

Asking a Friend to Play

Social Emotional Learning

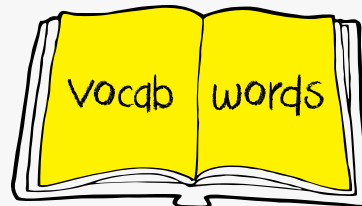
Project and Purpose: Students develop and practice strategies to assist them in asking a friend to play.

Essential Question:

How do you ask a friend to play?



- Projector/screen, white board and markers or chart paper and markers
- *Let's Play!* chant (for projection or written on whiteboard or chart paper)



ask

friend

Room Set up: Space for students to have group discussions and to move and work in pairs.

PreK-2

Introduction

1. Stand in the middle of a space and invite students to form a circle around you to play the “Join Me Game.”
2. Tell students you will make a statement, and if it is true for them, they will join you by coming to the middle of the circle. Explain that not every statement is true for every person, and sometimes they will remain in the circle. This is not only fine, it’s great!
3. Say, “Please join me if you like to play.” Students join you in the middle if that is true for them.
4. Ask students to return to the circle.
5. Say, “Please join me if you can jump rope.” Students join you in the middle if that is true for them, and then return to the circle.
6. Continue the pattern with questions (select those that are appropriate for your students and create your own).
7. Thank students for joining you in the game and ask them to return to the circle to discuss the game.
8. Discuss when and how we should ask friends to play. Discuss how sometimes it’s easy to ask someone to play, and sometimes it takes a little courage. When might it take courage?
9. Remind them that if you don’t ask, no one knows that you want to play. Ask students to think about why we sometimes don’t ask others to play.

Notes:

Direct Instruction (I do)

1. Discuss how you asked them to play the *Join Me Game*. Point out and/or discuss the words we choose when we want to ask people to play or join us.
2. Tell students about how you ask your friends to do things with you now that you are older, and compare/contrast to when you were younger.
3. Tell students that it helps you to say a chant to remind you to ask friends to play. Display the chant *Let's Play!*
4. Begin the chant. Do the chant all the way through one time.

For Kindergarten: Next do in a call and response.

Let's Play!

I can ask my friend to play!
That is what I'll do today.
I'll smile real big so they can see,
And ask, "Will you come play with me?"
Let's play! (clap, clap)
Let's play! (clap, clap)
What should we play? (clap, clap)
Let's play! (clap, clap)
Let's play! (clap, clap)
What should we play? (clap, clap)

Notes: _____

Independent Practice (You do)

1. Lead a quick discussion on asking friends to play. **Questions:**
 - a. How should you approach/walk up to a person to ask them to play with you?
 - b. What do you do if the person doesn't want to play?
2. Teacher explains that it is the student's turn to come up with other ways to ask a friend to play.

Grade K:

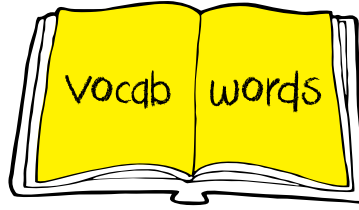
- a. As a group, have students brainstorm ideas for other things to say or do to successfully ask a friend to play. Teacher takes dictation.
- b. Divide the group into pairs. Each pair will choose one of the ideas. Rehearse a quick scene, with one student asking and the 2nd responding to the request. Remind pairs to use the ideas from the game, the chant, and the discussion.
- c. Each pair shares their 'scene' with the class.

Grades 1-2:

- a. Students work in pairs to write at least four ways to ask a friend to play.
- b. Have pairs practice using their ideas in short 'scenes,' with one student asking and the 2nd responding to the request to play. Remind pairs to use the ideas from the game, the chant, and the discussion.
- c. Have pairs share their short scenes with the class.

Personal Reflection

Choose one of the ideas and draw a picture of what it looks like to ask a friend to play. **Suggestion:** Make a book of all the ideas to remind as needed and to help future students in the classroom.



Vocabulary Definitions

ask (v)

- Definition: to put a question to someone, or request an answer from someone.
- Context: Anna is ready to ask her friend Charlie to play checkers.

friend (n)

- Definition: one attached to someone out of affection or esteem.
- Context: You can tell that Nancy and Kim are good friends because they help each other.

Let's Play! Song

I can ask my friend to play!
That is what I'll do today.
I'll smile real big so they can see,
And ask,
“Will you come play with me?”
Let's play! (*clap clap*)
Let's play! (*clap clap*)
What should we play? (*clap clap*)
Let's play! (*clap clap*)
Let's play! (*clap clap*)
What should we play? (*clap clap*)