

**LESSON: The Keyboard Game****GRADE:****1****OBJECTIVES:****Speaking & Listening****Presentation of Knowledge and Ideas-**

- **SL.1.4** Describe people, places, things, and events with relevant details, expressing ideas and feelings clearly.

**MATERIALS & RESOURCES:**

- Keys from a computer keyboard that has been taken apart

**PRESENTATION:**

Begin a class discussion about the unique attributes each person contributes. Then share the keys from a disassembled keyboard. Explain that if one of the keys weren't working any more, then it wouldn't be possible to work the computer to its full potential. Each key brings a unique attribute to the keyboard, as each of you brings something special to our classroom.

**DIRECTIONS:**

1. Have each child select a key while they are entering the classroom. When you are ready to start the game, tell them--  
“Look at the key you selected. What is something about you that starts with the letter on the key? How can you use the key to describe something special that you bring to our class? Use your key to introduce and describe yourself to the rest of the group.”
2. Have students use the keys to talk about something they have learned during the time you've been doing *Clean and Green*.

**Variation--**

1. Give each child in the class a key, and then ask them to use the key as a starting point for an impromptu speech about themselves, or the topics you've been exploring in *Clean and Green*.

**Garden Unit Directions:** Have students use the key to describe something in the garden that begins with the key they are holding.

**TIME:****45 min**

## **PROCESSING THROUGH THE SIX PILLARS**

### **WHAT**

- What does your key say about what you bring to the classroom?
- What did you learn about your classmates?

### **SO WHAT**

- Is it hard or easy to say something special about you to others? (it's not bragging)

### **NOW WHAT**

- Now that you know how you can be a part of the classroom success, can you promise to do what you can to contribute to the classroom success?