Photon

Social-Emotional Learning (SEL)

Get to know your teaching kit

Congratulations

on choosing the Photon Social and Emotional Learning (SEL) Kit!

We all want the same thing for our children – to feel safe, happy and to be able to get through tough times. That's why we have decided to create the SEL Kit, a set of valuable yet practical activities focused on relationships and the most important emotions. With this kit, children will learn and practice together with the great help of their beloved Photon The Robot. The skills gained will allow your students to become better people, and you could have a tangible impact on shaping their future.

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Get to know your teaching kit

The SEL Kit consists of **50 lesson scenarios.** These scenarios are our suggestions of activities only – you can easily adapt them to your needs and various types of classes.

It is for you to decide whether to incorporate these activities into your existing schedule or make them the topic of a separate lesson. Many ideas and resources are easy to adjust to your current teaching needs or topics relevant to your local communities.

The SEL Kit activities focus on children **aged 6–11.** Most of them are universal, but several scenarios focus on specific age groups. Our lesson scenarios cater to a wide range of cognitive abilities and children of different ages, so the SEL Kit allows working with them over several years.

Teaching resources – the CASEL framework

All activities in the Kit are based on the methodology for developing social-emotional skills established by the world's leading Collaborative for Academic, Social and Emotional Learning **(CASEL)** (https://casel.org/). The proposed activities provide opportunities to support SEL development in all CASEL–defined areas of Self-Awareness, Self-Management, Social Awareness, Relationship Skills, and Responsible Decision-Making.

The Kit components

The **Photon Robot** – your companion in SEL competencies development – it is an inseparable part of every class. The Photon Robot plays a variety of roles – the main character in most activities and related stories. It helps children express and name emotions, convey key information, and make lessons more engaging. In general, teachers and kids learn to control the robot's movement, change the colors of its eyes and ears, play sounds representing specific emotions, or record their own sounds into the built-in memory. We provide an extremely easy to use and intuitive mobile app (for a tablet or smartphone) to do all this.

For more tips on operating the Photon Robot, see "Photon Robot – the first steps".

Lesson scenarios

The SEL Kit consists of 50 lesson scenarios and all the relevant information and guidance on preparing each activity and conducting lessons.

Proposed scenarios are divided into sections. The first section – **SEL domains** – lists SEL competencies developed in a given scenario. Usually, several competencies are listed, with the main competency for the activity listed first and highlighted with an asterisk. The color coding used throughout the kit (also on the page margins) is based on the CASEL framework. Colors allow you to quickly lookup activities from the areas you want to develop in a given class.

The **Target group** section indicates the suggested target audience for each activity. This is only our suggestion. Please choose and select activities according to the abilities and experience of your students. The **Activity type** section indicates how to work with students on a given scenario. Listed here are three work strategies: individual, pair, and group work.

The **Control interface** section suggests the best programming interface to choose in our mobile app to communicate with the robot in a given scenario. Usually, you will see the most efficient interfaces for a task at hand. Depending on your students' age and goals, you might choose a more suitable interface. For activities with kids sitting on the floor, simply use the Joystick interface. The choice is much greater for activities with educational mats (the dedicated ones from the Kit or your own).

While completing the activities, children can simultaneously develop programming skills at different levels of difficulty (by simply drawing a travel path using the Photon Draw interface, creating programs using arrows in Photon Badge, or using coding blocks with instructions in Photon Blocks). To learn more about Photon programming interfaces take a look at the **"Photon Robot – the first steps."**

The **Required items** section lists all of the necessary accessories. Usually, these items are provided in the kit; however, commonly available teaching aids are listed there too (i.e., a whiteboard or writing utensils).

See the attached table for an overview of activities.

Flashcards

Illustrated cards and cards with various symbols help conduct our SEL activities. The flashcards come in 5 sets.

x24

Symbols used in our application

x24

Alphabet and numbers

x25

Emotions and characters

x25

Objects and places

x18

Situations, attitudes, stress management

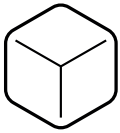
Each set is visually distinctive; cards also are marked with a unique symbol in the bottom right corner. This way, you can easily organize the cards, make sets again after classes. If flashcards are required, they are listed in the Required items section, along with a set's name and/or dedicated cards/images.

Educational mats

The SEL Kit comes with two educational mats. Each mat has 24 fields (6x4), and both are of the same size. They make conducting activities with the Photon robot easy. In your program, all you need to do is specify the number of steps (fields) the robot has to drive.

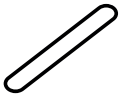
The square exercise mat (plain grid) is most helpful when your activity involves flashcards. The plain grid mat allows adapting the learning space to any lesson topic by placing flashcards on it (you can turn it into a map of emotions, behaviors, or a tour map around your virtual city).

The educational storytelling mat is a colorful mat with 11 special fields with images that stimulate imagination and encourage children to storytelling. Activities on this mat usually do not involve the use of flashcards, however, you might need the educational cube.



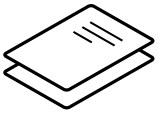
Educational cube

A soft sponge educational cube with 6 pockets. You can easily customize the cube by inserting our flashcards or self-made cards thanks to the side pockets. Use the cube to randomly draw emotions/situations/objects/tasks in many activities.



Name sticks

50 wooden sticks to draw participants for tasks or divide children into groups. We suggest leaving the name sticks' preparation for children – simply give them a chance to write their names and decorate them to their liking. Using sticks to draw activity participants is suggested in many lesson scenarios randomly. They also help to quickly and efficiently pair up students.



Worksheets/templates

The Kit comes with sample worksheets and flashcard templates to complete on your own. These are required in several activities with children. See specific lesson scenarios for detailed instructions. You are free to make copies of the included templates or print them out from an appropriate file.

The electronic files are available for download here:

portal.photon.education/en/resources/projects

Photon Robot – the first steps

The Photon Robot has many superpowers! We encourage teachers to explore them with their students. In this guide, we focus on the robot's features mentioned and used in the Kit scenarios. If you would like to try out the Photon Robot and its educational potential, please feel free to contact us!

If you have any questions, take a look at our Help section **(help.photon.education)** or consult our community **(www.facebook.com/groups/photonglobalcommunity).**

Required equipment

To operate the Photon Robot, you need a mobile device – a tablet or smartphone – with Bluetooth 4.0 Low Energy module (or later) and a minimum of 1GB RAM.

Photon EDU App

You are only one step away from using the robot in your classes – just download the Photon EDU app.

