

Activity Adaptations for Social Distancing

TGFV – Social Perspectives Grade 5

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 cubby or desk.

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 movement to each card such as **Stand Up, Raise Your Hands Above Your Head, Make a Silly Face, and Put Your Head Down on the Desk**. Write the movement above the corresponding card on the board. Read the scenarios aloud to the students and ask them to show their answers by doing the movement at their desks.

Adjustments by Lesson/Activity

Lesson 2 **Rocket Science:** *Making Responsible Decisions*

Activity 3: One Minute to Launch

Play **One Minute to Launch** as a class. Shuffle the Mission Cards and place them on a table at the front of the room. Distribute one set of Choice Cards to each student, so that each student has a YES, NO, and MAYBE Choice Card. Read a Mission Card aloud to the class and have the students choose one Choice Card. Say, "Go" and have all students select a card and raise it in the air. Select a few students to share why they chose to make that decision. Discuss the positive and negative consequences of the decisions. Continue to play the game as time allows.

Lesson 5 **My Flight Crew:** *Bonding and Relationships*

Activity 3: The Buddy System

Play **The Buddy System Junior** as a class. Select one student volunteer to be the Friend in Need. Ask this student to leave the room or to cover their ears and put their head down so they cannot hear or see which classmates provide an answer. Read a Scenario Card to the class. Select five students to share one friendship quality they would offer the Friend in Need. Quickly write their answers on the board. Then, ask the Friend in Need to come back into the classroom or uncover their ears and

lift their head. Ask the Friend in Need which quality from the board they would choose for their situation. Once the Friend in Need chooses an answer, the classmate who gave this answer now becomes the Friend in Need. Continue to play the game as time allows.

Lesson 6 Initiate Launch: *Respect for Self and Others*

Activity 3: One Giant Leap

Play **Pre-Flight Check** as a class. Using a projector, display the Respect Cards face down in three rows of six. Place the Scenario Cards off to the side in a face down draw pile. Put the class into two teams. You will manage drawing the Scenario Cards, turning over the Respect Cards, and pairing matched cards for each team. Follow the teacher's script to play the game. The team with the most matches at the end of the game, wins.

Lesson 7 Smooth Landing: *Conflict Resolution*

Activity 4: Practice Makes Progress

Play **Navigator** as a class. Read each card number and scenario on the card to the class. Allow five seconds for the students to write down the card number above or beside a category in their workbook. When the students think they have four approaches from the same category, they should raise their hands. Call on the first student who raises their hand to read the numbers from an approach category they recorded. If the numbers are correct to that category, declare that student the winner of Round 1. To keep the game fun and the students involved, only allow five seconds for the students to record their answers and do not reread the scenarios on the cards. Continue to play the game until all of the categories are solved or as time allows.

Lesson 8 Initiate Countdown: *Anger Management*

Activity 4: Course Correction

Conduct **Course Correction** as the teacher's script indicates with the exception that students will not draw a number from the bag. Draw and call out the number to the students. The remainder of the activity can be conducted as a class.

Lesson 10 Flight Academy: *Being a Positive Role Model*

Activity 2: Mission Training

Play **Mission Training** as a class. Using a projector, display a Mission Training Game Board. Set up and play the game as indicated in the teacher's script. Read the game cards to the students and select

student volunteers to answer. Allow the student volunteer to choose which game pawn to move and where to move it. To win the game, the students must match the positive role model qualities on the board with the Positive Example Cards placed around the board before Negativity reaches the space station.