



Social and Emotional Learning Competencies Match Game

Instructions: Cut out the game cards. Put the competency title and scenario cards into separate piles. Ask groups to match each title to a scenario, then think of examples from their own experiences.

<p>1. Self-Awareness</p>	<p>Scenario D</p> <p>Anna and Juan are partners on a school project. In the past, they haven't gotten along very well. Juan thinks to himself, "I want to get a good grade on this project, so I'll try to work through our disagreements and do whatever it takes to make sure the project and our partnership run smoothly."</p>
<p>2. Self-Management</p>	<p>Scenario A</p> <p>Tony thinks to himself, "Although I'm stressed out and finding it hard to focus, if I continue to work hard for the next 15 minutes, I'll schedule a break for myself."</p>
<p>3. Responsible Decision Making</p>	<p>Scenario B</p> <p>High school students on the 21st CCLC planning committee are helping to plan a fall festival for younger students. They work together to decide the safest place to position the carnival games while still allowing plenty of space to walk.</p>
<p>4. Relationship Skills</p>	<p>Scenario E</p> <p>Joy, a kindergarten student, says, "I'm upset because I'm not able to play with the trucks right now."</p>
<p>5. Social Awareness</p>	<p>Scenario C</p> <p>A new student, Andy, joins the program mid-year. He uses a wheelchair, and a few areas of the program space are difficult for him to navigate. Some of the other students recognize this, and they work together to make clear paths.</p>

