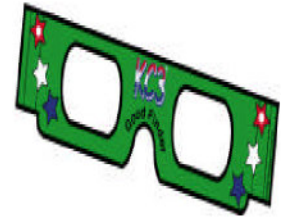




## KC3 Positive Label Program Cyber Bullying Edition



### **Grade/Subject: Grades 3-5: Language Arts**

State Standard Met: Language Arts writing skills.

Topic Objective: Cyber bullying solution for replacing the habit of unkind words with kind words.

Goal-O Bingo

**Relevance:** This lesson plan supports your school's KC3 Positive Label program in these ways: Students will acquire the knowledge, attitudes and interpersonal skills to help them understand and respect self and others and students will make decisions, set goals, and take necessary action to achieve goals.

Procedure/Activity: After reading book Casey and Amazing Giant Green Shirt by Margaret Ross or Casey and Amazing Good Finder, the students will discuss goals that they would like to achieve-in regards to their behavior.

Instructions: Students will then write down 25 goals that they would like to accomplish within that school year or specific time. Example, greet a new person each day, complete homework in a timely manner, say more positive words, etc. Once, the students have written down 25 goals for themselves to reach they must get approval from their teacher or parent. Once approved, the students may then write each goal on a bingo card. For every time the student achieves a goal, they may cross of the goal on their Bingo Card.

On the back of the Bingo card, they must write the date, goal and what they did to accomplish this goal. Once the student completes a row on their Bingo card, then they can receive a special prize. Ex. Get their name written on a special bulletin board, special pencil, or special treat. The special prize can be pre determined by the family or class.

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The best solution for cyber bullying is Bully preemption.  
Bullying preemption programs from Kameron Institute