

Responsible Decision Making

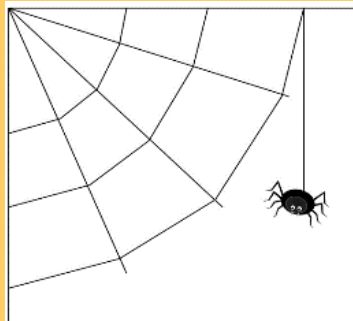
The ability to make constructive choices about personal behavior and social interactions based on ethical standards, safety concerns, and social norms. The realistic evaluation of consequences of various actions, and a consideration of the wellbeing of oneself and others.

- IDENTIFYING PROBLEMS
- ANALYZING SITUATIONS
- SOLVING PROBLEMS
- EVALUATING
- REFLECTING
- ETHICAL RESPONSIBILITY

Wool Webs:

Divide your group into teams of equal numbers. Give each team a ball of yarn. Instruct the teams to create a web using only the yarn. Once the teams have finished (you may have to set an amount of time for completion), switch the teams around so that every team has a web other than their own. Each team then blindfolds one team member.

The goal is for the blindfolded individual to unwind the web following the verbal instruction of their teammates. In order to be successful, team members must concentrate, and give/follow directions. The first team that has dismantled the web wins this game.



Tower Building:

Although there are many variations to this game, this one using spaghetti and marshmallows is our favorite. Divide your group into teams with an equal number of players. Provide each team with an equal amount of spaghetti and marshmallows. The goal is to see which team can build the highest tower within a set amount of time.

Egg Drop Materials:

What You'll Need:

- A carton of eggs
- Basic construction materials such as newspapers, straws, tape, plastic wrap, balloons, rubber bands, popsicle sticks, etc., tarp, or drop cloth
- A parking lot, or some other place you don't mind getting messy!



Instructions:

1. Each team gets an egg and must select from the construction materials.
2. Give everyone 20-30 minutes to construct a carrier for the egg and protect it from breaking.
3. Drop each egg carrier off a ledge (i.e. over a balcony) and see whose carrier protects the egg from breaking.
4. If multiple eggs survive, keep increasing the height until only one egg is left

Stranded:

Here's the setting: Your team has been stranded in the classroom. The doors are locked and knocking down the doors or breaking the windows is not an option. Give your team 30 minutes to decide on 10 items in the classroom they need for survival and rank them in order of importance. The goal of the game is to have everyone agree on the 10 items and their ranking in 30 minutes.



Group Drawing:

Divide students into groups of three. Each person on the team has a one of the following roles:

- Drawer. The drawer attempts to recreate a pre-drawn design they cannot see. They take directions from the talker. They stand with their back to the talker and viewer and may not talk.
- Talker. The talker describes the design to the drawer, without seeing the design. They may question the viewer. They may not use hand gestures.
- Viewer. The viewer sees the design. However, they are not allowed to talk and must communicate nonverbally to the talker. Additionally, they must not draw the design in the air or actually show the design with their gestures.

The activity ends when the viewers say they are satisfied with the drawings.



Note: Please intersect this pocket guide with any other topic or age-appropriate content, be mindful there may need to be alterations based on the age group of students attending your after-school program.

