

Guidance - Kindergarten

Fall 2012

(K.1) Skills for Learning

HF #	Objective
1	Name and demonstrate the rules for listening in a group
2	Names and demonstrate the Listening Rules
3	Demonstrate attention skills in the context of a game
4	Demonstrate listening and following directions within the context of a game
5	Demonstrate self-talk for remembering directions in the context of a drawing game
6	Demonstrate being assertive in response to scenarios

(K.2) Empathy

HF#	Objective
7	Name <i>happy</i> and <i>sad</i> when presented with physical clues
8	Identify that happy is a comfortable feeling and sad is an uncomfortable feeling
9	Identify a variety of feelings displayed in response to scenarios
10	Name <i>interested</i> and <i>afraid/scared</i> when presented with physical and situational clues
11	Identify that interested is a comfortable feeling and scared an uncomfortable one
12	Identify a variety of feelings displayed in response to scenarios
13	Name angry when presented with physical and situational clues
14	Identify that anger is an uncomfortable feeling
15	Identify a variety of feelings displayed in response to scenarios
16	Compare physical and emotional similarities and differences between two students depicted in a story
17	Identify same and different feelings in response to scenarios
18	Identify what to say when they do something by accident
19	Demonstrate saying, "I'm sorry. It was an accident. Are you okay?" in response to scenarios
20	Identify that listening is one way to show you care
21	Identify that helping is another way to show you care
22	Demonstrate caring and helping behaviors in response to scenarios

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(K.3) Emotion Management

HF#	Objective
23	Identify physical clues for feeling worried
24	Identify a grown-up to talk to when they feel worried
25	Identify "Stop" and "Name your feeling" as ways to begin to calm down
26	Demonstrate saying "Stop" and naming feelings in response to scenarios
27	Demonstrate belly breathing
28	Identify and demonstrate the Calming-Down Steps
29	Identify the Calming-Down Steps
30	Apply the Calming-Down Steps while waiting in a game situation
31	Name physical signs of anger
32	Apply the Calming-Down Steps in a game situation
33	Identify the feeling of disappointment
34	Demonstrate calming-down skills when they feel disappointed
35	Demonstrate calming down in response to scenarios
36	Demonstrate telling the other person they feel hurt and asking what happened
37	Demonstrate apologizing and saying it was an accident

(K.4) Problem Solving

HF#	Objective
38	Use words to describe problems presented in scenarios
39	Generate multiple solutions to problems presented in scenarios
40	Demonstrate inviting someone to play in response to scenarios
41	Identify a problem in response to a scenario
42	Generate solutions in response to a scenario
43	Name <i>sharing</i> , <i>trading</i> and <i>taking turns</i> as fair solutions when two students want to play with the same thing
44	Demonstrate the Problem-Solving Steps with a problem in the lesson
45	Identify a problem in response to scenarios
46	Generate solutions in response to scenarios
47	Demonstrate assertive communication in response to scenarios
48	Demonstrate assertiveness and ignoring as effective strategies for handling name-calling that hurts feelings
49	Identify an adult to tell if they cannot stop the name-calling
50	Recall and demonstrate the Listening Rules
51	Demonstrate how to calm down
52	Recall the Fair Ways to Play