

Grades K-6\*

For Digital White Boards and Computers  
MAC and Windows Compatible



# TEACHING APPROPRIATE POSITIVE BEHAVIORS

Will Moody, M.Ed., NBCT

To Children

Through  
Interactive  
Lessons



An Official "SMART" Guidance Product



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Booklet and DVD Case Design and Layout by Shana Bertetto.

Art Direction by Amy Rule

Animation and Project Coding by Shana Bertetto

ISBN: 978-1-59850-166-7

## ABOUT THE AUTHOR



*Will Moody is a recipient of the prestigious RAMP award and has been recognized as Teacher of the Year three times. He has co-authored and developed several guidance related products.*

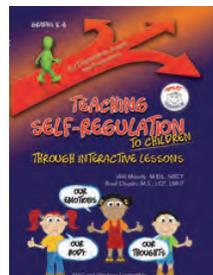
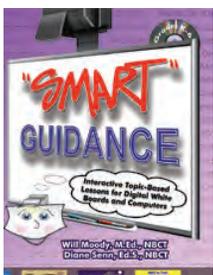
**Will Moody**, the son of two public educators, was taught in the public schools of South Carolina. Will earned his undergraduate degree in Psychology from the College of Charleston in Charleston, South Carolina and his first Master's degree in Elementary Guidance and Counseling from the University of South Carolina in Columbia. Will also has a second Master's degree in Educational Leadership. Will has been an elementary school counselor for the past 16 years. During that time, Will quickly distinguished himself as a leader among his peers and colleagues, especially in the area of technology integration in the school counseling program. In 2001, Will became a certified Master Teacher through the Teach to the Future Program, a collaborative effort of the Intel Corporation, the Bill and Melinda Gates Foundation, and Smart Technologies. Will is also credited with developing and implementing a Comprehensive Developmental School Counseling Program as well as becoming a RAMP School.

During Will's career, his peers have honored him as Teacher of the Year three times— twice in his first school district and once in his second school district. In 2007, Will earned his National Board Certification in Early Childhood through Young Adulthood School Counseling. In 2009, Will was chosen as South Carolina's Elementary School Counselor of the Year by the South Carolina School Counselor Association. In 2012, Will became the only school counselor

in his school district of over 30 schools to earn the American School Counselor Association's prestigious Recognized ASCA Model Program (RAMP) Award. In 2013, Will helped lead his school to win the National School of Character Award by authoring the school's award application.

Will is the co-author of five resources for helping professionals who work with children. Will and well-known author Diane Senn worked together to publish *Smart Guidance*, *Smart Guidance 2*, and *Success in the Game of Life and School*. Later, Will and Brad Chapin collaborated on *Teaching Self-Regulation to Children*. *Teaching Appropriate Positive Behaviors to Children* is Will's fifth DVD. All five resources consist of interactive lessons for use on computers and digital white boards.

Will has held numerous positions of leadership in the South Carolina School Counselor Association, including President and 2014 Conference Chairperson. Under Will's leadership, the association executed a successful separation from another state association and later became the Palmetto State School Counselor Association— the only chartered state division of the American School Counselor Association in South Carolina.



**To bring Will Moody to your school, district or conference, contact:  
Nanette Corbitt, PR Director at 800-209-9774 or [ncorbitt@youthlightbooks.com](mailto:ncorbitt@youthlightbooks.com)**

Click anywhere on the whiteboard to navigate to the lesson you selected in the bar to the right.

At the main menu, use the up and down arrows in the bar to the right to scroll through the 10 lessons.

Hello! I'm the SmartGuy. I'm here to help. Whenever you see me, click on my thought bubble for further instructions.

At the main menu, click the PDF button to download the complete lesson plan guide.

Download the Complete Lesson Plan Guide

Lesson 9

Lesson 10

Lesson 1

Lesson 2

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PLAY FULL SCREEN

MAIN MENU

LESSON PLAN

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Clicking the "PLAY FULL SCREEN" button will maximize or minimize the program on your screen.

Return to the main menu by clicking on the link at the bottom of each lesson.

Click the link at the bottom of each lesson for that lesson plan.

Click a lesson button to display a larger image on the whiteboard.