1. Please connect to the Internet on your device (we recommend Wi-Fi) and go to an app store (Google Play or App Store, or any other appropriate for your device).
2. Search for the "Photon EDU" app and download it to your device.
3. The application is ready to use! Once launched, you will be invited to create an account. This step is not mandatory, but we highly recommend it! Having an account allows saving for later your personalized lesson plans and programming code. Having an account is helpful whenever you change your device or if it becomes damaged - your resources are safely stored on your account and always accessible.

Internet access is not required for everyday use of the Photon Robot. However, it is a good idea to connect to the Internet while using our app occasionally. This will allow your Photon Robot and app to update their software (whenever new version is released).

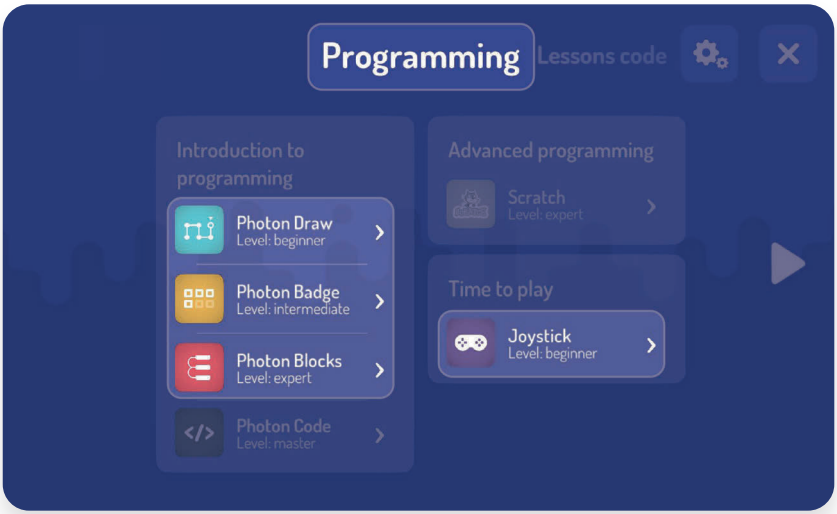
Photon Robot – Connecting to the application

1. The first time you launch our application, you will see pop-up requesting access to your device's GPS location. Please click "Allow" – this is mandatory, otherwise our application won't find any robots.
2. Once you grant permission, the application's welcome screen comes up. At this point, turn on your robot (press and hold the button on its head), then click "Start" in the app.
3. If your device's Bluetooth is turned off, the application will ask for permission to turn it on. Please "Allow" this action too.
4. Once done, the application starts scanning your immediate area for robots. At first, your Photon Robot's serial number appears on the screen (If you have more than one around you, please compare it to a serial number at the robot's chassis bottom).
5. Select your robot from the list. Click "Connect" and... you are done! Your Photon Robot is now ready for some serious action!

Programming interfaces – Communicating with your robot

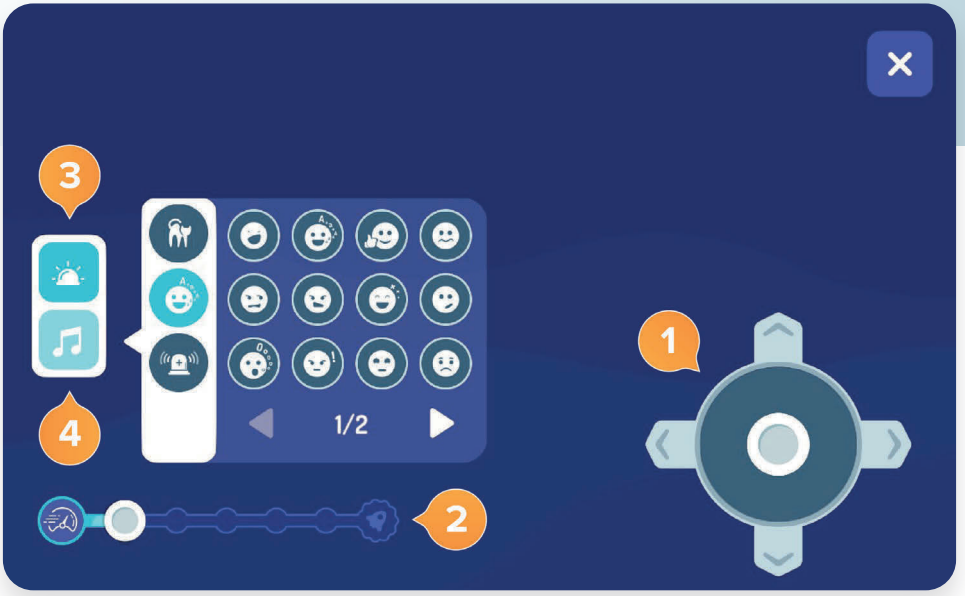
You can control your Photon Robot in many ways. Our lesson scenarios focus on four main interfaces – Photon Joystick, Photon Draw, Photon Badge, and Photon Blocks. Below you will find some information regarding the robot's main features used in our lesson scenarios.

To see available interfaces go to the "Programming" section in the top bar. The other two elements (Lessons code and My scenarios) allow customizing the interfaces further. To learn more about them, see the Help section.



Photon Joystick

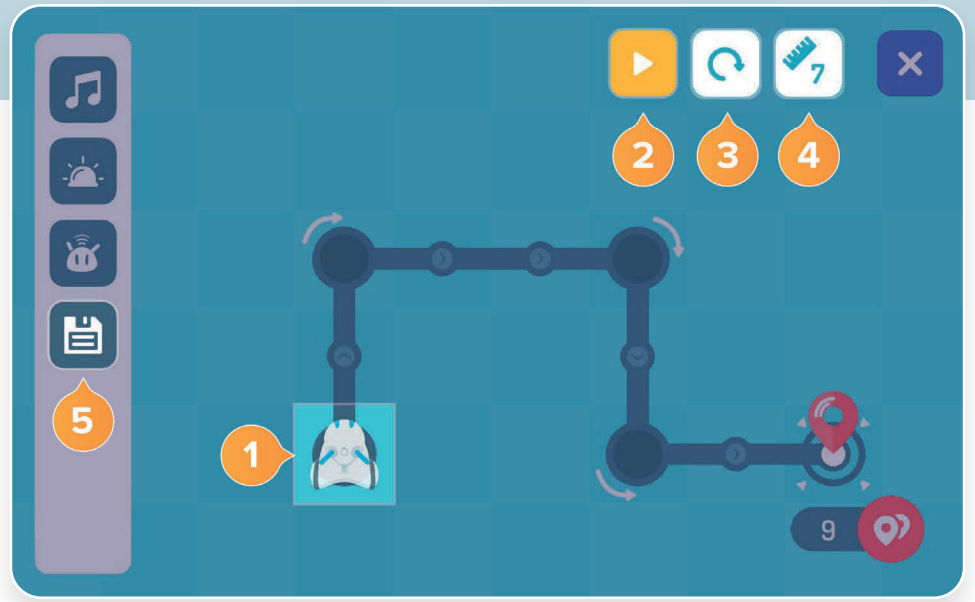
The most basic interface that allows to control the robot freehand, change the color of its eyes and ears, and play sounds. This interface does not require planning moves or actions in advance. The robot performs selected actions immediately.



