Lesson Plan #3 - Global

Title: Special Candy Game

Objectives: In this lesson students will:
1. encourage students to know each other (ice breaker)
2. recognize what is special and unique about them
3. recognize what characteristics they have in common with others in the class

Session Time: 10 minutes (could be more if group is large)

Materials: 10 pieces of small wrapped candy for each participant

Procedure:

- Have participants sit in a circle
- Give each person 10 pieces of wrapped candy
- Go around the circle and have each person name one thing in their life that they think is special or some talent or ability that they possess
- As each person says what they want to say, the other members of the group throw that person a piece of candy if that is not something that they have in common with that individual

Example: I say, "I can play the piano." If you can also play the piano you do nothing, but if you cannot play the piano you throw me a piece of candy.

- Try to encourage the members of the group who are having a hard time thinking of something, as there should hopefully always be something to find in a person’s life that is good

The game should end at a point where all members have the same amount of candy again or at least where everyone has some so that no one feels left out.

Note: This lesson plan is included in the family education kit, Taking Positive Steps – Positive Thinking for a Positive Life, available through the Southern Illinois Professional Development Center.