

# 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: 1<sup>st</sup> grade - 6<sup>th</sup> 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 use Greek mythology to illustrate compromise.

### KEY VOCABULARY AND CONCEPTS

**Mythology** – traditional story used to explain cultural beliefs about a social or natural phenomenon, usually include supernatural beings, heroes or ancestors

**Hades** – Greek god of the Underworld

**Zeus** – Greek god of sky and thunder, king of Greek gods

**Hermes** – Greek messenger of the gods

**Demeter** – Greek 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 six 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 they 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.