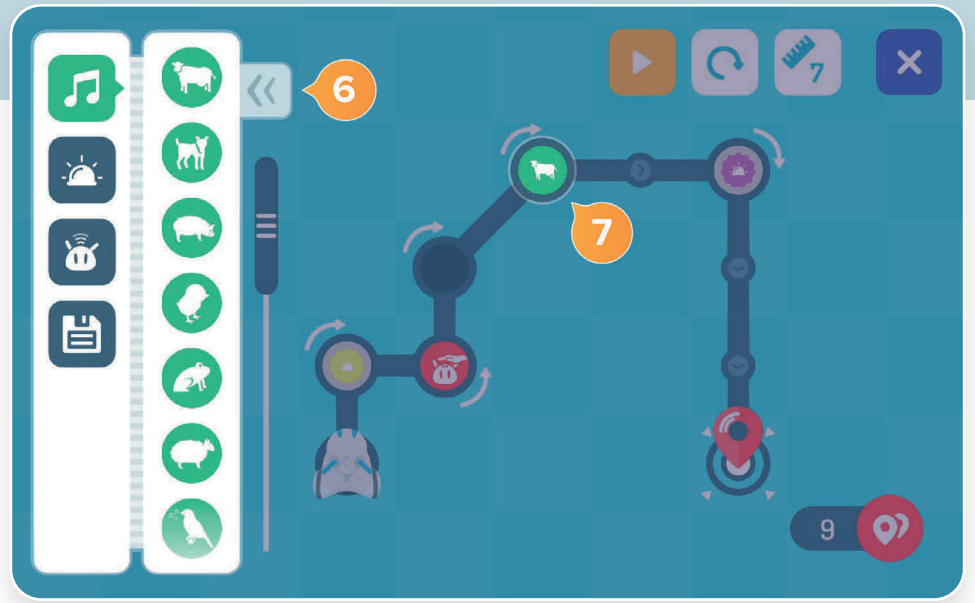
1. The virtual joystick allows to control the robot's movement.
2. Choose the travel speed for your robot.
3. Choose the color of the robot's eyes and ears.
4. Select sounds you want the robot to play.

Photon Draw

An interface that allows you to control the robot by drawing a travel path on a tablet's screen. You can add actions to your route on the fly, such as changing the color of the robot's eyes and ears, playing sounds, or making it wait for interaction with any of the built-in sensors).



1. To start drawing the robot's travel path, place your finger on the image of the robot, hold it, and then drag it across the screen. If you stop your finger for a moment, you will see a circle – this allows you to add actions to that point, such as having the robot make a sound.
2. Drawing the robot's travel path is a part of the programming stage. To have the robot perform programmed actions, click "Play".
3. To clear the screen, i.e., delete the program, hold down the arrow button.
4. You can also decide how long is a single robot's "step", i.e., how far the robot travels in one move. The default value is 30 cm (one foot) – this is the length of one field on all our educational mats.
5. Whenever you create a program, you can save it for later use (for example, in your next class). This is also where you can load a previously saved program.

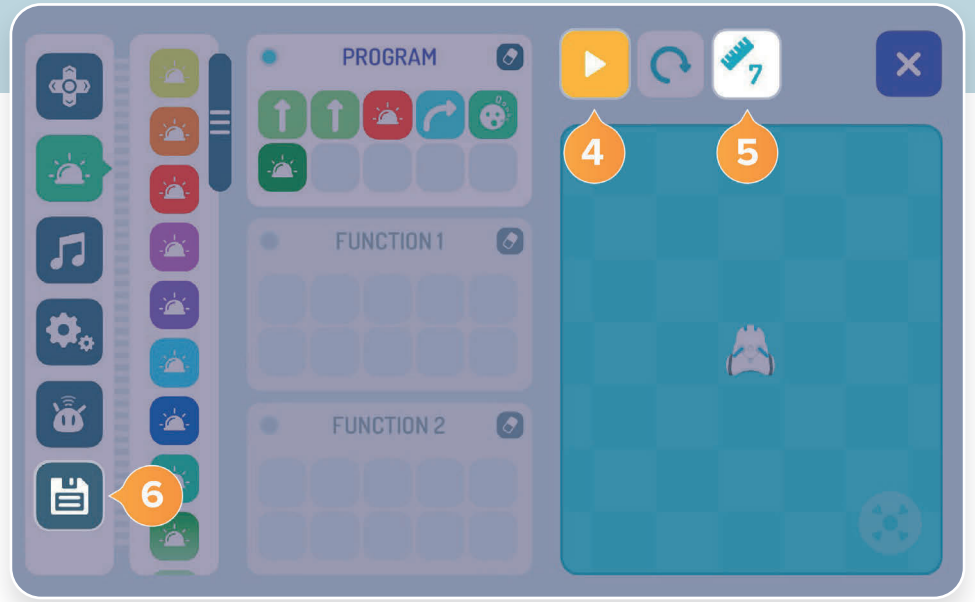


6. You can add three types of actions to a drawn robot's travel path: play a sound (the musical note symbol), change eyes and ears color (the light bulb symbol), and pause program execution until a trigger action is detected by one of the selected built-in sensors (such as touch sensor – stroking the robot' head).
7. To add an action to your program, drag its symbol and place it in the circle of your choice. To remove an action, click on its symbol in the circle.

Photon Badge

An interface where programming is based on arranging symbols into a logical sequence – directional arrows, colors, sounds, and sensors. The SEL Kit comes with a dedicated flashcards set (the “Symbols used in our application” set) with all these symbols. In selected activities, this flashcard set allows children to draft a program by arranging a sequence (the code) on the floor or pinboard.

