

BINGO

Is good at math	Always works hard	Likes to join in activities	Can organize anything	Can write computer code
Speaks more than one language	Tells great stories and jokes	Is a good speller	Plays a team sport	Likes to read
Knows how to swim	Can play a musical instrument		Has a good memory	Is good at building or making things
Likes to make charts and graphs	Likes to figure out how things work	Likes to write	Likes to be in plays	Likes to help others
Is a good cook	Keeps a personal diary or journal	Likes to design posters and murals	Is a good artist	Is a great dancer

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3. Establishing What's Important
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5. Developing Personal Power

PART II: ACQUIRING CORE SKILLS

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1. Understanding Nonverbal Communication
2. Listening
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MODULE TWO: DECISION MAKING SKILLS

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4. Becoming a Responsible Citizen
5. Nurturing the Development of Young Children

PART IV: DEMONSTRATING THE SKILLS

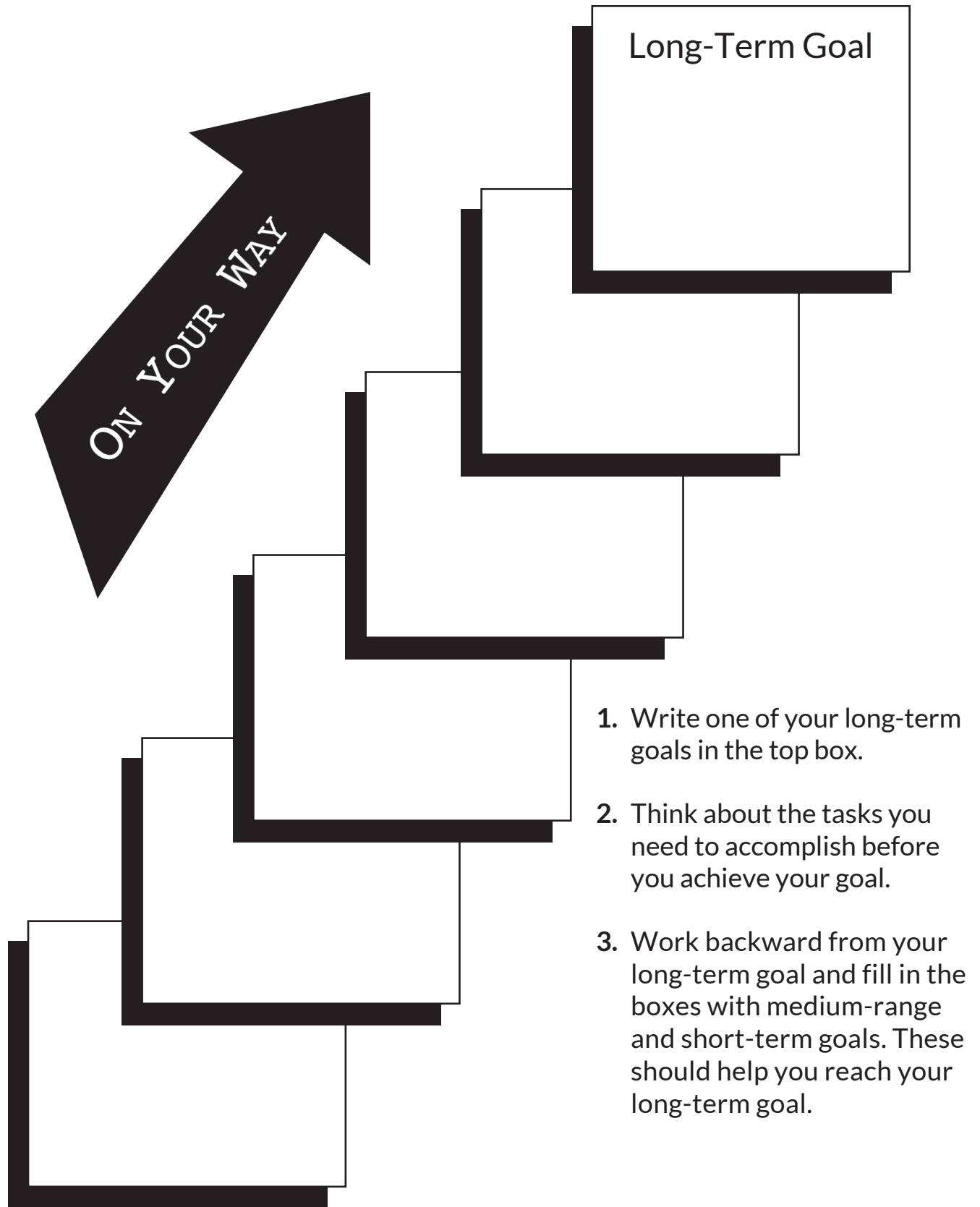
SERVICE LEARNING.....

