

Lesson 2: The Power of Magic Words: Please, Thank You, and Excuse Me

Materials Needed

- Small objects for requesting (e.g., toy, pen, snack, book).
- Three large visual cue cards or signs labeled: "PLEASE," "THANK YOU," and "EXCUSE ME."
- Paper and drawing tools (crayons, markers) for the reflection activity.
- Timer or stopwatch.

Learning Objectives (By the end of this lesson, learners will be able to...)

1. Identify and define the three core "Magic Words" (Please, Thank You, Excuse Me).
2. Demonstrate the correct use of "Please" when making a request and "Thank You" when receiving something.
3. Apply the technique for appropriate interruption using "Excuse Me" in practical scenarios.
4. Explain why using these words helps show respect and consideration for others.

Success Criteria

I know I am successful when I can:

- Ask for three different items using the word "Please."
- Respond correctly with "Thank You" immediately after receiving the items.
- Use the phrase "Excuse Me" and the physical waiting technique correctly during a simulated conversation.

Lesson Structure and Activities

I. Introduction (10 minutes)

Hook: The "Grumpy vs. Happy" Scenario

Educator Prompt: Imagine I have a delicious apple. Nashwa, tell me in the grumpiest, sternest voice you can, "Give me the apple!" (Educator models a negative reaction, crossing arms.) Now, tell me the exact same thing, but this time use soft eyes and the word "Please."

Discussion: Which request made me feel happier and more willing to share? Why? Today, we are learning about the three most powerful words in etiquette—the Magic Words—that unlock kindness and cooperation in every situation.

Stating Objectives

We are going to learn how to use "Please" when we ask for things, "Thank You" when we get things, and "Excuse Me" when we need to politely interrupt or get attention.

II. Body: Content Presentation & Practice

A. I DO: Modeling "Please" and "Thank You" (10 minutes)

Instructional Method: Direct Instruction and Demonstration.

1. **Please:** Explain that "Please" is the key to asking politely. It turns a demand into a request.
2. **Thank You:** Explain that "Thank You" shows gratitude. We should always use it immediately after someone helps us, gives us something, or compliments us.
3. **Modeling:** The educator models five quick scenarios, showing the incorrect and then the correct way to ask and receive.
 - *Scenario 1:* Asking for a snack.
 - *Scenario 2:* Asking someone to move aside.
 - *Scenario 3:* Receiving a gift.
 - *Scenario 4:* Receiving help tying a shoe.
 - *Scenario 5:* Asking for a turn with a toy.

B. WE DO: The Request Challenge Game (15 minutes)

Instructional Method: Guided Practice and Role-Play.

Activity Setup: Place the small objects in a designated area. Learners must use the magic words to acquire the items.

1. The Educator (or partner) holds the objects. Nashwa (or the learner) must make requests.
2. **Step 1 (Please Practice):** The learner must correctly say, "May I please have the [object]?"
3. **Step 2 (Thank You Practice):** When the educator hands over the object, the learner must respond immediately, "Thank You."
4. **Formative Assessment Check:** Observe closely for natural tone, eye contact, and promptness of the thank you.

Adaptation/Classroom Note: In a classroom setting, learners work in pairs (A asks, B responds, then they switch roles). In a homeschool setting, the parent/educator rotates between the roles of "Giver" and "Receiver."

C. I DO/WE DO: Mastering "Excuse Me" (15 minutes)

Content Focus: Politeness when interrupting or needing to pass.

1. Getting Attention

Modeling: Demonstrate the difference between shouting "Mom! Dad! Teacher!" and waiting patiently with "Excuse Me."

The Gentle Interruption Technique: When an adult is talking to someone else, we cannot just shout or interrupt. We must wait until there is a natural pause. If it's urgent, use this technique:

- Walk up quietly.
- Place one hand gently on the arm of the person you need to talk to.
- Wait silently until they look down at you.
- When they acknowledge you, say, "Excuse me, may I please tell you something quickly?"

2. Role-Play Practice

Activity: The educator begins a dramatic, loud conversation with an imaginary person (or a classroom partner). The learner must practice the gentle interruption technique and wait until the educator acknowledges them and gives them a turn.

Challenge Scenarios:

- Scenario 1: Urgent need to ask where a toy is.
- Scenario 2: Non-urgent need to share a funny story.
- Scenario 3: Need to pass through a doorway where two people are blocking the way.

III. Conclusion (10 minutes)

Closure: The Magic Words Chart

Activity: Draw a simple three-column chart labeled "Please," "Thank You," and "Excuse Me." The learner draws pictures or writes down two situations under each column where they would need to use that word.

Learner Reflection Prompts:

- How did the person look when you used "Please"?
- How did you feel when you remembered to say "Thank You"?

Summative Assessment: Final Etiquette Performance

The educator sets a short, complex scenario (e.g., "You need to ask your busy parent for money for ice cream, then receive the money, and then pass them on the way to the door."). The learner must execute all three Magic Words and the interruption technique within the single scenario. (Check against Success Criteria).

Reinforcement and Takeaway

Remember, Nashwa (or students), these words are like keys. They open the door to kindness, respect, and good communication. The better we use them, the smoother our day goes!

Differentiation and Extensions

Scaffolding (For younger learners or those needing support)

- **Visual Cues:** Place the three Magic Word signs (Please, Thank You, Excuse Me) prominently in the learning space and point to them during practice.
- **Sentence Frames:** Provide specific sentence starters (e.g., "I would like to please...") to help structure the requests.
- **Physical Modeling:** Use frequent demonstration and exaggerated gestures to show the difference between polite and impolite behavior.

Extension (For older learners or those needing a challenge)

- **The "Why" Connection:** Challenge learners to explain the psychology behind manners. Why

does "Please" make people more willing to help? (Answer: It shows respect for their choice and autonomy.)

- **Scenario Creation:** Learners create a short skit (role-play or puppet show) where they demonstrate poor manners followed by excellent manners, specifically highlighting the use of the three Magic Words.
- **The "You're Welcome" Etiquette:** Introduce the appropriate response to "Thank You" ("You're welcome," "My pleasure," "Anytime").