

Paragraph of intent:

This can be a paragraph of full-sentence bullet points.

- to gain an understanding of ethics
- be able to identify different ethical components
- create reasoning when asked to solve ethical dilemmas
- be able to impart base ethical knowledge to others.

Curriculum:

Class #1:

- Goal: An Introduction to Ethics

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>About Me</p> <ol style="list-style-type: none"> 1. Name 2. Grade 3. Where am I from? 4. My Background 5. Two Truths and a Lie <p>Introduction Game</p> <ol style="list-style-type: none"> 1. Name 2. Grade 3. Where are you from? 4. Two Truths and a Lie <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 1) What is the goal for this specific session? 2) What is the goal for the entirety of the class? 3) Optional: Share
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p>	<p>Getting Started on Ethics</p> <ol style="list-style-type: none"> 1) What is your definition of Good and Bad? 2) What do you believe is right or wrong?

<ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>3) Write a sentence definition for all four TED Ethics Introduction Video</p> <ol style="list-style-type: none"> 1) Discuss
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don’t worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <ul style="list-style-type: none"> → Examples For Lecture Based Classes include: <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps → Examples For Activity/Project Based Classes include: <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>A Discussion on Decisions</p> <ol style="list-style-type: none"> 1) How many Decisions do we take every day? 2) Why is making a decision important? 3) How do we make good decisions? <p>A Discussion on Consequences</p> <ol style="list-style-type: none"> 1) What is a Consequence? 2) Can there be good Consequences? 3) How do you usually receive consequences? <p>Connect Decisions and Consequences</p> <ol style="list-style-type: none"> 1) How do the two connect? 2) How do ethics play a role? <p>Slideshow on Ethics</p> <ol style="list-style-type: none"> 1) What is Ethics? 2) How did it come to be? (Base History) 3) How is it used in the real world? 4) How does it apply to you? <p>Discussion on Slideshow</p> <ol style="list-style-type: none"> 1) Round Robin (30 Seconds) → Thoughts 2) Further Conversation <p>Questions</p>
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” → Examples include: 	<p>Define Ethics as a Class</p> <ol style="list-style-type: none"> 1) Each person says two words, and the next person continues creating our own definition of Ethics!

<ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention. 	<p>Final Wrapping up Discussion</p>
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class. 	<p>Talking About Class Goals (Begining of Class)</p> <ol style="list-style-type: none"> 1) What did we learn? 2) What are we looking forward to? <p>The Course: Diving deeper into the topics we talked about today?</p> <p>Next Class: Morals vs. Values</p>

Class #2:

- Goal: Create Distinct Definition for Morals and Values

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 1) What is a highlight of your week? 2) What is your favorite class in school? 3) Unique Fun Fact about yourself <p>Introduction to what we will talk about!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 4) What is the goal for this specific session? 5) Optional: Share <p>Review of Lesson 1 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles 	<p>Getting Started on Morals and Values</p> <ol style="list-style-type: none"> 1) What are some lessons you have learned in your life? 2) How do you apply those lessons in your life?

<ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>Discussion in Morals and Values</p> <ol style="list-style-type: none"> 1) Have you ever heard of a Moral? 2) How about values? 3) What do you think they are?
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don’t worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <ul style="list-style-type: none"> → Examples For Lecture Based Classes include: <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps → Examples For Activity/Project Based Classes include: <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>Popcorn read of the Short Story Turtle and The Fox (will provide pdf)</p> <p>Discuss</p> <ul style="list-style-type: none"> → What did we learn from the book? → How do you think this relates to morals, values? <p>Slideshow on Morals and Values</p> <ol style="list-style-type: none"> 1) What are Morals? 2) What are Values 3) What is the difference between the two? 4) How does our environment impact our morals and values? <p>Discussion</p> <ul style="list-style-type: none"> → What are some of your morals? Values? → Where do you think you learned or obtained them from? <p>Round Robin (30 Seconds)</p> <ul style="list-style-type: none"> → Thoughts/Questions
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” → Examples include: 	<ul style="list-style-type: none"> → Create a Class List of Morals and Values we deem important → Create a Class Mascot that represents these values and morals.

<ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative games of your invention 	
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class. 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 3) What did we learn? 4) What are we looking forward to? <p>Next Class: THE MEANING OF LIFE!!!</p>

Class #3:

- Goal: Talking about life's meaning, purpose, and value. (very base level)

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 4) What is the highlight of your week? 5) What is your favorite food? 6) Unique Fun Fact about yourself. <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 6) What is the goal for this specific session? 7) Optional: Share <p>Review of Lesson 2 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live 	<p>Getting Started on The Meaning of Life</p> <ol style="list-style-type: none"> 1) What does it mean to be alive? 2) How do we differentiate between non-alive things and alive ones? <p>Discussion on Life</p> <ol style="list-style-type: none"> 4) What is purpose? 5) What is meaning? 6) What does it mean when something has

<p>◆ Crossword puzzles</p>	<p>value? (think back to lesson 2)</p>
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don’t worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <ul style="list-style-type: none"> → Examples For Lecture Based Classes include: <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps → Examples For Activity/Project Based Classes include: <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>Watch Ted Ed Video on the value of life</p> <p>Discuss</p> <ul style="list-style-type: none"> → What did we learn from the video? → How would you define the value of life? <p>Slideshow on Purpose, Value, and Meaning</p> <ol style="list-style-type: none"> 5) What is purpose 6) What is value 7) What is meaning 8) Differences between them 9) How does our environment impact these three? <p>Discussion</p> <ul style="list-style-type: none"> → What do you want to do in the future? → What do you think our collective goal as humans should be? <p>Round Robin (30 Seconds)</p> <ul style="list-style-type: none"> → Thoughts/Questions
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” <ul style="list-style-type: none"> → Examples include: <ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	<p>Split Group Activity (based on age range)</p> <ul style="list-style-type: none"> - Breakout rooms - Than share their finding/discussions with me <p>4-6</p> <ul style="list-style-type: none"> → what do you think our job as humans is? What about animals? What about plants?

	<p>→ how do you think we can work to do the best possible job we can</p> <p>6-8</p> <p>→ A more in-depth look at value, meaning, and purpose → how does that affect our past, present, and future.</p> <p>→ nature v nurture</p>
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class. 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 5) What did we learn? 6) What are we looking forward to? <p>Next Class: Equity vs Equality</p>

Class #4:

- Goal: Equity vs Equality

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 1) What is the highlight of your week? 2) What is your favorite animal? 3) Unique Fun Fact about yourself <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 4) What is the goal for this specific session? 5) Optional: Share <p>Review of Lesson 3 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games 	<p>Similarities and Differences</p> <p>→ Round Robin</p> <ol style="list-style-type: none"> 1) Share one similarity and one difference between each other

<ul style="list-style-type: none"> ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>Discussion</p> <p>→ What does it mean to be different?</p> <p>→ What does it mean to be similar?</p>
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don’t worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <p>→ Examples For Lecture Based Classes include:</p> <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps <p>→ Examples For Activity/Project Based Classes include:</p> <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>Watch Ted Ed Video on the Equity vs. Equality</p> <p>Discuss</p> <p>→ What did we learn from the video?</p> <p>→ Give me an example of this scenario in your life?</p> <p>Create Your Own Slide Show → Break into Groups</p> <p>→ Thinking about this concept and the scenario</p> <p>→ Now try to apply this topic in your own life</p> <p>Answering the question: What would you change in your life to respect equity and equality? What do you think is more important, equity and equality? How do you think equity and equality can both be used to allow for a fair better world? → think about some innovative solutions!</p>
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Kahoots 	<p>Present your Slideshows!</p>

<ul style="list-style-type: none"> ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention. 	
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class. 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 1) What did we learn? 2) What are we looking forward to? <p>Next Class: Our Duty</p>

Class #5:

- Goal: Our Duty

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 1) What is the highlight of your week? 2) What is your favorite place you ever visited? 3) Unique Fun Fact about yourself. <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 8) What is the goal for this specific session? 9) Optional: Share <p>Review of Lesson 4 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>What would you rather do in this scenario?</p> <p>→ Kahoot</p>

<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don’t worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <ul style="list-style-type: none"> → Examples For Lecture Based Classes include: <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps → Examples For Activity/Project Based Classes include: <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>Discussion</p> <ul style="list-style-type: none"> → What is our duty to those less fortunate for us? → What is our duty to our environment? → Do we even have a duty or a job to anyone or anything? <p>Slideshow on Duty</p> <ul style="list-style-type: none"> → Examples of Jobs who focus on duty towards others and helping them? → What can we do to help those around us constantly? → What is Compassion? → What is Kindness? → Empathy v Sympathy
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” <ul style="list-style-type: none"> → Examples include: <ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	<p>Round Robin</p> <ul style="list-style-type: none"> → Share Examples of when you demonstrated the following <ol style="list-style-type: none"> 1) Duty 2) Compassion 3) Kindness 4) Empathy 5) Sympathy
<p>5. A Look Back & A Look Ahead</p>	<p>Talking About Class Goals (Beginning of Class)</p>

<ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class 	<ul style="list-style-type: none"> 3) What did we learn? 4) What are we looking forward to? <p>Next Class: How to Build a good Character</p>
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Class #6:

- Goal: How to build a good character

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Session Ice Breaker</p> <ul style="list-style-type: none"> 6) What is the highlight of your week? 7) What is your favorite animal? 8) Unique Fun Fact about yourself <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ul style="list-style-type: none"> 9) What is the goal for this specific session? 10) Optional: Share <p>Review of Lesson 5 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>Discussion</p> <p>→ What is Character?</p> <p>→ What are the components of Character?</p> <p>→ Why is it important to build a Character?</p>
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples 	<p>Break into groups based on age</p> <p>→ Develop a Character with a great Charcater!!</p> <ul style="list-style-type: none"> 1) Name 2) Age

<p>below to keep content varied and interesting)</p> <p>(don't worry too much about what "type" of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <p>→ Examples For Lecture Based Classes include:</p> <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps <p>→ Examples For Activity/Project Based Classes include:</p> <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with "mini content lectures" ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>3) Back Story</p> <p>4) Use our past lessons to develop</p> <ol style="list-style-type: none"> a. Morals b. Values c. Their Lifes' Value, Meanings, Purpose d. How they view equity and equality e. What they believe is their duty <p>5) Try to use your own personal experiences; work together to create this "perfect" character</p> <p>While doing this I will do Personal One on Ones with everyone</p> <ol style="list-style-type: none"> 1. Halfway through the course → What do you think? 2. Too Easy? Too Hard? 3. How can I Help?
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the "Middle Activity" <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	<p>Present your Characters</p>
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 5) What did we learn? 6) What are we looking forward to?

Class #7:

- Goal: The Path of Life

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 1) What is the highlight of your week? 2) What is your dream vacation? 3) Unique Fun Fact about yourself. <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 4) What is the goal for this specific session? 5) Optional: Share <p>Review of Lesson 6 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>Close your eyes and imagine what your most perfect future looks like</p> <p>→ Where are you?</p> <p>→ What are you doing?</p> <p>→ Why are you doing it?</p> <p>Remember be Creative:</p> <p>Optional: Share</p>
<p>3. “Middle Activity”</p> <p>- This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting)</p> <p>(don't worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p>	<p>Slideshow on The Path of Life</p> <p>→ How do the people we meet along the way impact us?</p> <p>→ How do we stay true to our morals, values, and overall ethical beliefs as life changes.</p> <p>→ What is change? Is it good? Is it Bad?</p> <p>→ How does who we want to be impact who we are?</p> <p>Demonstration (by me)</p> <p>→ My life story → how my past impacted me</p> <p>→ the future I planned → how it changed</p>

<p>→ Examples For Lecture Based Classes include:</p> <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps <p>→ Examples For Activity/Project Based Classes include:</p> <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>→ How that impacted me</p> <p>Kahoot on the Path of Life</p> <p>→ Try to demonstrate how life isnt black and white (shades of grey)</p>
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	<p>Model the Demonstration</p> <p>→ Via Mentorship (Older kids paired with younger kids)</p> <ol style="list-style-type: none"> 1. Talk about your past, future goals, and your present (older) 2. Talk about what you enjoy right now and how that impacts your future goals (younger) 3. Learn from Each other!
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 1) What did we learn? 2) What are we looking forward to? <p>Next Class: Ethics and Friendships</p>

Class #8:

- Goal: Ethics and Friendships → creating joint values

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Session Ice Breaker</p> <ul style="list-style-type: none"> 6) What is the highlight of your week? 7) Who is your favorite character? 8) Unique Fun Fact about yourself. <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ul style="list-style-type: none"> 9) What is the goal for this specific session? 10) Optional: Share <p>Review of Lesson 7 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>Talk about friendships</p> <ul style="list-style-type: none"> → Who is your best friend? → How do you become friends with people? → What are important traits of your friends?
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don't worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <p>→ Examples For Lecture Based Classes include:</p> <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion 	<p>We each value and want different things in our life when it comes to friends and those we hold closest to us.</p> <p>Individual create the “perfect” friend</p> <ul style="list-style-type: none"> → What are their ethics? → How do they relate to your ethics? → Why is it important that they have them? <p>Once you have done that...</p> <p>Slideshow on</p> <ul style="list-style-type: none"> 1) Compassion 2) Antibullying 3) Support 4) Drawing the line of compromising our own

<ul style="list-style-type: none"> ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps <p>→ Examples For Activity/Project Based Classes include:</p> <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>ethics with our friends.</p> <p>Edit your friend with the new information you just learned</p> <p>Present your friends to the class</p>
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	<p>Discuss your edits, decisions, whys with everyone → Civil Discourse</p> <p>Guided Questions</p> <ol style="list-style-type: none"> 1. Why is it important to be firm in our ethics in friendships? 2. Where do we draw the line? 3. How do we help each other be better people?
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 3) What did we learn? 4) What are we looking forward to? <p>Next Class: Becoming our own</p>

Class #9:

- Goal: Becoming our own

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 1) What is the highlight of your week? 2) What is your favorite past time? 3) Unique Fun Fact about yourself.
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<ul style="list-style-type: none"> • your day? • What was the highlight of your week? • Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ul style="list-style-type: none"> 4) What is the goal for this specific session? 5) Optional: Share <p>Review of Lesson 8 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>Kahoot Review on everything we learned</p>
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don’t worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <p>→ Examples For Lecture Based Classes include:</p> <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps 	<p>Today is going to be heavily discussion based we are going to talk about a review of everything we talked about during this course in preparation for th final project (discussed next class)</p> <p>Guiding Questions</p> <ul style="list-style-type: none"> → Why is ethics important? → Why is it important that we have morals? Values? → Why is important to make decisions by ourselves? → Why is it important to ask for help? → Why is it important to understand consequences? → What is purpose, meaning, and value to you? → Does everyone need to have those? → What is the difference between Equity and Equality? → How do we utilize both for fairness and justice? → What is good Character? How do we build it? → What is the path of life? Is change good or bad? → What is ethics in connection to friendships? <p>The main objective of this decision is to facilitate ideas, thoughts, and ideals to help wrap up the</p>

<p>→ Examples For Activity/Project Based Classes include:</p> <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>course. Furthermore, there might be breakout rooms with age for different questions. Also, these are just guided questions not definite; want to create a civil discourse on ethics.</p>
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	<p>Wrap up Decision Break into groups for final project.</p> <p>Play a Guessing Game → using different skills what do you think the final project is?</p>
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 5) What did we learn? 6) What are we looking forward to? <p>Next Class: Final Project Part 1</p>

Class #10:

- Goal: Final Project 1

<p>1. Social Starter</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 1) What is the highlight of your week? 2) What is your final guess for the final project? 3) Unique Fun Fact about yourself. <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 4) What is the goal for this specific session? 5) Optional: Share
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<p style="text-align: center;">you picked that word</p> <ul style="list-style-type: none"> ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Review of Lesson 9 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>The Final Project</p> <p>Split into Groups (I will assign based on age)</p> <p>→ write a short story/book on ethics</p> <ol style="list-style-type: none"> 1. Can be nonfiction or fiction 2. Be Creative 3. Should touch on all the topics we covered 4. Ask me if you need a refresher/the slide
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don't worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <p>→ Examples For Lecture Based Classes include:</p> <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps <p>→ Examples For Activity/Project Based Classes include:</p> <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with 	<p>Time to work on the book</p> <p>→ ill continue to check in</p> <ol style="list-style-type: none"> 1. Should have a concrete plan 2. A draft or some work 3. Will provide structure based on age, group, and strengths and weaknesses.

<p>“mini content lectures”</p> <ul style="list-style-type: none"> ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” → Examples include: <ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	<p>Private meeting with me on how far you got → the plan you have</p>
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 1) What did we learn? 2) What are we looking forward to? <p>Next Class: Final Project Part 2</p>

Class #11:

- Goal: Final Project Part 2

<p>1. Social Starter</p> <ul style="list-style-type: none"> → Examples include: <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 6) What is the highlight of your week? 7) Share a hint about your project? 8) Unique Fun Fact about yourself. <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 9) What is the goal for this specific session? 10) Optional: Share <p>Review of Lesson 10 (Open Discussion)</p>
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<ul style="list-style-type: none"> ◆ Etc. 	
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <p>→ Examples include:</p> <ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	<p>Kahoot review of everything we talked about → refresher for the final project</p>
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don’t worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <p>→ Examples For Lecture Based Classes include:</p> <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps <p>→ Examples For Activity/Project Based Classes include:</p> <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>Time to work on the book → ill continue to check in</p> <ol style="list-style-type: none"> 1. Getting into the meat 2. Should be really almost complete 3. Maybe have some finishing touches to add during the week 4. Will provide structure based on age, group, and strengths and weaknesses.

<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” → Examples include: <ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	<p>Private meeting with me on how far you got → the plan you have</p>
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class 	<p>Talking About Class Goals (Beginning of Class)</p> <ol style="list-style-type: none"> 3) What did we learn? 4) What are we looking forward to? <p>Next Class: Presentations</p>

Class #12:

- Goal: Presentations

<p>1. Social Starter</p> <ul style="list-style-type: none"> → Examples include: <ul style="list-style-type: none"> ◆ Would You Rather Game ◆ General Discussions: <ul style="list-style-type: none"> ● What was the highlight of your day? ● What was the highlight of your week? ● Describe your mood with one word and explain why you picked that word ◆ Ask students what they hope to learn from the class/ why they signed up for the class ◆ Get-to-know-you games ◆ Etc. 	<p>Session Ice Breaker</p> <ol style="list-style-type: none"> 1) What is the highlight of your week? 2) Share any last nerves? 3) Unique Fun Fact about yourself. <p>Introduction to what we will discuss!</p> <p>Goal Setting</p> <ol style="list-style-type: none"> 4) What is the goal for this specific session? 5) Optional: Share <p>Review of Lesson 11 (Open Discussion)</p>
<p>2. Introductory Activity/Game (to get the kids into the content)</p> <ul style="list-style-type: none"> → Examples include: 	<p>Meet with your partners to prepare for your presentation</p>

<ul style="list-style-type: none"> ◆ Games ◆ Videos ◆ Ed Puzzles ◆ Kahoots ◆ Quizlet Live ◆ Crossword puzzles 	
<p>3. “Middle Activity”</p> <ul style="list-style-type: none"> - This is the part of the class where you can get more content heavy... and it should still be as interactive as possible (it is often best to include at least two things from the examples below to keep content varied and interesting) <p>(don’t worry too much about what “type” of class you have, just include whatever activities listed below that you feel best fits with what you are trying to accomplish)</p> <ul style="list-style-type: none"> → Examples For Lecture Based Classes include: <ul style="list-style-type: none"> ◆ Interactive slideshow presentation + lecture ◆ Class Discussion ◆ Videos ◆ Demonstration ◆ Virtual Simulation (ex: science lab, econ classes, math classes) ◆ Another game perhaps → Examples For Activity/Project Based Classes include: <ul style="list-style-type: none"> ◆ Time for kids to work on projects (individual or group) *make sure you break up their work time with “mini content lectures” ◆ Practice a skill (could be as a group with screen share or individually) <ul style="list-style-type: none"> ● Ex: scratch class ◆ Group Sharing 	<p>Present you projects</p>
<p>4. Ending Game/Activity</p> <ul style="list-style-type: none"> - This should be based on what the kids have learned in the “Middle Activity” → Examples include: 	<p>Individual feedback</p>

<ul style="list-style-type: none"> ◆ Kahoots ◆ Quizlet Live ◆ Gim Kit ◆ Other creative game of your invention 	
<p>5. A Look Back & A Look Ahead</p> <ul style="list-style-type: none"> - This is where you should review/summarize what they have learned - Give a preview of the next class 	<p>A final goodbye</p> <ul style="list-style-type: none"> → talk about what we learned → stay in touch → more materials for future instruction