

# Lesson 32



**Area:** Be Agreeable

**Title:** **Choose to Agree**

**Objective:** Students will identify, respond to, and model agreeable language and behavior.

**Materials:** “Choose to Agree” Scenario Cards

**Activity:**

1. Divide students into small groups (2-4). Give each group a scenario from the “Choose to Agree” scenario sheet.
2. Students will first model being disagreeable, then redo the scenario and model agreeable habits. If students are unclear on the directions, give them an example.
3. Each small group enacts an agreeable solution to a scenario.

**Closure:** Ask students the following questions:

1. “What gets in the way of being agreeable?”
2. “Is it possible to act agreeable when you feel disagreeable?”
3. “How do other people react when you are disagreeable? Agreeable?”
4. “When do problems find solutions? When you are agreeable or disagreeable?”



## Choose To Agree Scenario Cards

**Directions:** Cut out the following scenario cards on the dotted line. For use with the lesson “Choose To Agree”.

Two students get to the lunchroom late and only one piece of pizza is left.

George goes to his locker and his calculator is missing. Eric is the only other person that knows the locker combo.

Sarah just got transferred to a new math class. She is assigned to a group and does not know anyone.

Joe tells Fred that his best friend does not really like him. “He is using you. That is what I heard from someone else.”

Anna and Kyle are taking a math test. Kyle is nervously kicking her chair.

Kathy got to school late today with no breakfast and yesterday’s clothes on. Matt has clearly noticed and makes comments to other students.

Mike and Aaron are at lunch. They both want to sit at their favorite table, but there is only one space left

Two siblings are arguing about whose turn it is to do the dishes.

Marv’s dad is in a bad mood. Marv is normally allowed a snack after school, but today when he opens the fridge. His dad yells “Who said you could have anything to eat?”