.

Move-around-the-room Activities that require the students to stand by a display card to indicate their answer can be done with the students remaining at their desks. Display the cards on the board at the front of the room and assign a number to each card such as **One, Two, or Three**. Write the number above the corresponding card on the board. Read the scenarios aloud to the students and ask them to show their answers by holding up one, two, or three fingers.

Adjustments by Lesson/Activity

Lesson 1 **Set to Win:** *Setting Reachable Goals*

Activity 2: Goal Get 'em

Play **Goal Get 'em** as presented in the script in the Teacher's Manual. Put the students into teams of four in areas of the room where they can keep social distancing in effect. Encourage the students to practice social distancing when they come to the front of the room to collect and return cards.

Lesson 4 **Say It with Style:** *Effective Communication*

Activity 3: Camp Counselor

Conduct the **Sleeping Bagged** activity as a whole class. Give each student a game pawn. Assign each student to be either Player A, Player B, or Player C. Each student will use his or her own workbook. Select three students to be the general reader, one for Player A, one for Player B, and one for Player C.

Activity 4: Listen with Style

Play the **Drone Zone** activity as presented in the script in the Teacher's Manual as long as student pairs are able to speak and listen to their partner while maintaining social distance. If the students are not able to speak and listen in partners because the distance between them creates a barrier to completing the activity, administer the activity as a whole class. To do the activity as a class, invite one student speaker to the front of the classroom to select and describe one Drone Zone. The rest of the class will listen to that student's descriptions to find the correct house in their workbooks to land the drone. This adaptation will only allow the students to play the activity one time.

Lesson 6 Addiction Notice: *Understanding Addiction*

Activity 5: Goal for It!

Play **Goal for It!** as a class. Display a Goal for It! Game Board using a projector. Put the students into 2-3 teams to play from their seats. Designate a game pawn to each team. Place the game pawns in the appropriate colored Goal space on the game board. Place the deck of Super Star Cards and Challenge Cards face down in the corresponding space on the game board. Give one person in each team a Goal card. Ask this student to read the Goal card to their teammates. Each teammate will write down the goal and four places they will need to go in their workbooks. The teams must complete each step in the order listed on the card and mark each completed step to keep track of their progress. At each team's turn, roll the die, ask the team to specify the direction they want to move, and move the team's pawn the designated number of spaces on the board. If a team lands on a space with a light bulb or a star, draw a card from the appropriate deck, read it to the team, and follow the instructions. The first team to complete their goal steps and return to their Goal space, wins.

Lesson 7 A Toxic Waste: *Effects of Nicotine Use*

Activity 4: Toxic Concentration

Play **Toxic Concentration** as a class. Use a projector to display the Memory Cards face down in three rows of seven. Place the Quest Cards off to the side in a face down draw pile. Put the class into two teams to play from their seats. You will manage drawing the Quest Cards, turning over the Memory Cards, and pairing matched cards for each team. The students will mark their matches for their team in their workbooks. Follow the rest of the teacher's script to play the game. The team with the most matches at the end of the game, wins.