TABLE TOP! SOCIAL-EMOTIONAL GAMES THAT YOUR STUDENTS WILL ACTUALLY LIKE

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WE MUST REACH "THE WHOLE STUDENT"



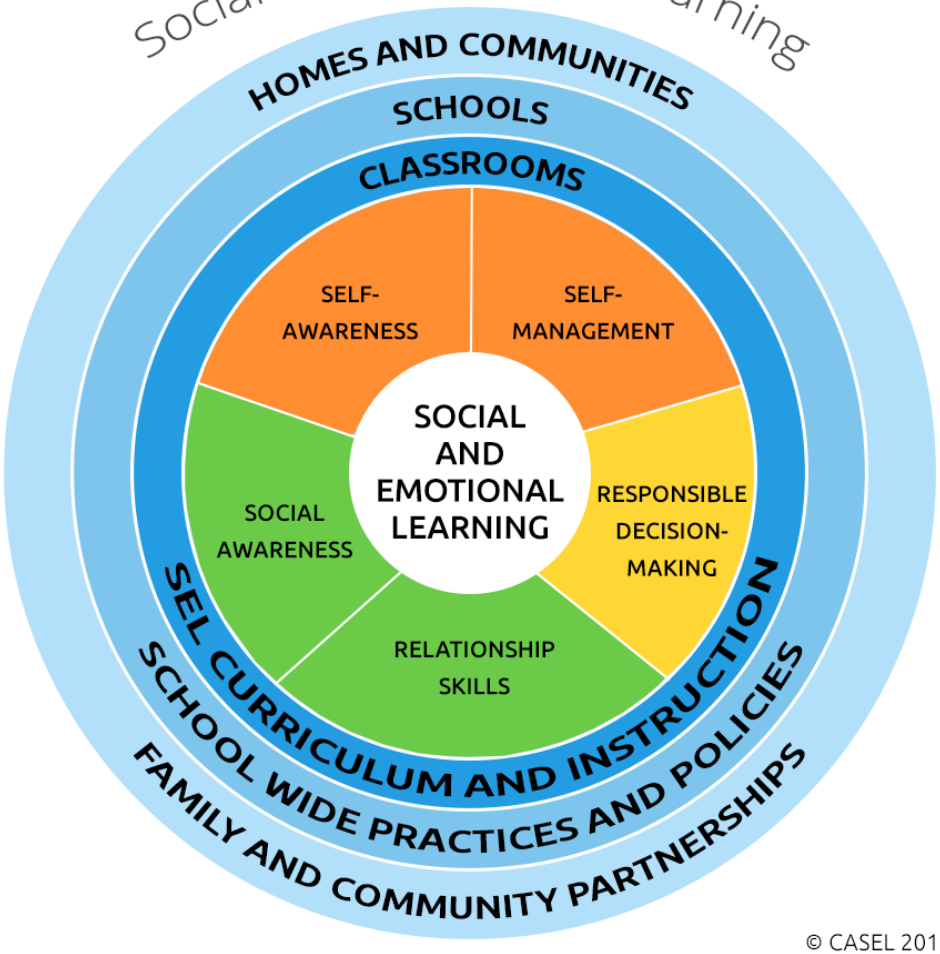
- We do this through Social and Emotional Learning (SEL)
- SEL is the process through which people
  - Learn
  - Understand
  - and apply the
    - Knowledge,
    - skills
    - and perspectives

necessary to interact with others in a **prosocial** manner

HOW DO SOCIAL SKILLS MATTER IN THE CYBER WORLD?



Framework for Systemic Social and Emotional Learning



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WHAT ARE WE BUILDING?

- Frustration tolerance
- Positive, prosocial interactions
- Problem-solving (independent and in teams)
- Emotional regulation
- Self-esteem
- Self-confidence
- Grit/growth mindset
- Up-standing students
- Perspective taking/empathy

WHY IS COGNITIVE FLEXIBILITY IMPORTANT?

Social Skills

- Perspective Taking
- Mentalization – "mind reading"
- Empathy/understanding
- Theory of Mind

Learning

- What I know now versus what I knew then
- How is new information integrated?
- How do we respond to our beliefs being challenged?

