

# Scope and Sequence



## Unit 1: Diversity & Inclusion

Pre-school & Kindergarten	1 <sup>st</sup> Grade	2 <sup>nd</sup> Grade	3 <sup>rd</sup> Grade	4 <sup>th</sup> Grade	5-6 <sup>th</sup> Grade
1.1 Getting to Know Each Other – Students discuss the value of getting to know all of their classmates, and play a game in which they share about themselves with their peers.	1.1 Getting to Know Each Other – Students learn the value of getting to know all of their peers. They have opportunities to gain comfort in sharing about themselves and to listen to and learn about others as they share.	1.1 Getting to Know Each Other – Students learn the value of getting to know all of their peers. They have opportunities to gain comfort in sharing about themselves and to listen to and learn about others as they share.	1.1 Who We Are – Students are provided with the opportunity to get to know one another by sharing items of importance with their classmates.	1.1 Who We Are – Students are provided with the opportunity to get to know one another by sharing items of importance with their classmates.	1.1 Who We Are – Students are provided with the opportunity to get to know one another by sharing items of importance with their classmates.
1.2 Discovering Commonalities – Students discuss how talking and spending time with their peers can help them find things in common with one another, and then have an opportunity to find things that they have in common with a buddy.	1.2 Discovering Commonalities — Students learn that talking and playing with different peers can help them find things in common with one another. They have opportunities to discover what they have in common with many of their peers.	1.2 Discovering Commonalities – Students learn that talking and playing with different peers can help them find things in common with one another. They have opportunities to discover what they have in common with many of their peers.	1.2 The Things We Have in Common – Students play the "Commonalities" game to identify similarities that they have with a peer in their classroom.	1.2 The Things We Have in Common – Students play the "Commonalities" game to identify similarities that they have with a peer in their classroom.	1.2 The Things We Have in Common – Students play the "Commonalities" game to identify similarities that they have with a peer in their classroom.
1.3 Learning from Diversity – Students discuss how everyone is different in some ways and that this makes each person unique and interesting, and then work with a buddy to create a collage that reflects many different things about each of them.	1.3 Learning from Diversity — Students learn that everyone can be different in some ways and that this makes each person unique and interesting. They discuss the value of diversity and how they can learn new things from others.	1.3 Learning from Diversity – Students learn that everyone can be different in some ways and that this makes each person unique and interesting. They discuss the value of diversity and how they can learn new things from others.	1.3 Learn Something New – Students learn to appreciate and value differences by teaching and learning new skills from each other.	1.3 Learn Something New – Students learn to appreciate and value differences by teaching and learning new skills from each other.	1.3 Learn Something New – Students learn to appreciate and value differences by teaching and learning new skills from each other.
1.4 Building Community – Students discuss what it means to belong to a community, and then work together to create a representation of their classroom community.	1.4 Building Community – Students learn what it means to belong to a community. They discuss the things that make their classroom a community and together create a representation of this community.	1.4 Building Community – Students learn what it means to belong to a community. They discuss the things that make their classroom a community and together create a representation of this community.	1.4 Classroom Identity – Students develop a common classroom identity by working together to develop a classroom name and motto.	1.4 Classroom Identity – Students develop a common classroom identity by working together to develop a classroom name and motto.	1.4 Classroom Identity – Students develop a common classroom identity by working together to develop a classroom name and motto.