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INTRODUCTION AND OVERVIEW

www.youthlight.com

## INTRODUCTION AND OVERVIEW

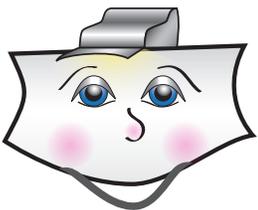
Welcome to SMART Guidance: *Teaching Appropriate Positive Behaviors to Children through Interactive Lessons*. This collection of nine engaging and educational guidance lessons was designed to be used with the interactive whiteboards found in today's 21st century classrooms. Get ready to energize, excite, and engage your students for learning with these new "SMART" Guidance lessons which can be used with classes, small groups, or with individuals. These lessons follow the storyline of Officer Behavior and the citizens of Pleasant Town who are looking for Behavior Crook. The children will earn different badges as they help Officer Behavior and learn a wide variety of appropriate, positive behaviors they can use at school, at home and in the community. NEW for this SMART Guidance product is the addition of the Game Center that includes many of the games and interactive activities from the 9 lessons as stand-alone activities you can use in conjunction with other lessons, programs, curricula or just a quick review for a specific topic.

The Lessons include:

- ★ Introduction to APB: Appropriate, Positive Behaviors
- ★ Appropriate, Positive Behaviors in the Classroom
- ★ Appropriate, Positive Behaviors with Peers and Adults at School
- ★ Appropriate, Positive Behaviors for Listening, Studying, & Doing Homework
- ★ Appropriate, Positive Behaviors for When There's a Problem
- ★ Appropriate, Positive Behaviors for Unfamiliar Situations
- ★ Appropriate, Positive Behaviors for Working in Groups
- ★ Appropriate, Positive Behaviors for When We're in Public
- ★ Appropriate, Positive Behaviors for When We're a Guest
- ★ Appropriate, Positive Behaviors Game Center!

The lessons in "SMART" Guidance were not designed to stand alone by themselves. Instead, we hope you will use each lesson as a springboard for a more comprehensive and fully realized lesson involving role playing activities, cooperative group work, discussion, literature, and even traditional paper and pencil extension activities that you may already have at your disposal. In fact, each lesson includes an optional extension activity that you may choose to print and copy for your students.

We understand that not everyone is equally comfortable and confident using the rapidly changing technology of today. "SMART" Guidance was designed to be easy and intuitive to use. We've even included a friend to help you along!



Allow us to introduce you to SmartGuy. SmartGuy is a helpful guide who appears throughout the nine "SMART" Guidance lessons. SmartGuy will explain how the animated and interactive sequences work. Whenever you see SmartGuy, click his thought bubble and continue to click it for additional instructions. SmartGuy sometimes has a lot to say!

Designing the interactive lessons for "SMART" Guidance was a lot of fun, but our ultimate goal was to create a powerful teaching tool that would capture our students' imagination and interest. We hope you find "SMART" Guidance to be a meaningful and useful addition to your collection of school counseling resources. And now, we will turn you over to SmartGuy for some additional instructions before you begin using "SMART" Guidance: *Teaching Appropriate Positive Behaviors to Children through Interactive Lessons*.

## ADDITIONAL INSTRUCTIONS AND HELPFUL SUGGESTIONS

"SMART" Guidance operates using a self-contained Flash projector. The projector should automatically load and display the Main Menu after inserting the disc. If the program does not automatically run, explore the contents of the CD by double-clicking on the CD-ROM drive. Choose MainMenu.exe from the files listed to open the program.

At the main menu, you may click the PDF button to download the complete lesson plan guide or click the 'Lesson Plan' button at the bottom of each lesson to download that lesson plan.

You may choose to run the program in Full Screen Mode at any time by clicking the 'Full Screen' button.

Use the up and down arrows in the bar to the right to scroll through the 9 lessons and the Game Center. Select a lesson by clicking on it's button. This will display a larger image of that lesson on the whiteboard screen (to the left of the buttons). Click the larger image to navigate to the lesson you selected.

Return to the main menu by clicking on the 'Main Menu' link at the bottom of each lesson.

Store your "SMART" Guidance disc in the case whenever you're not using it, as scratches, dust, and dirt will interfere with the operation of the disc. Making or attempting to make additional copies of the "SMART" Guidance CD is a violation of copyright law.

Moving forward and backward within each lesson can be accomplished by using the forward and back arrow buttons located at the bottom of each frame. Click the Main Menu link, located at the bottom of every frame, to return to the main menu.

We encourage you to practice each lesson before you present it to a student or group of students. By practicing ahead of time, you will feel confident with the interactive and animated sequences. You will also be comfortable navigating through the lesson.

The lessons that appear in "SMART Guidance" were lessons I had created for myself and was already using in my own school, so be sure to refer to the Lesson Plan Guide for additional helpful tips and suggestions for each lesson. As I wrote the Lesson Plan Guide, I tried to be as detailed as possible with suggestions for discussion(s), questions you may want to ask, and even responses you may want to give your students. However, don't let my suggestions limit you. Let your own creativity be your guide!