DEVELOPMENTAL TRAJECTORY

- SEL skills learned at a young age generalize and evolve over time (Jones, Greenberg, & Crowley, 2015)



LIFE IS NOT AN AFTER-SCHOOL SPECIAL

- Some kids get SEL skills easily… some don't
- We cannot assume that all kids will naturally learn these skills
- We need to meet kids where they are and help them get where they want to be
- We need to make these skills intentional, overt, and accessible
  - And PRACTICE!!!



HOW DO WE

- Gifted individuals are
- Most feedback we giv
- Theoretical instructio
- Throwing people into
  makes them not want
- So what do we do?



CONCRETE TASKS - ANYTHING CAN BE A SOCIAL ACTIVITY IF WE APPROACH IT INTENTIONALLY.



ACTIVITIES

- Improv games (But/Then, World's Worst, etc.)
- Card games: Pinocchio, Mao, Uno, ERS
- Would I rather?
- Lateral thinking games (Bobby Collins, Molly and Ned, etc.)
- Hooray for us!
- Mafia
- Games: Apples to Apples, Human Knot, Let's make a shape/line, Tee-KO, Alphabet Packing



AFTERWARDS

- When you do an SEL task, process with the kids
  - What did you think?
  - Why did we do this?
  - How can you use this in your own life?
  - What worked?
  - What didn't work?


IMPROV
GAMES
A FUN, GAMES-FOCUSED WORKSHOP

BUT/THEN…

- A group storytelling game
- Someone starts the story with a sentence of their choosing (i.e., "Once upon a time, there was a school in Kentucky…")
- The next person must add something to the story by first using BUT as a conjunction and then adding a sentence (i.e., "but the school was not what it seemed from the outside.")
- The next person must add something different but (at least somewhat) related to the story by first using THEN as a conjunction and then adding another sentence (i.e., "then the principal decided to share their story with the world on CNN.")
- The story goes, following the But/Then rules until the story stops making sense or gets stale

100 WAYS TO SAY "HELLO"

- A key social skill is understanding the social meanings of words – Prosody (stress and intonation of language)
- Different words have different meanings in different situations (fire! Vs. fire) and with different tones ("alright?" vs. "Alright!!")
- Pick a word. (i.e., Hello) and go around in a circle saying the word in as many different ways as possible
- You can have the group try to name/guess the intonation (i.e., angry, flirty, sick, bored)

WORLD'S WORST

- What you need: A list of topics (hidden from the students)
- This is a game for all members of the group.
- To play: The facilitator gives a topic sentence. "Give us examples of the world's worst… restaurant (or proposal, movie trailer, substitute teacher, sentence you'd hear from an American tourist, etc.)."
  - The students must produce sentences/actions that demonstrate that topic.
  - The scenes can be solo or in groups.
  - You can't repeat ideas.
- Process: This game is more advanced because there is very little guidance, and the students must produce the content on their own. You can talk about what makes things funny, what differences of opinion exist within the group, etc.

LATERAL THINKING



BOBBY COLLINS

- You need: at least one person
- The set-up: I have a friend named Bobby Collins who lives his whole life by one rule. You have to determine the rule by asking me questions about what he likes/doesn't like with yes/no questions.
- You need to use lateral thinking (the ability to stretch information that you get from multiple different places) to solve the puzzle
- Examples: Does he like puppies? Does he like going outside? Does he like bbq? Does he like chocolate?
- Answer: Bobby Collins likes anything with double letters in the topic word (i.e., puppies, kittens, etc.)

MOLLY AND NED

- You need: at least one person
- The set-up: I have friends named Molly and Ned who live their whole lives by one rule. You have to determine the rule by asking me questions about what they like/don't like with yes/no questions.
- You need to use lateral thinking (the ability to stretch information that you get from multiple different places) to solve the puzzle
- Examples: Do they like puppies? Do they like going outside? Do they like bbq? Do they like chocolate?
- Answer: Molly and Ned like all things where the FIRST LETTER of the LAST WORD is A-M

  Molly and Ned don't like all things where the FIRST LETTER of the LAST WORD is N-Z