1. Use the “Program” box to plan (code) the robot’s actions. The Photon Robot performs arranged actions always in the same order. There is a space for 10 actions.
2. When you click on an action category on the side menu (e.g., movement – directional arrow symbol), a list of available actions (instructions) appears. If you want to add an instruction to your program, click and drag it to the “Program” box.
3. If you want to remove an action from your program – just click on it. If you want to delete the entire program, and start over, click the eraser icon (top right corner of the “Program” box) or hold down the arrow button.



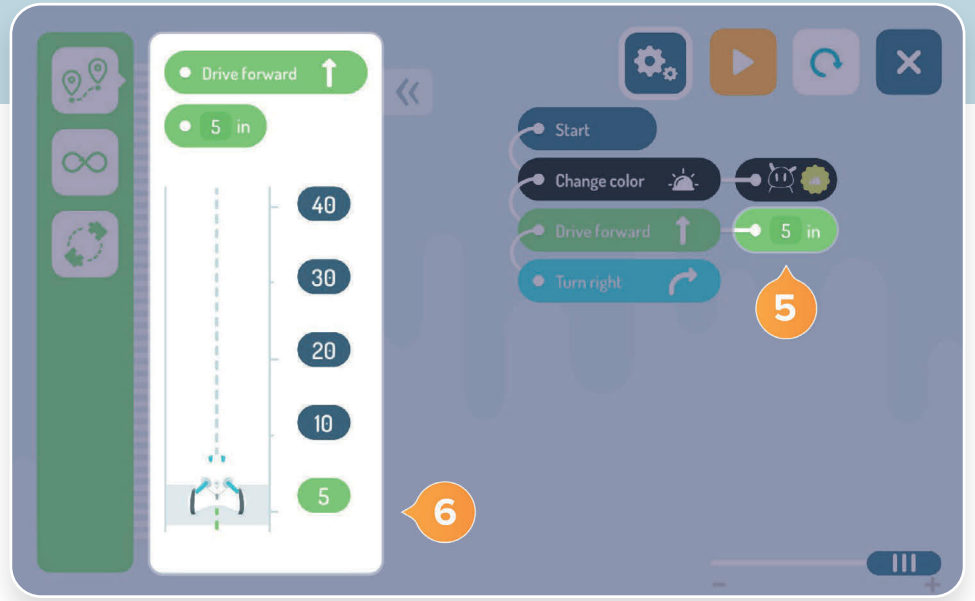
4. To run your program (make the robot perform arranged actions), click the orange “Play” button.
5. You can also decide how long is a single robot’s “step”, i.e., how far the robot travels in one move. The default value is 30 cm (one foot) – this is the length of one field on all our educational mats.
6. Whenever you create a program, you can save it for later use (for example, in your next class). This is also where you can load a previously saved program.

Photon Blocks

An interface to program robot's actions by arranging blocks with instructions into sequences. This is a much more advanced interface when you compare it to the previous ones. Among other things, it allows using an unlimited number of blocks and greater customization of actions (e.g., you can program the robot's color of the eyes and ears separately or set a precise rotation angle for robot turns).

1. To start programming, place instruction blocks under the top "Start" instruction. The Photon Robot performs your program starting from the top instruction and going to the bottom.
2. When you click on an action category in the side menu (e.g., movement – directional arrows symbol), a list of available actions (instructions) appears. If you want to add a block to the program, click on it or drag it to the desired location in the program. You can change the order of instructions at any time by dragging and dropping them in the desired position.
3. If you want to remove a block from the program, drag it to the right side of the screen. A "Recycle Bin" will appear. If you want to delete the entire program, hold down the arrow button.
4. To run and test your newly created program, click the "Play" button.

Photon Blocks allows for far greater development of programming skills, e.g., children can learn and use loops or conditional instructions. Given its huge possibilities and features, this interface is still easy to use, and is also based on the drag–and–drop operation. Photon Blocks is an invaluable tool in classes with older children.



5. If a block consists of two elements connected by a line, you can customize this instruction further. Click on the element “attached” to the block (e.g. 5 inches) to open an additional menu.
6. If you use the “Go forward” block, you can customize the travel distance for that move (the “Go forward” block can take different distance values, e.g., the robot can move forward indefinitely or until a specific trigger action causes it to stop – use the infinity “figure of eight” icon) or, as in previous interfaces, move by a specific number of fields (you can specify each step’s length).
7. Whenever you create a program, you can save it for later use (for example, in your next class). This is also where you can load a previously saved program.

Features and programs you may find useful

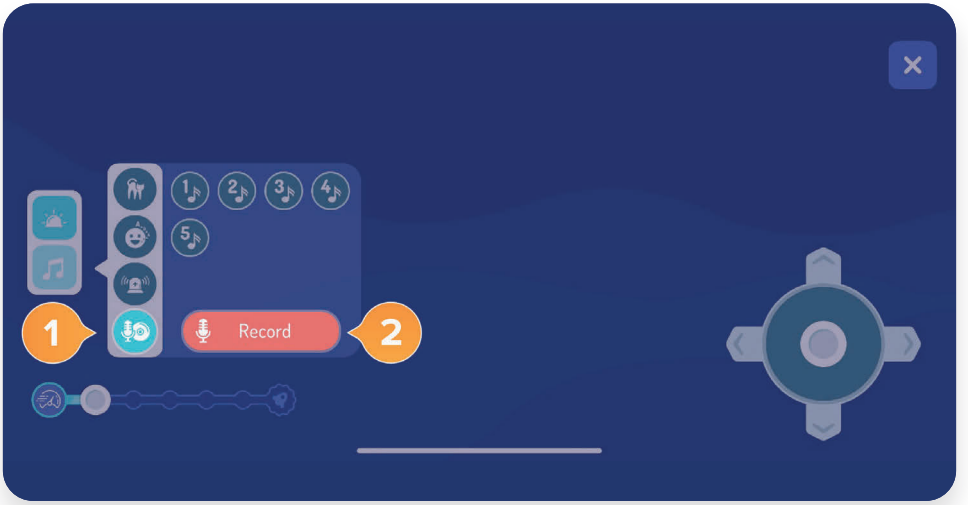
Below you'll find several tips on making the most of the Photon Robot features and using its full potential!

Recording your sounds

The app allows recording up to 5 custom sounds (each sound can last a maximum of 3 seconds).

This feature is available in any interface (both recording and playback) – an active connection with the robot is required. Stored custom recordings are available for use in all interfaces, regardless of which interface was used to record them.

1. In your current interface, open the sound blocks category (the musical note icon) – see the icon at the very bottom of the list.
2. Click on the last one on the list, then use the red button with the microphone icon.