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2.1 Recognizing Feelings – Students learn to identify and demonstrate the physical signs of different emotions. Students discuss how various emotions look, sound, and feel, and then practice demonstrating and identifying different emotions.	2.1 Recognizing Feelings – Students learn to identify and demonstrate the physical signs of different emotions.	2.1 Recognizing Feelings – Students learn to identify and demonstrate the physical signs of different emotions.	2.1 Thought Connections – Students participate in a game to illustrate the connection between their thoughts, feelings, and actions.	2.1 Pop That Thought Bubble! – Students participate in exercises to illustrate the connection between their thoughts, feelings, and actions and to practice thinking in positive and inclusive ways.	2.1 Thought Bubbles – Students participate in exercises to illustrate the connection between their thoughts, feelings, and actions and to practice thinking in positive and inclusive ways.
2.2 Predicting Feelings – Students discuss how to think ahead and predict emotions that might result from a given situation, and then practice predicting how a peer might feel in different situations.	2.2 Predicting and Explaining Feelings — Students learn about thinking ahead to predict and thinking back to explain someone's feelings. Students predict their own feelings in various situations and compare them to that of others while playing Emotions Bingo.	2.2 Predicting and Explaining Feelings – Students learn about thinking ahead to predict and thinking back to explain someone's feelings. Students predict their own feelings in various situations and compare them to that of others while playing Emotions Bingo.	2.2 Feelings Detectives  – Students participate in empathy-related exercises to illustrate that people can have different feelings when faced with the same situations and to practice recognizing feelings in other people.	2.2 Learning about Empathy  – Students play the Empathy Game to practice recognizing each other's feelings and perspectives and responding to each other in understanding ways.	2.2 Walking in Someone Else's Shoes (WISES) – On Day 1, students learn how to identify emotional states, understand different perspectives, and respond emotionally to others. On Day 2, students play the WISES Game to practice these skills.
2.3 Explaining Feelings – Students discuss how to think back to what happened first or look for situational cues in order to understand reasons for someone's feelings. Students brainstorm reasons that people can have different feelings.	2.3 Relating Thoughts, Feelings, & Behaviors — Students learn the relations among thoughts, feelings, and behaviors and practicing creating their own Think-Feel-Do chain for a given situation.	2.3 Relating Thoughts, Feelings, & Behaviors – Students learn the relations among thoughts, feelings, and behaviors and practicing creating their own Think-Feel- Do chain for a given situation.	2.3 To Think Like a Caterpillar – Students participate in exercises to promote the perspective that personalities and abilities can change and improve (i.e., a Caterpillar Mindset).	2.3 Caterpillar Thoughts – Students participate in exercises to promote the perspective that personalities and abilities can change and improve (i.e., a Caterpillar Mindset).	2.3 To Change Like a Caterpillar  – Students complete a homework exercise and play the To Change Like a Caterpillar Game to promote the perspective that personalities and abilities can change and improve (i.e., a Caterpillar Mindset).
2.4 Having Empathy – Students discuss what it means to have empathy for someone, and brainstorm ways to show empathy and caring to someone in different situations.	2.4 Having Empathy – Students learn what it means to have empathy for someone, and brainstorm ways to show empathy and caring to someone in different situations.	2.4 Having Empathy – Students learn what it means to have empathy for someone, and brainstorm ways to show empathy and caring to someone in different situations.	2.4 Pop That Stereotype – Students participate in exercises to illustrate the problems associated with stereotype thinking and to practice thinking in non- stereotyped ways.	2.4 Stereotype Detectives – Students participate in exercises to identify stereotypes, to observe stereotyped messages in the environment, and to practice thinking in non-stereotyped ways.	2.4 Thinking Outside the Box – Students participate in exercises to illustrate the problems associated with stereotypes and work together to develop strategies to prevent the negative consequences of stereotyping.