THE STRANGE WIZARD

- You need: at least one person
- The set-up: In the kingdom of Kid'sName-ia, the Strange Wizard (parent's name) cast a spell over the entire kingdom. However, the spell was incomplete. It only affected some parts of the kingdom and did so by a certain rule. By asking yes or no questions, determine the rule in order to break the spell.
- You need to use lateral thinking (the ability to stretch information that you get from multiple different places) to solve the puzzle
- Examples: Does the spell affect puppies? Does the spell affect dogs? Does the spell affect BBQ? Does the spell affect chocolate?
- Answer: the spell affects everything with an ODD number of letters
- Hint: Strange is a synonym for "odd"

BILL'S BEST BEEF

- Bill's Best Beef is the most famous and in-demand butcher shop in Buffalo, NY. But Bill, the owner, is famously ill-tempered. Everyone orders by number in the order they arrive. He only helps certain people who order.
- Can you find the rule that Bill uses to determine who he will help and who he will not help by looking at the list of customers
- Find the list of customers here: https://docs.google.com/spreadsheets/d/1hr8UkTaraI6sIQRUTpa9ZiMWvgjoBarj6yWJnuPDA_g/edit?usp=sharing
- You can ask yes or no questions based on the data. Try to find the rule! (and ignore all the noise)
- Hint: Best is a synonym for prime (prime is also a cut of beef)
- Answer: Bill only helps people who order in prime number places in the order list



PERSPECTIVE TAKING

WOULD I RATHER?

You need: at least 2 people

Start by giving the group a question about yourself

- Ex. "Would I rather eat at Wendy's forever or Taco Bell forever?"

The group goes around and guesses A or B for what you think that THEY will pick

What did we just learn?

Repeat as necessary (questions can be light or get serious)

ALPHABET CHALLENGE



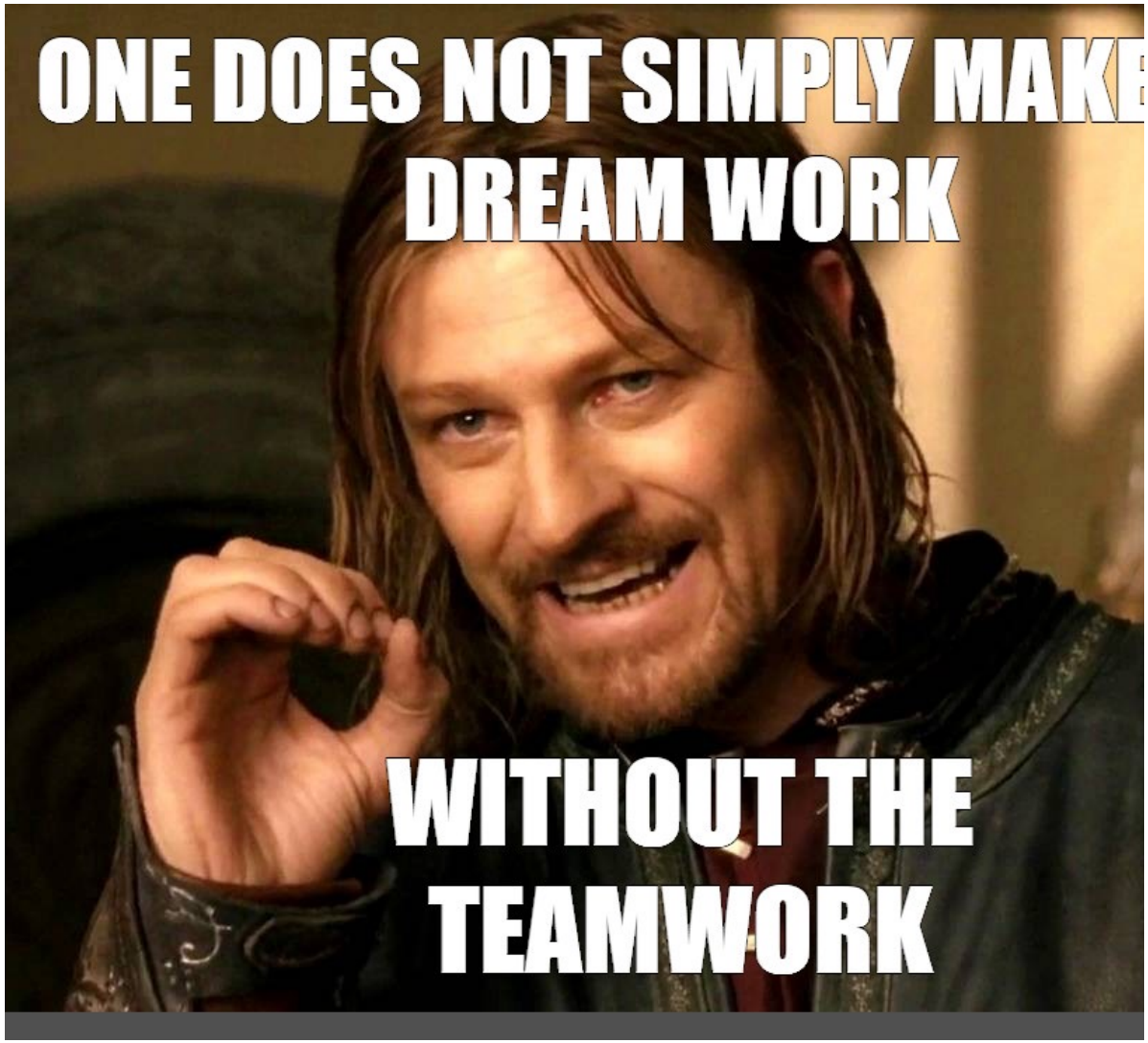
- For as many people as necessary
- What you need: any written material (book, magazine, graphic novel, etc.), paper, writing materials
- The rules: write down A-Z down the left-hand side of the paper
  - Then write in the next column the first 26 letters of the chosen text from the written material
  - You'll get 26 couplets (AI, BA, CM, DT, EH, FE, GV, HE, IR, JY, KM, LO, MD, NE, OL, PO, QF, RA, SM, TO, UD, VE, WR, XN, YM, ZA)
  - Come up with the name of a famous person/character for each couplet (AI = allen Iverson, ba = barry allen, CM = chris meloni)
- After 3 minutes, compare answers
  - One point for every unique answer
  - No points for repeated answers (or false ones ;))
- Repeat as necessary (take turns on choosing the new text)

