

Classroom Courtesy

Summary

Students will be able to describe how everybody can be helpful and recognize individual responsibilities and consequences.

Time Frame

1 class periods of 30 minutes each

Group Size

Large Groups

Materials

Copies

Our Classroom Rules (Refer to your own written classroom rules)

- [Positive and Negative Consequences](#)
- [Home Connection - English](#)
- [Home Connection - Spanish](#)

Vocabulary

courtesy
reward
consequences (positive and negative)
respect

Background for Teachers

Lesson at a Glance

Introduction

1. Discuss what could happen if you or your friends don't follow the rules.

Strategy

2. Explore why we have rules.
3. Play reverse Simon Says.

Conclusion

4. Complete "Caring or Not Caring."

Home Connection

5. Learning About Family Courtesy

Instructional Procedures

1. Discuss what could happen if you or your friends don't follow the rules.

What would happen if...

You took balls out at recess and did not bring them in?

You remembered to take a hall pass?

You crossed the street without looking?

You lined up quickly with the class?

You drank a can of beer?

You happily did your chores?

2. Explore why we have rules.

What are the rules of our classroom?

Identify and clarify classroom rules.

The classroom rules might even be an expression of the 3Cs.

If you care about yourself, what kind of school work would you do?

If you care about others, what kinds of thoughts and actions would you have toward members of our class?

If you care about the community, how would you act in class?

What kinds of classroom rules would we make if we practiced the 3Cs?

How do caring classroom rules help create a happier classroom?

3. Play a game of "Simon Says."

Play a game of reverse "Simon Says" that we will call "Nomis Syas."

Instruct the students to begin playing Nomis Syas! (They don't know there is no such game.

No one will know what to do or any rules of behavior.

Students will wonder "What am I supposed to do?"

"Nomis Syas" only lasts for about 15 seconds.

Students will be puzzled about what to do.

Discussion:

What difficulties did you have when trying to play this game?

Games are fun because players know and follow the rules.

The game is fun because all players assume that others will also follow the rules.

Trust and courtesy between players make the game fun.

Play:

Play, again, a game of Simon Says and discuss how the game is fun because players know and follow the rules of the game.

4. Complete "Caring or Not Caring."

Complete the "Caring or Not Caring" worksheet as an individual activity or as a class activity.

5. Learning About Family Courtesy

Make a copy of the Home Connection for each student. Send the "Home Connection" paper home with each student and instruct them share the information with their families.

Bibliography

This lesson is part of the Utah State Board of Education [Prevention Dimensions program](#).

Authors

[Utah LessonPlans](#)