3. Assign a recording number for your new sound and click “Record”.
4. A 3 seconds count-down timer appears (this is your preparation time).
5. After this time, a microphone icon shows up – recording has started.
6. After the allocated 3 seconds, recording stops automatically. A text field to write down a name for this recording appears (giving it a name makes it east to identify it later on). Click “Save.”
7. Audio processing and saving start. Sometimes it takes a while; it’s normal. You will see a notification on the screen once saving is complete.
8. Done! Now the robot can speak with your voice (the sound is played from the robot, not the tablet)!
9. Custom recordings appear at the very bottom of the list of sounds (just above the “Record” button). To use them, select the musical note block with the corresponding number, then drag & drop it in the desired location in your program.

Follow the line

This feature is available in the Photon Blocks interface.

You can make the robot follow a line drawn on a flat surface (thanks to its built-in contrast sensors). The line must be black and fairly wide for the robot to recognize it. You can draw a line with a marker on paper or simply stick black duct tape directly to the floor.

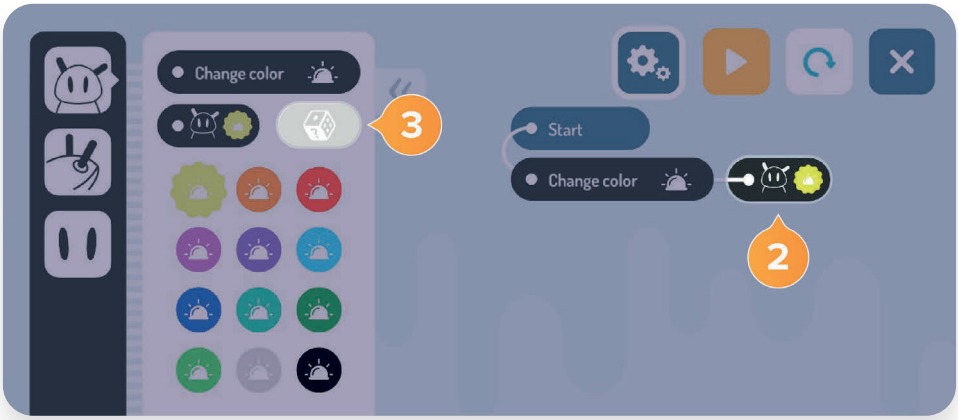
1. This feature is available from the movement-related blocks section. Select the “Follow the line” block and drag it to your program. If you use the Follow the line instruction, you can also add other actions before or after following the line action.

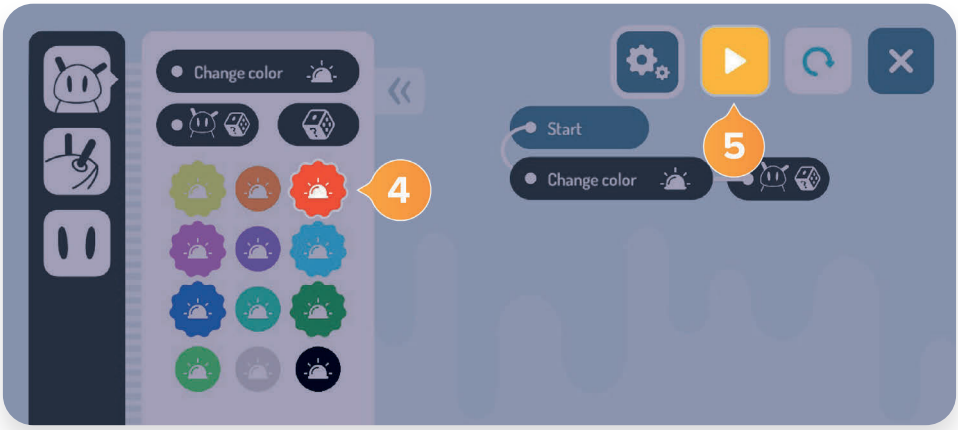
2. **Place the Photon Robot on the line** and run the program.

NOTE! During the first few passes, the robot self–calibrates the contrast sensors and adapts to the ambient light. During this time, it may not follow the line with the highest precision.

Random color changing

1. Click three dots on the side menu, then select the “Change color” block and drag it to your program.
2. Click on the attached block to open an additional menu.
3. In the “Change color” menu, select the cube icon.
4. Click on colors you want to add to the drawing pool. Selected colors are marked with a shape other than a circle.
5. To start drawing colors, click “Play” to initiate your program.





Sensor triggered random color/sound drawing

This feature is available in the Photon Blocks interface only.

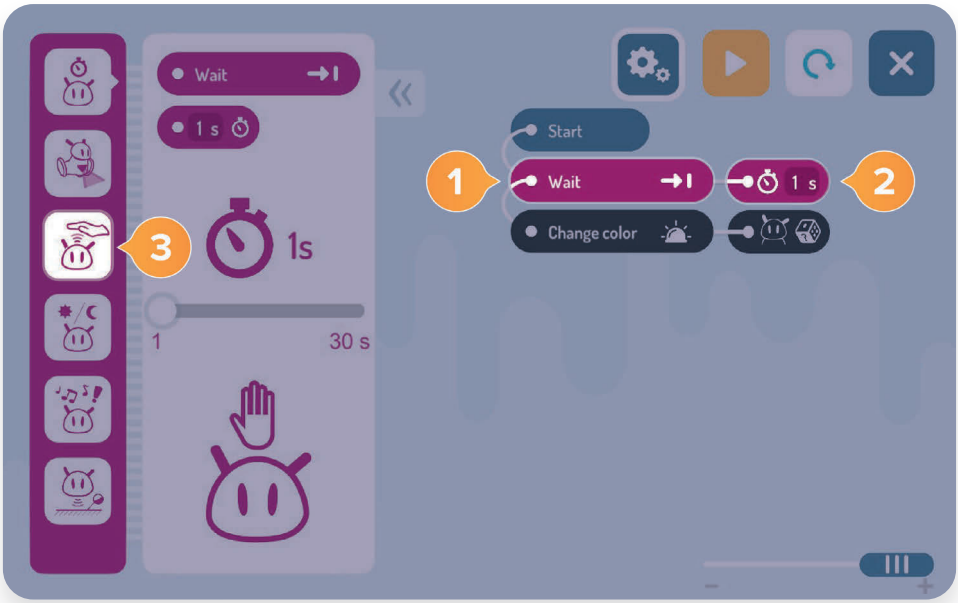
It is extremely useful in activities where you want to use the robot to draw random colors or sounds (and assign them a specific meaning). The example below shows in detail how to change the colors of the robot's eyes and ears. In a similar way, you can program randomization of sounds and triggering actions.