BACK TO BACK DRAWING

- Choose any number of students
- Have them get a piece of paper and something to draw with
- They cannot look at each other or talk to each other
- You have to draw something objective with room for difference experiences (a door, a snowman, a car, a mountain, etc.)
- Control for differences in art skill
- What do the differences between the drawings tell us?



TEAMWORK



HOORAY FOR US!

- You will need a group of students (at least 2 – as many as twelve)
- The students count in order, going one at a time, ending up at 21 (number can be smaller if needed)
- When you reach 21, you all shout: "HOORAY FOR US!!!!"
- The person who said 21 then makes a rule based on a number. Rules cannot be changed or replaced.
- Examples:
  - Instead of 4, say Chicken
  - Switch 5 and 9
  - Jump six times for six
  - sing your number
  - say the number in another language
  - switch spots with someone at your number
- If someone makes a mistake, you all must start over
- Repeat until done

LET'S LINE UP



The idea is to have the students organize themselves in order



But they cannot talk (yes, I know, it's possible)



Warm-up – height order



Examples: birthday order, lives furthest from school, most hair

MAFIA

- Can be played in a group of at least 6 and as many as 40 (including online)
- The group facilitator is going to be the Narrator for at least the first few (3?) sessions
- The object of the game is for the townsfolk to identify and eliminate the Mafia in their town through questioning each other and making accusations and denials
- Roles (assigned by the Narrator in secret, with the group's heads down and eyes closed):
  - Mafia (bad guys – 1 per every 5-6 students)
  - Doctor – can silently save a person every night
  - Cop – can silently accuse a person every night
  - Narrator – knows the roles and moves the story along to votes/elimination
- Each round ends with an accusation (must be seconded) and a defense, which leads to a vote. If majority rules, that person is eliminated from the game (and becomes an "angel" – a person who can watch but not talk)
- If all of the mafia have not been eliminated, the townsfolk go to sleep (i.e., close their eyes) as the Narrator asks the Mafia members remaining to QUIETLY identify a "sleeping" player for elimination
- The next "day" opens with that character being eliminated and then a new round of accusations begin
- https://icebreakerideas.com/mafia-game/

ALPHABET PACKING

- Game for 2-8 people
- You are packing for a trip (you can add in a specific location to make it more challenging at a later time)
- You pick a suitcase/bag/trunk
- Everyone goes in order, adding in objects for each letter of the alphabet = everything must fit in the trunk
  - A = atlas
  - B = bathing suit
  - C = compass
  - D = digital camera
- Cannot repeat an item (i.e., bathing suit = swimsuit)
- Can time to see how well it goes?



