

Fairness Lesson

Ding!

Introduction:

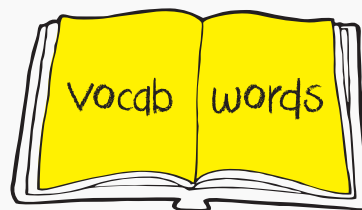
Hunter Scott and Shaina Mangum work hard to succeed despite the unfair physical challenges they face.

Essential
Question:

How do we
practice being
fair?



(as needed for game)



disappointed

fairness

motto

Pre-viewing:

The following can be asked/done before watching video.

- Use a board game with which the children are familiar, something like Candy Land or Chutes and Ladders.
- Show students that when you play the game, you like to have everyone follow the rules.
- Draw a card, but decide you do not want to play that card. Put it back on the bottom of the pile and pick another. Most likely the students will tell you it's not fair or that you are not following the rules. If not, ask them, "Is it fair if I take whatever card I like?"
- Discuss the fairness of your actions and why following the rules in a game makes it fair for everyone.

Notes:

Discussion Questions:

The following can be asked/done after watching video:

- What character traits can you identify in Hunter and Shaina?
- Do you feel as though life is unfair for Hunter and Shaina? Why or why not?
- Do they feel like life is unfair to them? How do you know?
- How did Hunter and Shaina turn what some people perceive as a negative or unfair into a positive thing? How could you turn a negative situation in your life into a positive one?

Notes:

Procedure:

Introduction:

Talk to the students about how sometimes we think certain things that are happening are not fair. Give an example of sharing a snack with someone and getting a very small portion while the other person got a huge portion. Discuss how this makes everyone feel when it happens. Ask for other examples.

Direct Instruction (I do):

Explain that today the class will play a game called “Ding!”
The rules for the game are:

- The students silently watch the teacher do and say different things with members of the class.
- If the teacher says or does something that is not fair, students raise quiet hands and say, “Ding!”
- The teacher asks the first person who said, “Ding!” to describe or show everyone the fair thing to do instead.
- Then the teacher will change the words or action and continue to give other examples.

Guided Exploration (We do):

- Practice the correct volume and hand gestures for saying, “Ding!”
- Teacher should decide if students need to remain seated or if they can move around/stand when saying, “Ding!”
- Practice correct voice levels and taking turns for sharing their ideas.

Procedure Continued:

Independent Practice (You do):

Set up situations where the teacher must choose between a doing the fair thing and the unfair thing, making sure to have examples of both. Involve the students in your scenarios. Some suggestions might include:

- Point out how several students are following the rules. Give only a few from the group the opportunity for a class reward.
- Ask students to demonstrate how to do a simple class procedure such as raising quiet hands. Describe how everyone did it correctly. Give only a few from the group the opportunity for a class reward.
- Select an academic skill students are working on such as counting to 100, counting by fives, identifying punctuation, etc. Tell students you are going to create a “Perfect Score” club. Anyone who has demonstrated mastery will get their name on the poster and get a sticker.
- Ask students to show you what they are wearing on their feet. Say that only students who are wearing a certain color shoe will be allowed outside for recess today.
- Tell students you are going to ask them questions about the story they read earlier and how you will use name sticks to randomly pick the person who will answer.
- Bring in a picture of something special to you such as your pet, your family, etc. Tell class you are only going to the picture to people who are wearing certain kinds of clothes today.

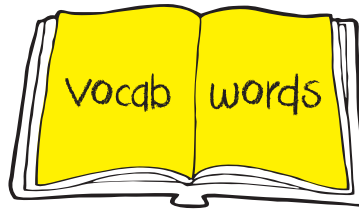
Procedure Continued:

Conclusion:

- ♥ Ask students how they felt when they were treated unfairly in the game. What did they want to do or say? Why?
- ♥ Ask students how they felt when they witnessed their classmates being treated unfairly in the game. What did they want to do or say? Why?
- ♥ Ask students how they can help each other when they see or hear something unfair happening.

Notes:

Vocabulary & Definitions



disappointed (adj.) Definition: being unhappy because something did not happen or was not as good as expected

Context: Juanita was disappointed when she did not get the puppy she wanted for her birthday.

fairness (n.) Definition: the act of treating people the same; the quality of treating everyone equally

Context: To demonstrate a sense of fairness to all of her students, Mrs. Parsons gave each student one free homework pass at the beginning of the school year.

motto (n.) Definition: a short statement that expresses the aims or beliefs of a person, school, organization, etc.

Context: Our team's motto, "There's no 'I' in 'team,'" reflects our commitment to teamwork and working together.