How does the sample program work?

When touched on the head, the robot changes the color of its eyes and ears to a randomly drawn color from a selected pool of 6 colors. Three (3) seconds after drawing, the eyes and ears turn off – the robot waits for another draw triggering action.

How to activate the draw

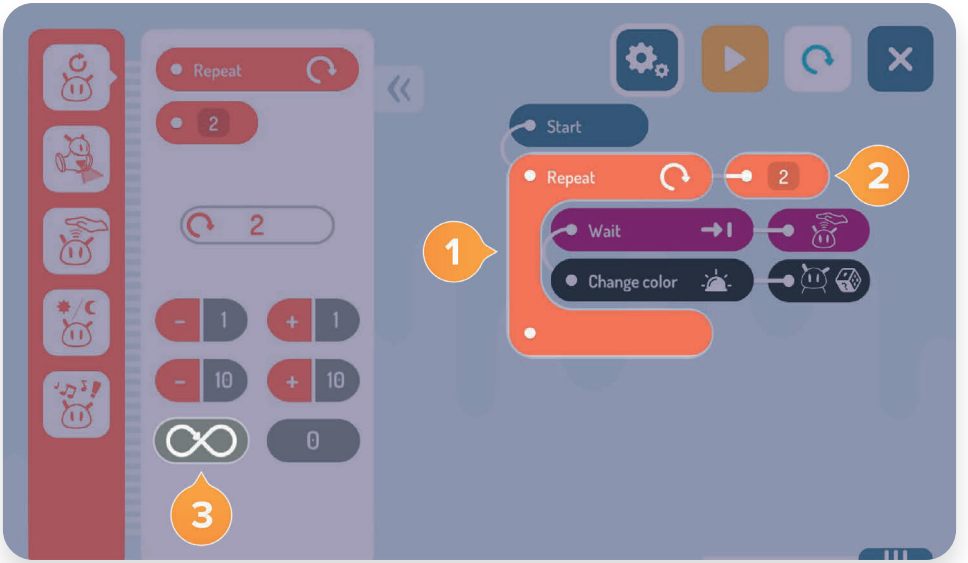
1. If you want the Photon Robot to start drawing colors, it must detect a trigger action, such as a touch on the head – add a "Wait" block to your program (place it at the beginning of your program).
2. You can find the "Wait" block in the blocks' third category (robot's head icon). The default setting for this block is 1 second. Click on it to open an additional menu.
3. A list of all possible sensor triggers comes up. Select the third symbol (a hand above the robot's head).
4. Then move the slider towards the hand symbol (meaning: draw when you detect touch).
5. When you start the program using the "Play" button, the robot will wait for your specified action. Detected touch activates the random color draw. To draw a color again, you must restart the program or use...

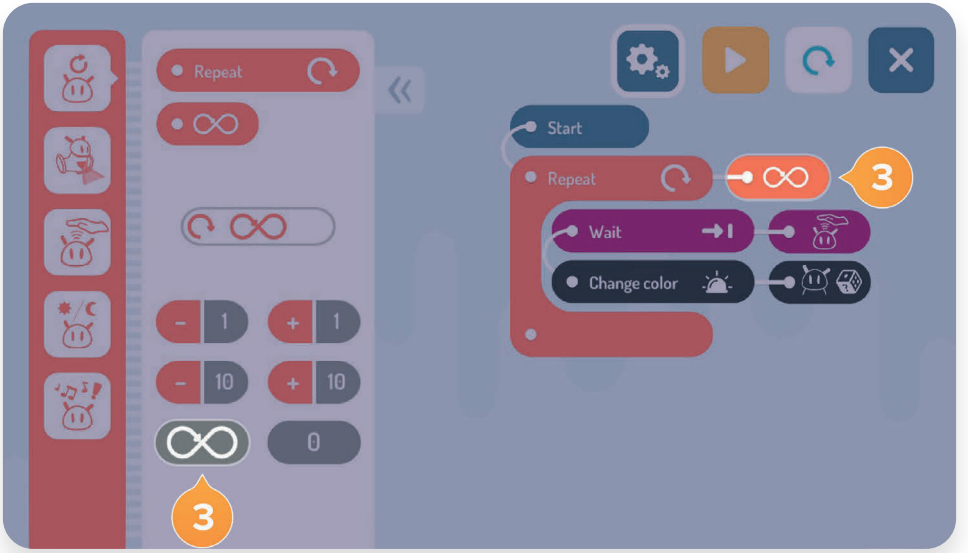

Wait
1 s
1s
1
30 s
3
Start
Wait
1 s
Change color
1
2


Wait
none
touch
4
Start
Wait
Change color
5

Repeat the program over and over again feature

1. To make use of this feature, go to the third category of blocks (robot's head icon). Select "Repeat." Drag it to your program in such a way that the previously arranged blocks appear inside of it.

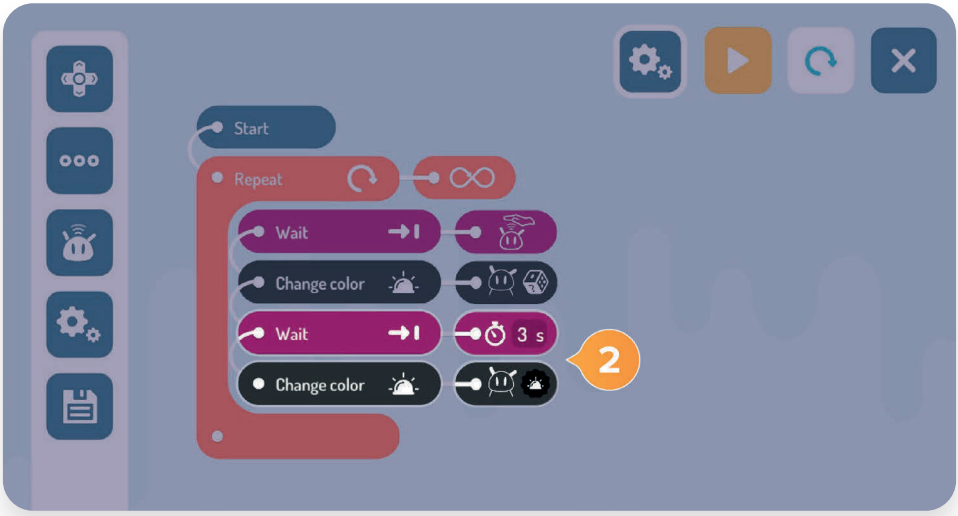




2. The default setting for this block is 2 (Repeats). Click on the attached block (with the number 2) to open an additional menu.
3. Select the infinity icon (Run the program indefinitely until turned off).
4. Start your program using the “Play” button. The robot waits for a touch. Once detected, it will draw a random color. Touching the robot’s head again makes it draw the next color (without the need to restart the program).
5. This feature is extremely useful in activities where you want to use the robot to draw colors to divide children into several groups – children come up to the robot one by one and touch its head to draw a color.