## **Unit 2: Empathy & Critical Thinking (continued)**

Pre-school & Kindergarten	1 <sup>st</sup> Grade	2 <sup>nd</sup> Grade	3 <sup>rd</sup> Grade	4 <sup>th</sup> Grade	5-6 <sup>th</sup> Grade
2.5 Understanding Stereotypes about People – Students discuss	2.5 Understanding Stereotypes about People –	2.5 Understanding Stereotypes about People –			2.5 Critical Thinking in Practice  – Students view and evaluate
how not everyone in a group is just	Students learn about	Students learn about			gender and relationship
the same, and practice a way to	stereotypes about groups	stereotypes about groups of			messages presented in a
respond to differences.	of people and how to	people and how to respond to			scripted scenario.
·	respond to them.	them.			
2.6 Understanding Stereotypes	2.6 Understanding	2.6 Understanding			
about Objects, Activities, and Roles	Stereotypes about Objects,	Stereotypes about Objects,			
<ul> <li>Students discuss how everyone</li> </ul>	Activities, and Roles –	Activities, and Roles –			
can make choices and discover that	Students learn that toys,	Students learn that toys,			
toys, activities, and roles can be for	activities, and roles are for	activities, and roles are for			
everyone. Students continue to	everyone and discuss bias	everyone and discuss bias			
practice ways to respond to	present in marketing.	present in marketing.			
stereotypes.					
2.7 Understanding that People Can	2.7 Understanding that	2.7 Understanding that			
<b>Change</b> – Students discuss the	People Can Change –	People Can Change – Students			
potential for growth, learning, and	Students learn about the	learn about the potential for			
change in themselves and others	potential for growth,	growth, learning, and change			
and identify how they have changed.	learning, and change in	in each person and the			
	each person and the	importance and persisting at			
	importance of persisting at	efforts to learn or try new			
	efforts to learn and try new	things. They practice turning			
	things. They practice	entity (fixed) thoughts into			
	turning entity (fixed)	incremental (change)			
	thoughts into incremental	thoughts.			
	(change) thoughts.				



#### **Unit 3: Communication**

Pre-school & Kindergarten	1 <sup>st</sup> Grade	2 <sup>nd</sup> Grade	3 <sup>rd</sup> Grade	4 <sup>th</sup> Grade	5-6 <sup>th</sup> Grade
3.1 Listening to Others – Students discuss the importance of being thoughtful and careful listeners, and practice how to use whole body listening skills (eyes looking, ears listening, mouth quiet, body still) during a game.	3.1 Listening to Others – Students learn the importance of being thoughtful and careful listeners. They practice how to use whole body listening skills (eyes looking, ears listening, mouth quiet, body still).	3.1 Listening to Others – Students learn the importance of being thoughtful and careful listeners. They practice how to use whole body listening skills (eyes looking, ears listening, mouth quiet, body still).	3.1 Communication Blooper or Booster- Students learn communication roadblocks (Communication Bloopers) and strategies (Communication Boosters) by identifying the Bloopers and Boosters in a role-play game.	3.1 Name that Communication Blooper — Students learn about communication roadblocks (Communication Bloopers) and strategies (Communication Boosters) by identifying the Bloopers and Boosters in a role-play game.	3.1 Name That Communication Blooper — Students learn about potential problems, or "bloopers", that can occur when communicating with others.
3.2 Responding to Others – Students discuss the importance of reciprocal communication and practice "talking back and forth" with a peer.	3.2 Responding to Others – Students learn the importance of reciprocal communication (Listen-Think- Respond) and practice "talking back and forth" with a peer.	3.2 Responding to Others – Students learn the importance of reciprocal communication (Listen-Think- Respond) and practice "talking back and forth" with a peer.	3.2 Communication Boosters: Listening and Supporting — Students learn more about using Boosters when communicating with others and have an opportunity to practice these strategies with a partner.	3.2 The Communicator – Students learn more about using Boosters when communicating with others and get an opportunity to practice using these strategies with a partner.	3.2 The Communicator – Students identify effective strategies, or "boosters", to use when communicating with others.
3.3 Being Assertive – Students discuss the importance of speaking up in a respectful way and practice Speaking Up, Speaking Kindly.	3.3 Being Assertive – Students learn the importance of speaking up in a respectful way (Speak Up, Speak Kindly). They learn how they should look and sound and the kind of words to say when they are speaking up, and have opportunities to practice speaking up appropriately with a peer.	3.3 Being Assertive – Students learn the importance of speaking up in a respectful way (Speak Up, Speak Kindly). They learn how they should look and sound and the kind of words to say when they are speaking up, and have opportunities to practice speaking up appropriately with a peer.	3.3 Collaboration in Action – Students practice using Communication Boosters and avoiding Communication Bloopers in a cooperative learning group activity.	3.3 Communication in the Environment – Students are provided with the opportunity to identify Communication Bloopers and Boosters in the Environment.	3.3 Communication in the Media – Students are provided with the opportunity to identify communication "bloopers" and "boosters" in the media.
				3.4 Collaboration in Action – Students practice using Communication Boosters and avoiding Communication Bloopers in a cooperative learning group activity.	3.4 Collaboration in Action – Students practice using communication "boosters" in a cooperative learning group competition.



