

# Character and Life Skills: Responsibility

## SEL Focus: Responsible Decision Making

### Lesson Title: Games!

### Grade Level: 3-5



#### Project and Purpose

Students list ways they demonstrate different types of responsibility in their lives, and then play and analyze the category of responsibility emphasized in web-based games.

#### Essential Question

What can games teach us about different kinds of responsibility?

#### Materials

- Paper signs in different parts of the room, each with one of the following headings:
  - Responsibility: Personal Safety
  - Responsibility: Personal Health
  - Responsibility: Personal Possessions
  - Responsibility: Home Chores/Tasks
  - Responsibility: Classroom Chores/Tasks
  - Responsibility: Other people
- **Responsibility Checklist**  
Access to Internet and the following games on [www.Kids.gov](http://www.Kids.gov):
  - Immune Platoon
  - Disaster Master
  - Indoor and Outdoor Safety Games

**Note:** As the site evolves, new games may be added and old games be deleted. Teachers should navigate the site beforehand to keep abreast of changes and be familiar with how to find and play the games.

#### Introduction

1. Review the definition of responsibility: being accountable or to blame for something or someone.
2. Post the definition of responsible decision making and ask students to tell you what they think it means in their own words. If you have done the deconstruction lesson, remind them of the hard work they did to break down all the skills that are a part of responsible decision making.

**Responsible Decision Making:** The ability to make constructive and respectful choices about personal behavior and social interactions based on consideration of ethical standards, safety concerns, social norms, the realistic evaluation of consequences of various actions, and the well-being of self and others.

3. Explain that in this lesson students will create a list of responsibilities of someone their age, and then they will play video games and write a descriptor about the kind of responsibility each game teaches.

### Direct Instruction (I do)

1. Show/point out the different charts around the room and model how to think about and write an idea for two or more of the categories.
2. Be very specific when adding an idea to the “Other People” category. Think aloud about your responsibilities for the students in the classroom as well as the people in your life outside the classroom.

### Guided Exploration (We do)

1. Have volunteers give one example each for one of the other charts you did not add to. Discuss what each responsibility entails.
2. Ask students if they would rather work in small groups or alone to travel to each chart and add examples; have them add one example to each chart according to the vote.
3. Discuss the examples with the group and add any other ideas that come up.
4. Ask students if they think they would recognize these different types of responsibilities in other situations, such as in games.

### Independent Practice (You do)

1. Distribute a **Responsibility Checklist** to each student and review the instructions.
2. Have all students login to [www.Kids.gov](http://www.Kids.gov) and assign or let each student select one of the three games and have them play for a set amount of time:
  - Immune Platoon
  - Disaster Master
  - Indoor and Outdoor Safety Games
2. After playing for the set amount of time, have each student complete the **Responsibility Checklist** for the game.
3. Have students who played the same game gather in a group to compare and contrast their findings.

### Conclusion

Ask students to discuss:

- How do the games they played today relate to our everyday lives?
- What can games teach us about different kinds of responsibility?

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### Activity: Responsibility Checklist

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My Name \_\_\_\_\_

Game Played \_\_\_\_\_

#### Directions

Check off the type of responsibility emphasized in the game you played; there can be more than one for each game. Explain your choices in the final column

Responsibility	Yes	No	Explanation
Personal Safety			
Personal Health			
Personal Possessions			
Home Chores/Tasks			
Classroom Chores/Tasks			
Other people			