Fading out before the next draw

1. This feature helps to visually “reset” the robot between draws.
2. Use the loop function (the “Repeat” block). Below the “Change Color” block place the “Wait 3 seconds” block. Then add the “Change Color” block and select black (this will switch off the robot’s ears light).



3. After each draw, the robot’s ears will stay on for three seconds. Then the color will fade out, signaling that it is ready for the next draw.

#	Title	Target group	SEL competency - main
1	SOCIAL IDENTITIES	6-11 years old	SELF-AWARENESS
2	MY CULTURE	9-11 years old	SELF-AWARENESS
3	ME AND MY EMOTIONS	6-9 years old	SELF-AWARENESS
4	EMOTIONS AS WEATHER	6-11 years old	SELF-AWARENESS
5	MINDFULNESS WITH THE PHOTON ROBOT	6-11 years old	SELF-AWARENESS
6	FIND THE SAME FEELING	6-11 years old	SELF-AWARENESS
7	HONESTY	8-11 years old	SELF-AWARENESS
8	MUSICAL CHAIRS	6-11 years old	SELF-AWARENESS
9	MY INTERESTS	8-11 years old	SELF-AWARENESS
10	GROWTH AND FIXED MINDSETS	6-11 years old	SELF-AWARENESS

SEL competency - description	SEL competency - other	Description
Integrating personal and social identities	SOCIAL AWARENESS	An activity to improve integrating personal and social identities.
Identifying personal, cultural, and linguistic assets	SOCIAL AWARENESS	An activity to develop a positive self-image about one's culture.
Identifying one's emotions	-	An activity to improve understanding and naming emotions.
Identifying one's emotions	-	An activity to help children understand and name emotions.
Identifying one's emotions	-	An activity to focus on group integration.
Identifying one's emotions	RELATIONSHIP SKILLS	An activity to improve the ability to read feelings and emotions.
Demonstrating honesty and integrity	SELF-MANAGEMENT, RESPONSIBLE DECISION-MAKING	An activity to develop honesty and integrity.
Examining prejudices and biases	SOCIAL AWARENESS, RELATIONSHIP SKILLS	An activity to improve children's understanding of other people's needs and emotions.
Developing interests and a sense of purpose	SOCIAL AWARENESS	An activity to improve children's ability to share their interests with others.
Having a growth mindset	RELATIONSHIP SKILLS	An activity to improve growth mindset.

#	Title	Target group	SEL competency - main
11	WAYS TO COPE WITH STRESS	6-9 years old	SELF-MANAGEMENT
12	ASKING FOR HELP	9-11 years old	SELF-MANAGEMENT
13	A SIGNALIST	6-9 years old	SELF-MANAGEMENT
14	POSITIVE THINKING – THAT'S MY STRENGTH	6-11 years old	SELF-MANAGEMENT
15	MY DECISIONS	9-11 years old	SELF-MANAGEMENT
16	MY GOALS	9-11 years old	SELF-MANAGEMENT
17	GETTING ORGANIZED	6-11 years old	SELF-MANAGEMENT
18	SHOWING COURAGE	9-11 years old	SELF-MANAGEMENT
19	STORYTELLING CHOICES	6-11 years old	SELF-MANAGEMENT
20	TALKING ABOUT EMOTIONS	6-9 years old	SELF-AWARENESS

SEL competency - description	SEL competency - other	Description
Identifying and using stress management strategies	-	An activity that helps to improve the ability to cope with negative emotions.
Identifying and using stress-management strategies	SELF-AWARENESS, SOCIAL AWARENESS, RELATIONSHIP SKILLS, RESPONSIBLE DECISION-MAKING	An activity to improve stress-management strategies.
Exhibiting self-discipline and self-motivation	SELF-AWARENESS	An activity to improve children's attentiveness.
Exhibiting self-discipline and self-motivation	SELF-AWARENESS, SOCIAL AWARENESS	An activity that aims to improve self-awareness and understanding of how positive thinking affects our mood.
Exhibiting self-discipline and self-motivation	SOCIAL AWARENESS, RELATIONSHIP SKILLS, RESPONSIBLE DECISION-MAKING	An activity to improve self-discipline and self-motivation.
Setting personal and collective goals	-	An activity to improve the ability to set personal and collective goals.
Using planning and organization skills	SOCIAL AWARENESS, RELATIONSHIP SKILLS	An activity to improve planning and organization skills.
Showing the courage to take initiative	SELF-AWARENESS	An activity to improve one's ability to take initiative.
Demonstrating personal and collective agency	RESPONSIBLE DECISION-MAKING	An activity to demonstrate one's personal and collective agency.
Taking others' perspectives	SELF-AWARENESS	An activity to improve naming and understanding of other people's needs and emotions.

#	Title	Target group	SEL competency - main
21	HAPPY FEELINGS	6-11 years old	SOCIAL AWARENESS
22	TAMING NEGATIVE EMOTIONS	6-11 years old	SOCIAL AWARENESS
23	I LIKE YOU FOR...	6-11 years old	SOCIAL AWARENESS
24	CLASS DETECTIVES	8-11 years old	SOCIAL AWARENESS
25	SCHOOL OPPORTUNITIES	8-11 years old	SOCIAL AWARENESS
26	SHOWING KINDNESS	6-11 years old	SOCIAL AWARENESS
27	CARING FOR MY FRIENDS	6-11 years old	SOCIAL AWARENESS
28	I AM GRATEFUL FOR	6-11 years old	SOCIAL AWARENESS
29	FOR GOODBYE	6-11 years old	SOCIAL AWARENESS
30	SCHOOL COMMUNITY GRATITUDE	8-11 years old	SOCIAL AWARENESS