Enjoy using this Smart Guidance product!

–Will



**INTRODUCTION TO APB:  
APPROPRIATE, POSITIVE BEHAVIORS**  
Developing Successful Academic  
and Personal-Social Behaviors

## INTRODUCTION TO APPROPRIATE POSITIVE BEHAVIORS

*Developing Successful Academic and Personal-Social Behaviors*

### Time Needed:

Approximately 30 minutes

### Materials Needed:

Appropriate, Positive Behaviors DVD  
Computer or laptop  
Interactive white board for whole-group presentation (optional)  
Supplemental handouts (optional)

*Note:* This lesson includes sound effects. Prior to starting the lesson, check the volume on your computer speakers to ensure your students will be able to hear the sound effects. If the sound effects prove to be distracting, you can mute the sound or turn off your speakers without detracting from the lesson.

### Procedures:



#### OPENING FRAME

Allow your students to watch the opening animated sequence. They will see Behavior Crook tiptoe across the screen, followed by a police car with a siren and flashing lights. Next, a fax will appear on the screen. The fax is an All Points Bulletin (APB) for a suspect named Behavior Crook. Read this information to your students or have them read it aloud. Explain that Behavior Crook is accused of robbing people of success due to inappropriate, negative behaviors. When you're ready, click the link in the upper right-hand corner of the fax that says "Click for next fax."

The second fax displays the title and subtitle of this lesson. Subsequent lessons on the DVD follow this same format with an opening animated sequence and a fax. Explain to your students that the lessons on the DVD will help them learn to use appropriate, positive behaviors at school, at home, and in the community.



#### FRAME 2

Officer Behavior appears for the first time on this frame. Officer Behavior and Behavior Crook are the two main characters who appear throughout the lessons on the Appropriate, Positive Behaviors DVD. Read the words in Officer Behavior's speech bubble or have a student read them aloud. Ask your students if they know what the words APPROPRIATE and POSITIVE mean. Discuss their responses. Then, follow Smart Guy's instructions to click the words APPROPRIATE and POSITIVE to find out what they mean.

**Appropriate:** Suitable or proper in the circumstances; right or correct. *Stop and discuss this definition. Ask your students to share some examples of appropriate behaviors. Process their responses.*

**Positive:** Good, helpful, productive, or pleasant. *Stop and discuss this definition. Ask your students to share some examples of positive behaviors. Process their responses.*



### FRAME 3

Explain that Officer Behavior's job is to make sure the people of Pleasant Town learn to use suitable, proper, and helpful behaviors. Ask your students if they know what the word BEHAVIOR means. Discuss their responses and write some of their ideas on the lined white page.



### FRAME 4

Explain that the word BEHAVIOR means the way one acts or conducts oneself, especially toward others. Add that all day, everyday, we are behaving in different ways depending on where we are and who we are with.

Follow the directions to click each notepad to see some examples of behaviors. Each notepad has multiple examples. Keep clicking each notepad to reveal all of the examples. *Stop and discuss each one.*

#### Home and Family:

1. We behave respectfully when our parents are talking to us.
2. We behave politely toward family members and guests.
3. We behave responsibly when it's time to do our chores or our homework.

#### Community:

1. We behave respectfully and responsibly by obeying the law.
2. We behave with generosity and charity by helping others in need.
3. We behave as good citizens.

#### School:

1. We behave respectfully and responsibly during teaching and learning time.
2. We behave with integrity by following school rules and procedures.
3. We behave in a kind, friendly way toward others.

#### Friends:

1. We behave in kind, caring ways toward friends.
2. We behave respectfully toward friends.
3. We behave responsibly when we are with our friends.



### FRAME 5

Read the Wanted poster or have a student read it aloud. Then, follow Smart Guy's instructions to click on the Wanted poster for more information. Read the information about Behavior Crook or have a student read it aloud. Discuss how inappropriate, negative behaviors are ones that are not helpful and often make problems worse. Ask for examples of some inappropriate or negative behaviors that are not helpful or make problems worse. Remind your students that they can avoid Behavior Crook by stopping, thinking, and using a behavior that is appropriate and positive.



## FRAME 6

Allow the students to watch the brief animated sequence that shows Behavior Crook running across the screen and dropping his bag of “stolen” behaviors. Read Officer Behavior’s words in the speech bubble or ask a student to read them aloud. Then, follow Smart Guy’s instructions to click the bag to begin an activity. Instruct your students to read the different behaviors that appear. They should find the appropriate, positive behaviors and drag them to Officer Behavior. Discuss each behavior and ask the students for examples as they drag and drop them onto Officer Behavior.

