

Cool Tools

Behavioral Lesson Plan

Universal Expectation: Respectful

Name of the Skill/Setting: Give Me Five

Purpose of the lesson/Why it's important:

Maximize learning time.

Show respect for teachers and classmates.

Establish school-wide consistency and community.

Teaching Examples:

When an adult gives the Give Me Five signal, give it back and be sure:

- My eyes are watching.
- My ears are listening.
- My mouth is quiet.
- My hands and my body are still.
- My brain is thinking.

Kid Activities/Role-Plays:

See how quickly the group can become quiet and give the signal back to the adult (Have a student time the class using a stopwatch. Try to improve the class time.).

Discuss what each of the five fingers mean.

Use the "Give me FIVE, please." illustration.

Role play "Give Me Five" doing it wrong. Have students identify what is wrong.

Do hand art activities.

Follow-Up Reinforcement Activities:

Tico Tickets

Classroom celebrations

Special privileges (released first from lunch, etc.)