CARD GAMES

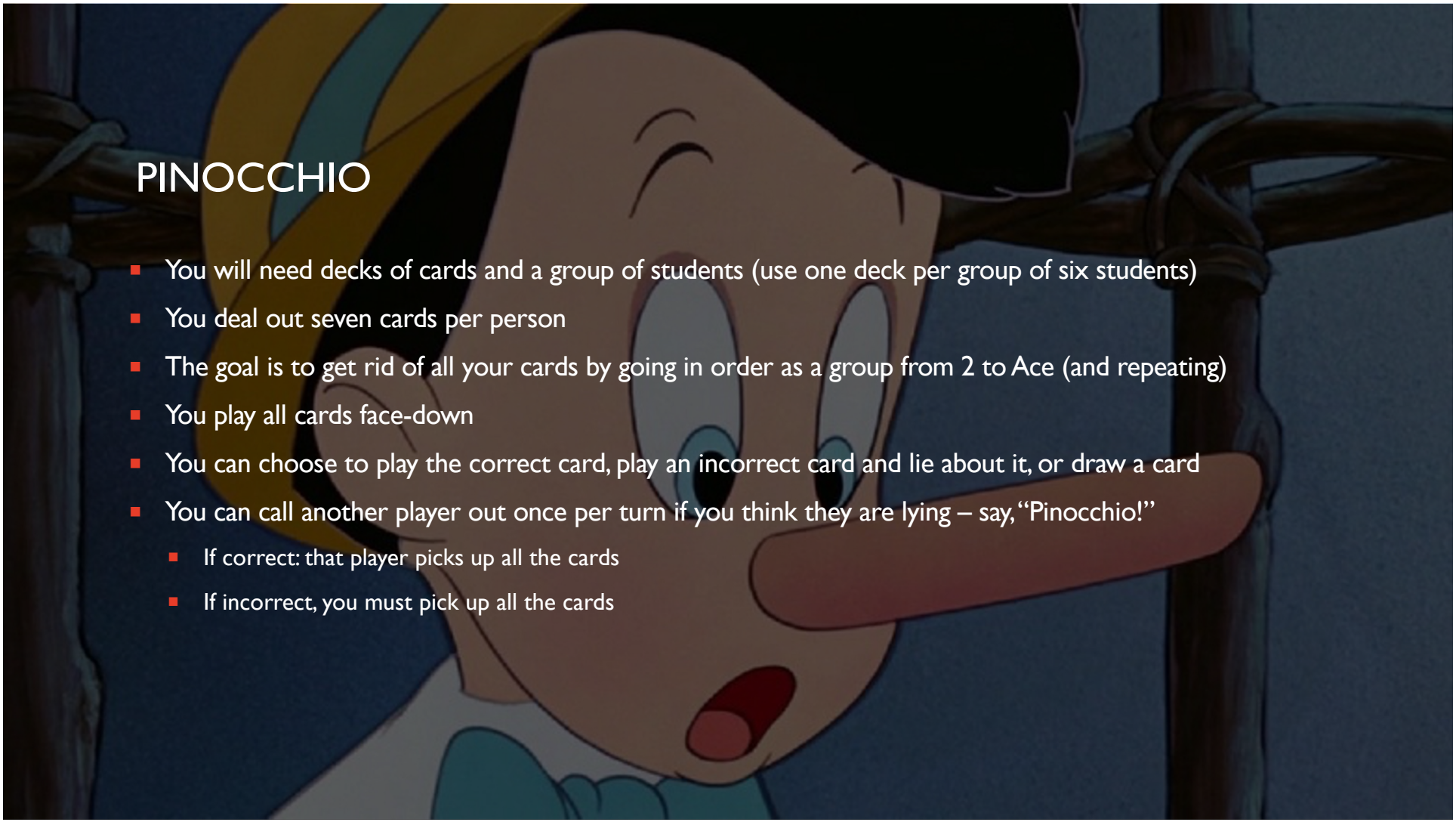


MAO

You will need: a deck of cards and a few students (3-4 is best)

