

Social Skills
(Research to Practice Lesson Plan Starter)

Objective: To teach students game related social skills.

Setting and Materials:

Setting: School classroom

Materials:

Items for skill training:

1. Supplemental worksheets
2. Self-monitoring form

Items offered for play activities in the classroom for evaluation:

1. Checkers
2. Chess
3. Penny hockey
4. Table football
5. Playing cards
6. Old Maid
7. Connect Four

Content Taught

A skills-training model involving social modeling, behavior rehearsal, and behavior transfer is used, as is self-monitoring to teach the game-related social skills:

1. Appropriate peer reactions:
 - Student ignores the situation by not responding to the person trying to make him angry
 - Student attempts to resolve the situation through a discussion of the problem
 - Student walks away from the conflict
 - Student seeks help from an authority figure
2. Appropriate reactions to losing:
 - Student offers a rematch of the same game or a different game
 - Student offers a congratulatory statement such as “nice game” or “good contest”
 - Student offers a “thank you” to the opponent
 - Student offers a pleasant affect as demonstrated by the absence of frowns, scowling, or other unpleasant looks indicative of negative feelings
3. Appropriate reactions to winning:
 - Student makes statements to the loser such as “nice game” or “nice try”
 - Student offers a handshake to the loser
 - Student agrees to or offers a rematch
 - Student thanks the loser after the game