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Implementation Plan for Grades 2-4

Standard 1: Self-awareness and Self-management

The self-awareness and self-management standard promotes the development of self-esteem and identification of emotions leading to student self-efficacy to express themselves in constructive ways. These skills enable students to control impulses, manage stress and motivate themselves to establish, monitor and achieve academic and personal goals.

Example Behaviors that Document Mastery of Self-awareness and Self-management

Individual Behavior: <ul style="list-style-type: none"> • Complete work on time • Internalize class routines • Maintain good grooming • Maintain healthy habits • Avoid inappropriate physical contact • Express enthusiasm for school • Express confidence and positive self-esteem • Ignore distractions • Practice basic internet safety 	Initiative Interaction: <ul style="list-style-type: none"> • Make relevant remarks during classroom discussion • Express emotions in non-violent ways • Choose activities that express one's interests and strengths • Ask peers for help • Make invitations 	Responsive Interaction: <ul style="list-style-type: none"> • Listen when others speak • Participate in group activities • Help peers when asked • Accept ideas different from one's own • Interact appropriately with adults • Express sympathy • Follow verbal and written directions
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Obj. 2-4.1.01 Describe a range of emotions and the situations that cause them.

Ideas for Promoting and Supporting this Objective

Opportunities to Teach	Opportunities to Practice	Evaluation
<p>Wellness (PK-4) 2 Social Studies 2 Guidance & Counseling 2 3 4 Lrn Skills & Tech Tools 3 4</p>	<p>Classrooms (all): Hallways: Lunchrooms: Gym: Assemblies: Games/Events: All of the above:</p>	<p>Student self-assessment: Assessed by the teacher who provided “Opportunity to Learn”: Assessed by all of the student’s teachers: Assessed by analysis of data:</p>

Obj. 2-4.1.02 Describe and demonstrate ways to express emotions in a socially acceptable manner.

Ideas for Promoting and Supporting this Objective

Opportunities to Teach	Opportunities to Practice	Evaluation
<p>Wellness (PK-4) 2 4</p> <p>Social Studies</p> <p>Guidance & Counseling 2 3 4</p> <p>Lrn Skills & Tech Tools 2 3 4</p>	<p>Classrooms (all):</p> <p>Hallways:</p> <p>Lunchrooms:</p> <p>Gym:</p> <p>Assemblies:</p> <p>Games/Events:</p> <p>All of the above:</p>	<p>Student self-assessment:</p> <p>Assessed by the teacher who provided "Opportunity to Learn":</p> <p>Assessed by all of the student's teachers:</p> <p>Assessed by analysis of data:</p>

Obj. 2-4.1.03 Describe personal skills and interests that one wants to develop.

Ideas for Promoting and Supporting this Objective

Opportunities to Teach	Opportunities to Practice	Evaluation
<p>Wellness (PK-4) 3 4</p> <p>Social Studies 3</p> <p>Guidance & Counseling 2 3 4</p> <p>Lrn Skills & Tech Tools 3 4</p>	<p>Classrooms (all):</p> <p>Hallways:</p> <p>Lunchrooms:</p> <p>Gym:</p> <p>Assemblies:</p> <p>Games/Events:</p> <p>All of the above:</p>	<p>Student self-assessment:</p> <p>Assessed by the teacher who provided "Opportunity to Learn":</p> <p>Assessed by all of the student's teachers:</p> <p>Assessed by analysis of data:</p>

Obj. 2-4.1.04 Describe the steps in setting and working toward goal achievement.

Ideas for Promoting and Supporting this Objective

Opportunities to Teach	Opportunities to Practice	Evaluation
Wellness (PK-4) 4 Social Studies 3 Guidance & Counseling 2 3 4 Lrn Skills & Tech Tools 2 3 4	Classrooms (all): Hallways: Lunchrooms: Gym: Assemblies: Games/Events: All of the above:	Student self-assessment: Assessed by the teacher who provided "Opportunity to Learn": Assessed by all of the student's teachers: Assessed by analysis of data:

Obj. 2-4.1.05 Describe and demonstrate ways that healthy habits contribute to goal achievement.

Ideas for Promoting and Supporting this Objective

Opportunities to Teach	Opportunities to Practice	Evaluation
Wellness (PK-4) 3 4 Social Studies Guidance & Counseling 2 3 4 Lrn Skills & Tech Tools	Classrooms (all): Hallways: Lunchrooms: Gym: Assemblies: Games/Events: All of the above:	Student self-assessment: Assessed by the teacher who provided "Opportunity to Learn": Assessed by all of the student's teachers: Assessed by analysis of data: