SOCIAL EMOTIONAL LEARNING

SOCIAL SKILLS LESSON PLAN

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SOCIAL SKILL: MAKING A COMPROMISE
CASEL COMPETENCY: RELATIONSHIP SKILLS

BOOK INFORMATION

Book Title: Persephone
Author: Sally Pomme Clayton
Publisher: Eerdmans Books for Young Readers
Year: 2009
ISBN Number: 0802853498
Number of Pages: 28 pages
Reading Level: 1st grade - 6th grade

BOOK SYNOPSIS

On a warm spring day, the beautiful young goddess Persephone is snatched from her home by Hades, god of the Underworld, and taken away to live underground and become his bride. Persephone's mother, Demeter, goddess of Earth, is so brokenhearted that she curses the land so nothing can grow — a permanent winter. Until Zeus commands that Hermes find Persephone to bring her back and end the long winter.

LESSON OBJECTIVE

To illustrate to students how compromise can work in Greek mythology.

KEY VOCABULARY AND CONCEPTS

Mythology - stories dealing with the gods, demigods, and legendary heroes of a particular people

Hades - Greek god of the Underworld

Zeus - King of Gods and Lightning

Hermes - Messenger of the Gods

Demeter - Goddess of the Harvest

PRE-READING ACTIVITY

Explain to the students that the story you will be reading is the mythological story of how the 4 seasons came to be. Let the students know that they need to pay close attention to identify the compromise that occurs within the story and that it has to do with the pomegranate seeds.
POST READING DISCUSSION

Ask the following questions:

- How many pomegranate seeds did Persephone eat?
- How long is each season during the year?
- What is the compromise that is made within the story? (Persephone has to return for three months out of the year)
- What would have happened if Hades gave her more seeds or never let her out?

We may not like every season and we definitely have our favorites, but all four seasons are very important. In our lives we may not always like everything we have to do, but we compromise because it helps us get along.

READ THE BOOK

POST READING ACTIVITY

Outdoor Game: Rock/Paper/Scissors

This is the “football scrimmage” version of rock/paper/scissors. The end zones need to be clearly defined. To begin, each team huddles and decides which play to run—either rock, paper, or scissors. Then the two teams meet in the playing area. If your team’s symbol wins, you chase the other team back to its end zone, trying to tag the team members before they get there. If you lose, you must dash to your own end zone before you’re caught. Those people who get caught change to the other team. The game ends when everyone is on the same team.

Indoor Game: Positive Reinforcement

One person is selected to leave the room and should be out of earshot. The rest of the group chooses some action it would like the absent person to perform. When ready, the group calls the person back in. The means of reinforcement is clapping. By clapping louder or softer, the group influences the subject to do whatever action the group wants.

CLOSURE

Reinforce the idea that compromise is the idea that if two or more people each get a little of what they want, then everybody will be happier than not getting anything at all. Hang the poster “The return of Persephone” by Frederic Leighton in the classroom.