

SOCIAL EMOTIONAL LEARNING

SOCIAL SKILLS LESSON PLAN

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SOCIAL SKILL: HELPING OTHERS & VOLUNTEERING
CASEL COMPETENCY: SOCIAL AWARENESS

BOOK INFORMATION

Book Title: *Miss Rumphius*

Author: Barbara Cooney

Publisher: Puffin Books

Year: 1985

ISBN Number: 0140505393

Number of Pages: 32 pages

Reading Level: Kindergarten - 3rd grade

BOOK SYNOPSIS

Alice Rumphius longed to travel the world, live in a house by the sea, and do something to make the world more beautiful. The countless lupines (flowers) that bloom along Maine's coast are the legacy of the real Miss Rumphius, the Lupine Lady, who scattered lupine seeds everywhere she went.

LESSON OBJECTIVE

To teach children the importance of volunteering and serving others in creative ways.

LESSON MATERIALS AND ADVANCED PREPARATION

Indoor Game

No materials or preparation needed.

Outdoor Game

Materials: two flags

Preparation: None needed.

KEY VOCABULARY AND CONCEPTS

Volunteer - to freely offer to help with an activity or task

Wharves - structures built on the shore where ships can load and unload their cargo

Conservatory - a greenhouse for growing or displaying plants

Lupine - a plant that is part of the pea family, with deeply divided leaves and tall, colorful, tapering spikes of flowers (show the book's pictures of the Lupines)

PRE-READING ACTIVITY

Explain to the students that volunteering is a good way to give service to others. Explain that oftentimes we can volunteer through organizations like the Boy Scouts, Girl Scouts, clubs, or church groups. However, we can also be volunteers by helping an individual person. We can become a volunteer whenever we see someone in need or something that needs to be done. Encourage the students to pay attention to the story and to think about creative ways they might volunteer to make their school and community a better place.

READ THE BOOK

POST READING DISCUSSION

Ask the following questions:

- How did Miss Rumphius volunteer?
- Why did she volunteer?
- What are other ways that we can help the world become more beautiful?
- What are ways that we can volunteer at home and at school?
- "Those who are happiest are those who do the most for others." - Booker T. Washington. Share this quote with your students and let them discuss what they think it means.

Giving service in big projects can be fun and a great way to spend times with friends and family. However, volunteering does not always have to be something large. Sometimes small things like listening or trying to make someone smile can make a big difference.

POST READING ACTIVITY

Watch this video clip from the movie *Up* with your class:

<https://www.youtube.com/watch?v=flyiGMNGQyA>

Indoor Game: If You Like Me (As A Friend) Won't You Please, Please Smile?

Everyone is seated in a circle with a volunteer standing in the middle. The volunteer sits in front of the seated person of his or her choice, looks them in the eyes, and says, "If you like me, won't you please, please smile?" The seated person responds by saying, "You know I like you, but I just can't smile." This must be said without smiling. If the person does smile, he or she becomes the person in the middle.

Outdoor Game: Capture the Flag

Although there is no record of the first childhood game of Capture the Flag, the concept of the game has its origins on the battlefield. For centuries armies would fly their flags during battle to indicate they were still engaged in the fight. When a flag was captured or lowered by an opponent, it indicated there was no one left to raise the flag and signaled defeat.

The rules for engagement are usually decided by the players, but they follow similar guidelines. Once the boundaries for the two territories are set, the players also determine the two areas designated as jails for captured opponents. Children who venture into their opponent's territory can be caught or tagged and placed in jail where they must remain until one of their teammates can break through enemy lines and rescue them.

With the boundaries determined, the teams are given the signal to hide their flags in their territories. The flags must be visible, although they can be placed as inconspicuously as possible. Each team will usually determine which players will attack the opponent's flag and who will defend their own flag. Guards must stay a reasonable distance from the flag until an opponent nears their flag. Scouting rules state the guards must stay farther than 50 feet from the flag until an enemy invades that space.

With the goal of capturing the opponent's flag, attackers cross into enemy territory. Once the boundary line has been crossed, players can be caught by being tagged. They are then taken to jail where they must remain until one of their teammates can reach them without being caught themselves. Once they have tagged one of their jailed teammates, they are both given free passage back to their own territory and the rescued player can then rejoin the game.

The game is over when one team successfully retrieves the opponent's flag and carries it to their own territory without being caught. If a set time limit has been given to play the game, the team with the most prisoners is deemed the winner if the flag has not been captured.

In order to encourage serving others and volunteering, make saving someone from jail worth 10 points and capturing the flag 50 points.

CLOSURE

Remind students that no matter how small their acts of service, their volunteering makes a big difference. Display the poster in a visible place in the classroom. Refer back to the poster during the week to remind students of the social skill. You can also share the steps for volunteering below with your class.

Steps for Volunteering

1. Watch for chances to help.
2. Look at the person.
3. Use a pleasant voice.
4. Ask the person if you can help.
5. Ask or say what you could do.

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Great things
ARE DONE BY 
A SERIES OF
★   ★
Small Things
BROUGHT TOGETHER.



Vincent Van Gogh