1. Introduction
2. Getting Started
3. Designing a Plan
4. Finalizing the Action Plan and Getting Approval
5. Taking Action
6. Assessment

A DAY IN A LIFE

Camilla Juarez is a high school senior. The following are the activities she has planned for today.

Where	Time	Activity	Related Overcoming Obstacles Lessons
Home	6:15 AM	1. Wake up.	
	6:25 AM	2. Take a shower and get dressed.	
	6:45 AM	3. Eat breakfast.	
	6:55 AM	4. Get books and papers together for school.	
	7:00 AM	5. Leave for school.	
	7:00 PM	6. Complete homework.	
	8:00 PM	7. Decide how to spend or save my paycheck.	
	8:30 PM	8. Try to find a different job.	
School	7:45 AM	1. Meet with Mr. Jones to ask if I can retake the test.	
	9:00 AM	2. Take notes in history class.	
	11:30 AM	3. Talk to Jack at lunch about the argument we had yesterday.	
	1:00 PM	4. Complete science project with my group.	
Work	2:45 PM	1. Catch a bus to work.	
	3:00 PM	2. Check supplies inventory before my shift starts.	
	5:30 PM	3. Speak to my boss about the raise that was promised.	



TOPICS FOR A CONTROLLED DEBATE

- Students who get in trouble with the law should be expelled.
- Healthy people should become organ donors.
- People should be banned from talking on their cell phones in public places.
- Animals should live in their natural habitats, not in zoos or circuses.
- Boys and girls should be allowed to try out for and play on any high school sports team they want, including basketball and football.
- Squirt guns, laser pointers, and other toys that look like guns should be banned from schools.
- Policies banning homework should be established in school districts.
- All schools should require uniforms.
- All students should be required to learn a foreign language.
- Athletes should be required to graduate from college before playing professional sports.
- Schools and libraries should block certain websites on computers used by high school students.
- Student government should have the power to change school policy.

MISSION TO MARS

- 1.** You have volunteered to undergo training to journey into space and take part in an effort to make Mars habitable. You will need to dramatically change your daily routine to begin training for the mission. You have to give up one of your favorite activities to prepare.
- 2.** Because of the mission, you will be away from your normal life for some time. You must lose one of your goals.
- 3.** There is a limited amount of room on the spacecraft that will take you to Mars. You must give up one of your possessions.
- 4.** The engineers have redesigned the spacecraft in order to make it safer, but there is less extra space now. You have to give up another possession.
- 5.** You are given news that in order to make the most out of the mission, you will be on Mars longer and must undergo even more training for the mission. You lose one of your goals and must give up an activity. And because of how busy you are now, two important people disappear from your life since you are no longer able to maintain relationships as easily.
- 6.** As stress mounts for the impending mission, you find it even harder to make time for the people you care about. Discard two squares containing important people.
- 7.** As you prepare to embark, it becomes more and more clear that the mission will take up decades of your life. You must discard three of your remaining squares. Which will they be?
- 8.** You have returned from the mission and will live out the rest of your life with only this person, possession, goal, or activity.