



Social-Emotional Learning Board Game

Objectives

- Students will be able to explore their social-emotional well-being through interactive games and activities
- Students will explore how to create, share, and play a board game to promote social-emotional learning
- Students will be able to use Google Drawings and Google Docs to create and share their board games with their teachers and peers
- Students will be able to reflect on their emotions based on discussions that took place during the board game activity

Materials

- Google Drawings
- Google Docs
- Internet Connected Device
- Google Meet or other video chat platform
- Game playing pieces if needed
- Paper/cardstock if game will be printed

Standards

- CCSS.ELA-LITERACY.SL.5.1- Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly.
- CCSS.ELA-LITERACY.SL.5.4- Report on a topic or text or present an opinion, sequencing ideas logically and using appropriate facts and relevant, descriptive details to support main ideas or themes; speak clearly at an understandable pace.
- CCSS.ELA-LITERACY.SL.5.5-Include multimedia components (e.g., graphics, sound) and visual displays in presentations when appropriate to enhance the development of main ideas or themes.



Procedure

1. Students will learn about the basics of social-emotional learning and emotion management. This can be done in the form of a class discussion, review sheet, Google Slides lesson, etc.
2. Students will then learn about board game creation. They can explore popular board games as well as options for creating digital board games.
3. Next, students will be introduced to game creation using Google Drawings and Google Docs. Google Drawings will be used to create the game board and Google Docs will be used for directions, cards, etc.
4. Once students create their games, they will share it out with their teachers and classmates for them to play. This can be done virtually via Google Meet or printed out for students to play face-to-face.

Technology Skills Needed

- Knowledge of how to use Google Docs and Google Drawings: Creating content, sharing content with students, collaborating in real-time
- Knowledge of how to share resources with students (via Classroom, E-mail, etc.)
- Knowledge of how to create a board game digitally

Extension Activity

- Task students with the challenge of adding different components to their games. For example, students can add challenge questions, skipping spaces, asking questions, movement, etc.
- Once students have created, shared, and played their games with their peers, challenge students to choose one of the topics from the game to respond to. Students can choose to write a response or create a presentation in relation to the emotion discussed.