# **Unit 4: Problem Solving**

Pre-school & Kindergarten	1 <sup>st</sup> Grade	2 <sup>nd</sup> Grade	3 <sup>rd</sup> Grade	4 <sup>th</sup> Grade	5-6 <sup>th</sup> Grade
4.1 Identifying Problems – Students discuss the first two steps in solving problems (Stop, Talk), and practice identifying and stating problems presented in scenarios.	4.1 Identifying Problems  - Students learn the first two steps in problem- solving (Stop, Talk) and practice recognizing and stating the problems described in peer scenarios.	4.1 Identifying Problems – Students learn the first two steps in problem-solving (Stop, Talk) and practice recognizing and stating the problems described in peer scenarios.	4.1 The Animals of Conflict — Students identify common conflicts that occur at school and discuss different approaches to resolving them.	4.1 Watch and Learn – Students identify different conflict styles and evaluate the costs and benefits associated with each style.	4.1 Watch and Learn – Students identify different conflict styles and evaluate the costs and benefits associated with each style.
4.2 Solving Problems — Students discuss the last two steps in solving problems (Think, Try), practice generating solutions to problems presented in scenarios, and then problem-solve with a peer during a collaborative project.	4.2 Solving Problems – Students learn the last two steps in problem- solving (Think, Try) and practice generating positive solutions to problems presented in peer scenarios.	4.2 Solving Problems – Students learn the last two steps in problem-solving (Think, Try) and practice generating positive solutions to problems presented in peer scenarios.	4.2 Stop, Think, and Cool Off! – Students practice monitoring and rating their feelings in conflict situations and learn to use Calm Breathing as a tool to regulate their emotions.	4.2 Stop, Think and Cool Off! — Students practice monitoring and rating their feelings in conflict situations and practice different relaxation strategies to assist them with regulating their emotions.	4.2 Name That Conflict Style – Students recognize their own conflict style and practice identifying the consequences associated with each style.
4.3 Cooperating – Students discuss teamwork skills and work together on a collaborative construction activity.	4.3 Cooperating – Students learn the benefits and necessary skills for working with others, and they practice teamwork skills during a collaborative activity.	4.3 Cooperating – Students learn the benefits and necessary skills for working with others, and they practice teamwork skills during a collaborative activity.	4.3 Talk It Out and Clear It Up — Students learn a framework for how to effectively communicate their feelings and thoughts during conflict situations.	4.3 Talk It Out and Clear It Up – Students learn a framework for how to effectively communicate their feelings and thoughts during conflict situations.	4.3 Step It Up – Students learn a step-by-step approach to effectively resolve conflicts with others.
4.4 Being Considerate – Students discuss being considerate of others and practice strategies for self- regulation during a dance.	4.4 Recognizing How Behaviors Affect Others – Students learn how their behaviors can affect others and discuss ways to compromise in order to be fair and respectful of others.	4.4 Recognizing How Behaviors Affect Others – Students learn how their behaviors can affect others and discuss ways to compromise in order to be fair and respectful of others.	4.4 Let's Step It Up — Students practice resolving conflict using the Step It Up approach by engaging in role-play with a partner.	4.4 Let's Step It Up – Students practice resolving conflicts using Step It Up approach by engaging in a role-play with a partner.	4.4 Practice Makes Perfect – Students practice resolving conflicts with the Step It Up approach by creating scripts that contain conflict scenarios and resolutions.



