|  |  |
| --- | --- |
| School Corporation: | Insert Your School Corporation Here |
| School Name: | Insert Your School Name Here |
| Contact: | Insert Your Name Here |
| **Indiana Student Standards for Guidance Addressed** |
| Standard(s) addressed: | 9-12-.3.1 Identify appropriate resources available to young adults to help them address stressors and conflicts common to young adults (e.g., parents, crisis hotlines, school counselors). | Indicator(s)addressed: | 9-12.3.1 Identify appropriate resources available to young adults to help them address stressors and conflicts common to young adults (e.g., parents, crisis hotlines, school counselors). |
| **Instructional Development** |
| Grade Level(s):  | The audience for this particular lesson is the entire 9th grade through 12th grade classes. |
| Title: | Bullying Education Jeopardy Game |
| Summary: | To help educate students on the different types of bullying, bullying roles, how to handle bullying, and bullying statistics.  |
| Time Frame: | 50 – 60 minutes/1 day |
| Procedure:  | * Reserve a computer lab or classroom for 1 day to complete this activity.
* Introduce yourself to the class.
* Ask each student to complete the pre-lesson survey.
* Explain to the students why they are competing in this game and the importance of bullying education.
* Split the students into two teams, team A and team B.
* Explain the rules of the game.
* Ask students to meet briefly and decide who will be the student representatives for the team.
* Team A and team B will take turns choosing a topic and point value, team A will go first. The entire team can help the student representatives answer the questions.
* The team with the most points wins the game. OPTIONAL: You can give students rewards such as candy after the game has been completed.
* Then ask each student to complete the post-lesson survey.
* Collect the worksheets from the students.
* Use the last 5 minutes of the class period to start a decision about bullying in their high school and how it affects them.
* Thank the students for their attention and completing the guidance lesson.
* Make sure the computer lab or classroom is put back in its original order.
 |
| **Evaluation** |  |
| How will mastery of the guidance indicator(s) be evaluated? | 1. Students were given a pre- and post-lesson survey to complete. The surveys can consist of five statements and a Likert scale for them to evaluate each statement.
2. The feedback on the post-lesson survey can question whether the students felt the jeopardy game was useful in helping them become more educated on the topic of bullying.
 |
| **Learning Resources** |
| Resources needed:e.g., technology resources, media resources, books, web sites | * Pre-lesson Survey
* Computer
* Projector
* Pencils/Pens
* Post-lesson Survey
* Candy (Optional)
 |
| Citation(s):You may include copyrighted materials in “resources needed,” but do not reproduce copyrighted materials in your lesson plan. Non-copyrighted materials need to be reproduced and included with your lesson plan. Cite sources here. | Bullying Education Jeopardy Game was created by Marion High School, Marion, IN. |
| Collaborative Partners:e.g., advisory teachers, other teachers, community resource people |  |
| **Contact information *(optional)*** |
| Telephone: |  |
| E-Mail: |  |