



# Social Emotional Learning and Drama

*A creative approach to building school and life skills*

HTY is pleased to present you with this brief, creative activity to help your students exercise Social-Emotional Learning competencies.

## **WHAT WILL YOU CHOOSE**

Please click [here](#) to access the game

**DESCRIPTION:** Meet Alex: a sixth grade student who has had a tiring day at school. They are feeling burnt out and run down, but they must complete and submit their online homework before the end of the day. Help Alex complete their homework and practice healthy habits for managing stress!

**GRADE LEVEL FOCUS:** 4th-6th grade

**SEL FOCUS:** Healthy Choices and Positive Behaviors

NHES.1.5.1 Describe the relationship between healthy behaviors and personal health.

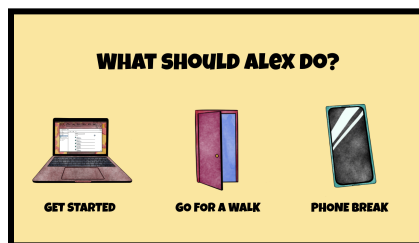
NHES.6.8.1 Assess personal health practices.

NHES.8.5.2 Encourage others to make positive health choices.

**ACTIVITY:** Interactive gameplay

### **HOW THIS GAME WORKS:**

- This game is a “choose your own adventure,” meaning that students are presented with choices that directly impact Alex’s wellbeing and productivity. There are five possible outcomes for Alex.
- This game uses Google Slides to be projected onto a smart board/projector.
- Please run through the slides prior to facilitating with students as the audio may take a moment to load.
- **MOST** slides can be advanced using the spacebar or arrow keys.
  - When presented with a Choice Screen (above) or a Stats Screen (below), you must **click the icon** corresponding with the choice being made in order to go automatically to that track of the story.
- **Some** slides utilize audio. They have a **blue** volume icon (pictured here) in the top left of the game console. There are also closed captions.



### **FACILITATING THE GAME WITH STUDENTS:**

- Invite your students to make the choices that they would naturally make. There are no clear right or wrong choices in this game; the purpose is to experience the impact of the choices the students make for Alex.
- At the end of each track, please ask your students the following questions
  - What choices had the biggest impact on Alex’s stress and productivity?
  - How would you respond in the same situation?
  - If you could do this again, what choices would you make differently?
- You can redo this game as many times as your students would like! Each “Restart” button will take you back to Alex’s first choice, and the “Quit” button will take you back to the title screen.