SEL competency - description	SEL competency - other	Description
Taking others' perspectives	SELF-AWARENESS, RELATIONSHIP SKILLS	An activity to improve attentiveness, and understanding of other people's needs and emotions.
Taking others' perspectives	SELF-AWARENESS, RELATIONSHIP SKILLS	An activity to improve attentiveness, and understanding of other people's needs and emotions.
Recognizing strengths in others	RELATIONSHIP SKILLS	An activity to improve attentiveness and empathy.
Recognizing strengths in others	SELF-AWARENESS, RELATIONSHIP SKILLS	An activity to improve the skill of building a positive self-image and developing the ability to name one's strengths and weaknesses.
Recognizing situational demands and opportunities	-	An activity to recognize situational demands and opportunities.
Demonstrating empathy and compassion	SELF-AWARENESS, SELF-MANAGEMENT, RELATIONSHIP SKILLS, RESPONSIBLE DECISION-MAKING	An activity to improve the ability to demonstrate empathy and compassion.
Showing concern for the feelings of others	SELF-AWARENESS, SELF-MANAGEMENT, RELATIONSHIP SKILLS, RESPONSIBLE DECISION-MAKING	An activity to improve one's ability to show concern for the feelings of others.
Understanding and expressing gratitude	RELATIONSHIP SKILLS	An activity that helps to develop the ability to express gratitude.
Understanding and expressing gratitude	SELF-AWARENESS, RELATIONSHIP SKILLS	An activity to practice the ability to draw conclusions, express gratitude, and reflect on the strengths of other children.
Understanding and expressing gratitude	-	An activity to improve the ability to understand and express gratitude.

#	Title	Target group	SEL competency - main
31	CONSIDERING OTHERS	6-11 years old	SOCIAL AWARENESS
32	TOUR OF TOWN	8-11 years old	SOCIAL AWARENESS
33	INTERVIEW	6-11 years old	RELATIONSHIP SKILLS
34	PHOTON THE WIZARD	6-9 years old	RELATIONSHIP SKILLS
35	SOLVING PROBLEMS	9-11 years old	RELATIONSHIP SKILLS
36	RESISTING NEGATIVE SOCIAL PRESSURES	8-11 years old	RELATIONSHIP SKILLS
37	I CAN LEAD	9-11 years old	RELATIONSHIP SKILLS
38	SEEKING HELP	8-11 years old	RELATIONSHIP SKILLS
39	STOPPING BULLIES	8-11 years old	RELATIONSHIP SKILLS
40	AN OPEN MIND	6-11 years old	RESPONSIBLE DECISION-MAKING

SEL competency - description	SEL competency - other	Description
Identifying diverse social norms, including unjust ones	SELF-MANAGEMENT	An activity to improve one's ability to identify diverse social norms, including unjust ones.
Understanding the influences of organizations/systems on behavior	-	An activity to develop an awareness of how organizations influence behavior.
Demonstrating cultural competency	SELF-AWARENESS, SOCIAL AWARENESS	An activity to improve the ability to demonstrate cultural competency.
Practicing teamwork and collaborative problem-solving	SELF-AWARENESS, RESPONSIBLE DECISION-MAKING	An activity to improve teamwork skills and problem-solving skills in a team.
Resolving conflicts constructively	SOCIAL AWARENESS, RESPONSIBLE DECISION-MAKING	An activity to improve the ability to resolve conflicts constructively.
Resisting negative social pressure	SELF-MANAGEMENT, SOCIAL AWARENESS	An activity to improve the ability to resist negative social pressure.
Showing leadership in groups	SOCIAL AWARENESS	An activity to improve the ability to demonstrate leadership in groups.
Seeking or offering support and help when needed	RESPONSIBLE DECISION-MAKING	An activity to improve seeking or offering help when needed.
Standing up for the rights of others	SOCIAL AWARENESS, RESPONSIBLE DECISION-MAKING	An activity to improve the ability to stand up for the rights of others.
Demonstrating curiosity and open-mindedness	SOCIAL AWARENESS, RELATIONSHIP SKILLS	An activity to improve the ability to demonstrate curiosity and open-mindedness.

#	Title	Target group	SEL competency - main
41	WHAT DO YOU PREFER?	6-11 years old	RESPONSIBLE DECISION-MAKING
42	MAKING DECISIONS	8-11 years old	RESPONSIBLE DECISION-MAKING
43	WE ARE THE FUTURE OF THE WORLD	6-11 years old	RESPONSIBLE DECISION-MAKING
44	TELL A TALE	6-11 years old	RESPONSIBLE DECISION-MAKING
45	PROBLEM – SOLUTION	6-11 years old	RESPONSIBLE DECISION-MAKING
46	SOCIAL JUSTICE SPEECHES	8-11 years old	RESPONSIBLE DECISION-MAKING
47	MY ACTIONS	9-11 years old	RESPONSIBLE DECISION-MAKING
48	PROBLEM SOLVING OUTSIDE SCHOOL	9-11 years old	RESPONSIBLE DECISION-MAKING
49	COMMUNITY WELLBEING	9-11 years old	RESPONSIBLE DECISION-MAKING
50	THINGS BEYOND MY CONTROL. THINGS WITHIN MY CONTROL	6-11 years old	RESPONSIBLE DECISION-MAKING

SEL competency - description	SEL competency - other	Description
Learning how to make a reasoned judgment after analyzing information, data, and facts	RESPONSIBLE DECISION-MAKING	An activity to improve decision-making skills and self-awareness.
Learning how to make a reasoned judgment after analyzing information, data, and facts	-	An activity to improve the ability to make reasoned judgments after analyzing information, data, and/or facts.
Identifying solutions for personal and social problems	RELATIONSHIP SKILLS	An activity to promote positive social attitudes.
Identifying solutions for personal and social problems	SELF-AWARENESS, SELF-MANAGEMENT, SOCIAL AWARENESS	An activity to develop storytelling skills and understanding emotions.
Identifying solutions for personal and social problems	SELF-AWARENESS	An activity to improve decision-making skills and problem-solving skills.
Identifying solutions for personal and social problems	SELF-AWARENESS, SOCIAL AWARENESS	An activity to improve the ability to identify solutions for social problems.
Anticipating and evaluating the consequences of one's actions	-	An activity to improve the ability to anticipate and evaluate the consequences of one's actions.
Recognizing how critical thinking skills are useful both inside & outside of school	-	An activity to improve the ability to recognize how critical thinking skills are useful both inside and outside of school.
Reflecting on one's role to promote personal, family, and community well-being	SOCIAL AWARENESS	An activity to improve the ability to reflect on one's role to promote personal, family, and community wellbeing.
Evaluating personal, interpersonal, community, and institutional impacts	SELF-AWARENESS, SELF-MANAGEMENT	An activity to help children realize that we cannot control everything.