SESSION VIII BE GOOD

"Make Good Decisions"



Time Length: 50-60 Minutes Curriculum Outline

Goals			Materials		Process Steps
To understand	a circ	-	Character Chess	1.	Read Character Chess Story:
importance of making good			Manual for each student		"Walking the Fence"
decisions	•	-	Pens and/or Pencils	2.	Complete the Reading Response Sheet
To practice m		-	Character Poster for all	3.	Read the Character Lesson: "BE
the "best" dec			to see		GOOD"
To practice	lancing	-	Chess Boards and Pieces	4.	Read the Chess Lesson: "Make the
material gain	-				Best Decision"
positional adv	rantage			5.	Complete the Chess Challenge: "MAKE
To encourage					THE BEST MOVE"
planning and				6.	Read, complete and discuss the
decision making					Character Reflection: "YOUR NEXT
To identify our "coaches" in making					MOVE"
decisions	naking			7.	Allow students to play Chess with any
					remaining time.