## **Unit 5: Peer Relationships**

Pre-school & Kindergarten	1 <sup>st</sup> Grade	2 <sup>nd</sup> Grade	3 <sup>rd</sup> Grade	4 <sup>th</sup> Grade	5-6 <sup>th</sup> Grade
5.1 Caring for Others –	5.1 Caring for Others –	5.1 Caring for Others –	5.1 What Makes a Friend —	5.1 What makes a friend –	5.1 What Makes A Friend –
Students discuss the	Students learn the importance	Students learn the importance	Students develop an	Students develop an	Students develop an
importance of being caring	of being caring and kind to	of being caring and kind to	awareness of qualities in a	awareness of qualities in a	awareness of qualities in a
toward others, and then	others. They discuss how kind	others. They discuss how kind	friend that are valued by	friend that are valued by	friend that are valued by
practice giving compliments	acts can help everyone feel	acts can help everyone feel	everyone.	themselves and their peers.	themselves and their peers.
and doing something kind for	good and practice giving	good and practice giving			
a peer.	compliments to one another.	compliments to one another.			
5.2 Being Inclusive – Students	5.2 Being Inclusive – Students	5.2 Being Inclusive – Students	5.2 Friendship Pledge —	5.2 Clique Busters – Students	5.2 I've Got Your Back –
discuss the importance of	learn the importance of	learn the importance of	Students meet in groups to	engage in exercises that	Students identify the
making sure that everyone	making sure that everyone	making sure that everyone	discuss and compare	illustrate how social cliques	existing peer support in
feels welcomed and included,	feels welcomed and included.	feels welcomed and included.	important friendship qualities.	can be exclusive and harmful.	their classroom and practice
and practice including one	They discuss scenarios	They discuss scenarios	Each students commits to	Students develop and commit	providing support in a
another in a musical game.	illustrating social exclusion,	illustrating social exclusion,	treating his/her friends	to using strategies to create a	grade-wide competition.
	consider causes and	consider causes and	according to their chosen key	socially inclusive environment	
	consequence of these	consequence of these	friendship qualities by taking a	in their classroom and school.	
	behaviors, and brainstorm	behaviors, and brainstorm	Friendship Pledge.		
	ways to help everyone feel	ways to help everyone feel			
	included.	included.			
5.3 Making Amends and	5.3 Apologizing and Forgiving	5.3 Apologizing and Forgiving	5.3 I've Got Your Back —	5.3 I've got Your Back –	5.3 Talk it Out – Students
Forgiving – Students discuss	- Students learn the	<ul> <li>Students learn the</li> </ul>	Students identity specific ways	Students Identity specific	discuss the value of creating
the elements of making	importance of taking	importance of taking	they can provide support to	ways that they can provide	friendships with diverse
amends and then generate	responsibility and showing	responsibility and showing	each other and practice	support to each other and	peers and develop
ways to do so in peer conflict	concern and care when there	concern and care when there	engaging in these behaviors	practice engaging in these	strategies to minimize costs
scenarios.	is damage to a relationship.	is damage to a relationship.	during a competition.	behaviors during a grade-wide	that can be associated with
	They discuss the benefits for	They discuss the benefits for		competition.	these friendships.
	forgiveness and learn how to	forgiveness and learn how to			
	make an apology in action.	make an apology in action.			
5.4 Reflecting and Connecting	5.4 Reflecting and Connecting	5.4 Reflecting and Connecting	5.4 Battle the Bullies—	5.4 Battle the Bullies –	5.4 Battle the Bullies –
– Students discuss feelings	<ul> <li>Students discuss feelings at</li> </ul>	<ul> <li>Students discuss feelings at</li> </ul>	Students learn about the roles	Students learn about the roles	Students develop
and memories at the end of	the end of the school year and	the end of the school year and	of the bully, the target, and	of the bully, the target, and	awareness of the costs
the school year, and create a	the importance of thinking	the importance of thinking	the bystander in bullying	the bystander in bullying	associated with bullying and
display of their favorite class	about past memories and	about past memories and	incidents. Through a play	incidents. Through a play	identify strategies for
memories.	ways they have grown and	ways they have grown and	writing and role-play exercise,	writing and role-play exercise,	coping with bullying
	changed. They discuss some	changed. They discuss some	students identify and practice	students identify and practice	behavior. Students learn
	of their memories, feelings,	of their memories, feelings,	strategies for responding to	strategies for responding to	about the roles of the bully,
	challenges, and	challenges, and	bullying behavior.	bullying behavior.	the victim, and the
	accomplishments from the	accomplishments from the			bystander in these bullying
	past year and their hopes and	past year and their hopes and			incidents.
	goals for the future.	goals for the future.			