**Appropriate, Positive Behaviors:** Helping Others, Showing Respect, Stopping & Thinking, Doing Your Best, Being Responsible



## FRAME 7

Wait for a couple of seconds and a speech bubble will appear beside Behavior Crook. Explain that Behavior Crook loves to take academic behaviors and personal-social behaviors from the citizens of Pleasant Town. Ask your students if they know what the words academic and personal-social mean. Discuss their responses, then follow Smart Guy’s instructions to click the words ACADEMIC and PERSONAL-SOCIAL to learn more.

**Academic Behaviors:** Behaviors that help us to achieve success in school by doing our personal best to learn and achieve academic goals. *Stop and discuss this. Ask your students for examples of some appropriate, positive academic behaviors. Process their responses.*

**Personal-Social Behaviors:** Behaviors that help us to achieve success and happiness as an individual and in our relationships with others. *Stop and discuss this. Be sure your students understand that relationships can also refer to friendships. Ask them for examples of some appropriate, positive personal-social behaviors. Process their responses.*



## FRAME 8

Tell the students you want to see if they can tell the difference between Academic Behaviors and Personal-Social Behaviors. Prompt the students to read through the list of behaviors listed on the left side of the screen (you can also read them aloud). Ask the students to think about whether each behavior would help them achieve success in school or if it would help them achieve success as an individual and in their relationships with others. Follow Smart Guy’s instructions to drag each behavior to the correct list.

**Note:** The last behavior on the list (setting goals) should be saved for last. When the student drags the “setting goals” behavior to either list, a brief animated sequence will play. The students need to know that some behaviors can be both academic *and* personal-social.

### **Academic Behaviors:**

- Whole Body Listening during a lesson
- Completing all homework on time
- Taking your time on a test
- Setting goals that are realistic and achievable***

## Personal-Social Behaviors:

- Being polite during a meal
- Using cooperation on a team
- Saying kind words to others

**Setting goals that are realistic and achievable**

After the brief animated sequence plays, read Officer Behavior's words or have a student read them aloud. Remind your students that some behaviors can fall into the Academic category or the Personal-Social category. Explain that goal setting is one of those "overlapping" behaviors. *Stop and discuss this further.*



### FRAME 9

Tell your students that you're going to ask them some multiple choice questions to see if they can identify appropriate, positive behaviors. Read each question aloud and prompt the students to study the answer choices. Allow student volunteers to tap or click the answer of their choice. Be sure to stop and discuss each question and the answer choices.

1. A
2. B
3. A
4. A
5. B



### FRAME 10

Congratulate the students for their hard work during today's lesson. Explain that they have earned their Rookie Behavior badge, but they can earn more advanced badges by completing additional lessons. Prompt your students to be on the lookout for appropriate, positive behaviors at school, at home, and in the community.

### OPTIONAL EXTENSION ACTIVITY

Print a reproducible *Rookie Behavior badge sheet* for each student. Give them time to color and cut it out. You may also want to print one badge for the class and display it on the classroom door. Add subsequent badges as the class completes additional lessons.

Print an *Introduction to Appropriate, Positive Behaviors sheet* for each student. Give the students time to complete the sheet. Discuss the sheet after the students finish.

# ROOKIE BEHAVIOR BADGE

Name: \_\_\_\_\_



Name: \_\_\_\_\_

**Directions:** Read the behaviors below. If you think the behavior is Academic, write "A" on the line beside it. If you think the behavior is Personal-Social, write "PS" on the line beside it. Remember– *Academic Behaviors* help us to achieve success in school, but *Personal-Social* behaviors help us achieve success as individuals and in our relationships with others.

- \_\_\_\_\_ **1** You keep your homework and school papers neatly organized in a binder.
- \_\_\_\_\_ **2** You make eye contact with the teacher as she is teaching the lesson.
- \_\_\_\_\_ **3** You treat your friends with kindness and respect.
- \_\_\_\_\_ **4** You study for tests ahead of time, so you don't have to "cram" the night before.
- \_\_\_\_\_ **5** You share your things when friends come over to play.
- \_\_\_\_\_ **6** You use good manners at the dinner table.
- \_\_\_\_\_ **7** You bring sharpened pencils and notebook paper to school each day.
- \_\_\_\_\_ **8** You keep your promises and take responsibility for your actions.
- \_\_\_\_\_ **9** You stick up for your friends when they need help.
- \_\_\_\_\_ **10** You write your homework assignments down neatly before leaving school.