

# Lesson Plan: The Magic Words Mission

A fun, interactive lesson on the power of good manners.

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## Materials Needed:

- Construction paper (various colors, including green for a stem/leaves)
  - A piece of white or light-colored paper for the background
  - Scissors (child-safe)
  - Glue stick
  - Markers or crayons
  - Two puppets or stuffed animals (e.g., a "Grumpy Bear" and a "Polite Puppy")
  - Optional: A small box or bag for "Manners Mission" cards
  - Optional: A pre-made "Manners Mission Agent" badge
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## Lesson Details

**Subject:** Social-Emotional Learning / Character Development

**Grade Level:** Homeschool Kindergarten/First Grade (Age 6)

**Time Allotment:** 45 minutes

## 1. Learning Objectives

By the end of this lesson, the student will be able to:

- Identify at least four "magic words" or polite phrases (e.g., please, thank you, excuse me, you're welcome).
- Demonstrate how to use these polite phrases correctly in simple, role-played scenarios.
- Explain in their own words why using good manners is important (e.g., "It makes people feel happy," "It's a kind thing to do").

## 2. Lesson Activities & Procedure

### Part 1: The Tale of the Grumpy Bear (10 minutes)

**Goal:** To capture interest and introduce the concept of manners through storytelling.

1. **Introduction:** Using the puppets/stuffed animals, introduce "Grumpy Bear." Tell the student, "This is Grumpy Bear. He's feeling very lonely today because no one wants to play with him. Let's find out why."
  2. **Puppet Show:** Act out a short, simple story.
    - Polite Puppy comes along and says, "Good morning! May I please have one of your berries?"
    - Grumpy Bear just grunts and snatches a berry for himself.
    - Polite Puppy tries again, "Excuse me, I need to get by."
    - Grumpy Bear just sits in the way and doesn't move.
    - Polite Puppy explains, "Bear, when you don't use kind, magic words, it makes others feel sad"
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or ignored. If you try using them, I bet you'll make friends!"

3. **Discussion:** Ask the student: "Why do you think the puppy called the words 'magic'? What could Grumpy Bear have said to be a better friend?" Guide them toward words like "please," "thank you," and "excuse me."

## Part 2: The Manners Flower Craft (15 minutes)

**Goal:** To create a visual and kinesthetic reminder of the "magic words."

1. **Setup:** Give the student the construction paper, scissors, glue, and markers.
2. **Flower Center:** Have the student cut a circle from a colored piece of paper. In the middle, help them write "My Magic Words" or "Manners Flower." They can glue this to the center of their background paper.
3. **Petals:** Help the student cut out 5-6 petal shapes from different colored papers.
4. **Writing the Words:** On each petal, work with the student to write one magic word or phrase.
  - o Petal 1: **Please**
  - o Petal 2: **Thank You**
  - o Petal 3: **Excuse Me**
  - o Petal 4: **You're Welcome**
  - o Petal 5: **I'm Sorry**
  - o Petal 6: **May I...?**
5. **Assembly:** The student glues the petals around the center circle. They can use green paper to add a stem and leaves. As they glue each petal, say the word together and talk about when you might use it. For example, "When do we say 'thank you'?"

## Part 3: Manners Mission Role-Play (15 minutes)

**Goal:** To actively apply the concept of manners in relatable situations.

1. **The Mission:** Announce, "Congratulations! You are now a certified Manners Mission Agent! Your mission, should you choose to accept it, is to solve these everyday problems using your magic words." (Present the optional badge).
2. **Scenario Time:** Act out the following scenarios together. Let the student be the one to use the magic words.
  - o **Scenario 1:** You want a snack from a high shelf. How do you ask for help? (Focus on "please").
  - o **Scenario 2:** I hand you your favorite toy. What do you say? (Focus on "thank you").
  - o **Scenario 3:** You want to tell me something, but I am talking to someone else (or on the phone). How do you get my attention politely? (Focus on "excuse me").
  - o **Scenario 4:** You accidentally knock over a tower of blocks I built. What should you say? (Focus on "I'm sorry").
3. **Celebrate Success:** After each successful role-play, give enthusiastic praise like, "Mission complete! Excellent use of magic words, Agent!"

## 3. Closure & Review (5 minutes)

**Goal:** To summarize the lesson and connect it to daily life.

1. **Review the Flower:** Hold up the finished Manners Flower. Point to each petal and have the student read the word.
2. **Connect to Feelings:** Ask, "How do you think it makes someone feel when you say 'thank you' after they help you? How does it feel when someone says 'please' to you?" Reinforce that good

manners are a way of showing kindness and respect.

3. **The Daily Challenge:** Announce, "Your final mission for today is to try and use every single word on your Manners Flower before bedtime! Let me know each time you use one."
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## Differentiation & Assessment

- **For Extra Support:**
  - Write the magic words on the petals for the student to trace.
  - Use very simple, one-step scenarios for role-playing.
  - Model the correct phrase first during role-play and have the student repeat it.
- **For an Extra Challenge:**
  - Encourage the student to come up with their own scenarios for the role-playing activity.
  - Introduce more nuanced manners, such as how to politely disagree or how to answer the phone.
  - Have the student draw a picture on the back of the Manners Flower showing a time they used good manners.
- **Assessment:**
  - **Formative (During Lesson):** Observe the student's participation and responses during the puppet show and role-playing. Are they able to identify and use the correct phrases with prompting?
  - **Summative (End of Lesson):** The completed "Manners Flower" serves as a tangible product of their learning. Success in the "Daily Challenge" demonstrates application of the skill.