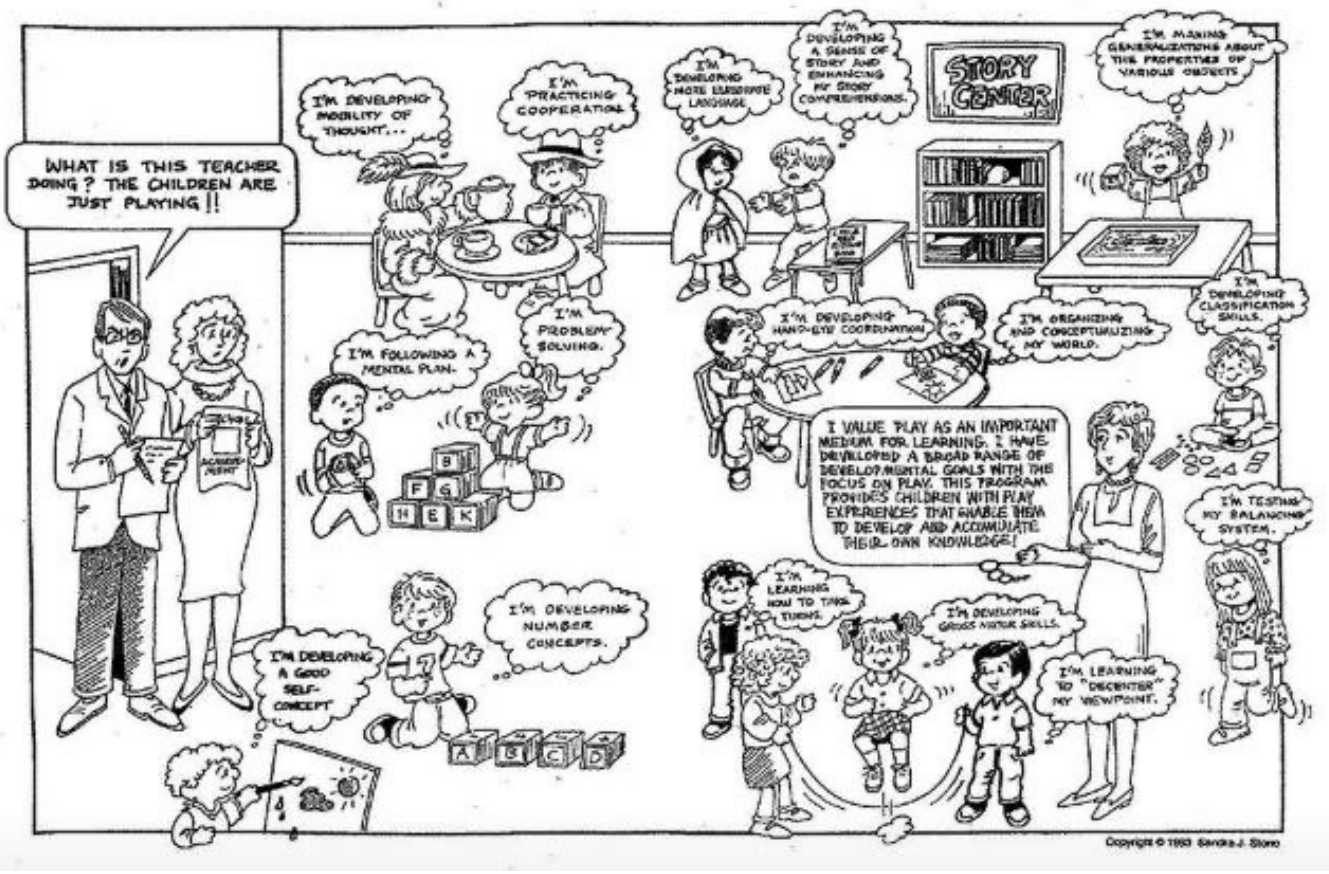
- The group facilitator is The Dealer (the only person who knows all the rules)
- Deal each person seven cards
- The rest of the cards go in a stack, face-down
- The game is basically Uno with playing cards (get rid of all your cards, match number/suit, say "Mao" not "Uno")
- Every time a player makes a mistake, they must pick up an extra card: Mistakes include
  - Talking
  - Touching a card before the dealer does
  - Playing a card incorrectly (wrong suit, wrong number, out of order, etc.)
  - Not picking up a card if you can't play

Debrief is especially important with this game – frustration tolerance is key!!! Now you know the game, so be fair to others



PINOCCHIO

- You will need decks of cards and a group of students (use one deck per group of six students)
- You deal out seven cards per person
- The goal is to get rid of all your cards by going in order as a group from 2 to Ace (and repeating)
- You play all cards face-down
- You can choose to play the correct card, play an incorrect card and lie about it, or draw a card
- You can call another player out once per turn if you think they are lying – say, "Pinocchio!"
  - If correct: that player picks up all the cards
  - If incorrect, you must pick up all the cards


WHAT IS THIS TEACHER DOING? THE CHILDREN ARE JUST PLAYING!!
I'M DEVELOPING MOBILITY OF THOUGHT...
I'M PRACTICING COOPERATION.
I'M DEVELOPING MORE EXPRESSIVE LANGUAGE.
I'M DEVELOPING A SENSE OF STORY AND ENHANCING MY STORY COMPREHENSION.
STORY CENTER
I'M MAKING GENERALIZATIONS ABOUT THE PROPERTIES OF VARIOUS OBJECTS.
I'M FOLLOWING A MENTAL PLAN.
I'M PROBLEM SOLVING.
I'M DEVELOPING HAND-EYE COORDINATION.
I'M ORGANIZING AND CONCEPTUALIZING MY WORLD.
I'M DEVELOPING CLASSIFICATION SKILLS.
I VALUE PLAY AS AN IMPORTANT MEDIUM FOR LEARNING. I HAVE DEVELOPED A BROAD RANGE OF DEVELOPMENTAL GOALS WITH THE FOCUS ON PLAY. THIS PROGRAM PROVIDES CHILDREN WITH PLAY EXPERIENCES THAT ENABLE THEM TO DEVELOP AND ACCUMULATE THEIR OWN KNOWLEDGE!
I'M TESTING MY BALANCING SYSTEM.
I'M DEVELOPING A GOOD SELF-CONCEPT
I'M DEVELOPING NUMBER CONCEPTS.
I'M LEARNING HOW TO TAKE TURNS.
I'M DEVELOPING GROSS MOTOR SKILLS.
I'M LEARNING TO "DECENTER" MY VIEWPOINT.
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OFF-THE-SHELF GAMES

- Apples to Apples – important for the difference between "fact" and "opinion"
  - Cards Against Humanity?
- Pitch Deck - http://pitchdeck.business/ Public speaking and persuasion, plus creativity!
- Superfight! - https://www.superfightgame.com/ Absurd arguments meets pop culture
- Planet - http://www.blueorangegames.eu/pf/planet/ - Build a planet!!
- Dungeons and Dragons (um, obvi)
- If you have a connected classroom - https://jackboxgames.com/
  - Tee-KO
  - Patently Stupid
  - Quiplash
  - Mad Verse City
  - Drawful
  - Trivia Murder Party
  - You Don't Know Jack (trivia)

WEBSITES

- https://freerice.com
- https://crowd.loc.gov/help-center/how-to-transcribe/
- https://www.zooniverse.org (online research)
- https://www.teenlife.com/community-service-organization/help-a-child-love-to-learn-tutor-students-in-lower-manhattan/ (tutoring)
- https://numberdyslexia.com/6-engaging-social-skills-games-to-play-online/
- https://www.iidc.indiana.edu/doc/resources/social-skills-resources-for-online-learning.pdf
- https://blog.sage.hr/top-50-team-building-games-employees-love-play/



TAKEAWAYS

Social and emotional learning matters for an online and an offline world

Telling people what to do (or what not to do) only takes them so far

All people would benefit from working on perspective taking, executive functioning, and emotional regulation – but gifted people definitely do!

Practice helps people learn and internalize the skills

Fun and games helps increase buy-in to practice these skills

Processing after the fact helps to crystallize their skills

QUESTIONS?

For more, please email me at drmattzakreski@gmail.com

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RESOURCES

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