

Master of the Manor: Designing Your Dream Chore System

Lesson Overview

In this lesson, Olivia will transform from a "helper" into a "Household Manager." Instead of just following instructions, she will learn the logic behind maintaining a home, understand the "Mental Load," and design a customized chore system that feels fair, fun, and functional.

Materials Needed

- Large poster board or a dedicated notebook
- Colorful markers or pens
- A stack of sticky notes (different colors)
- A stopwatch or kitchen timer
- Washi tape or magnets
- Access to different rooms in the house

Learning Objectives

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

- Identify the difference between **Daily**, **Weekly**, and **Deep Cleaning** tasks.
- Estimate how much time common household tasks actually take using the "Time-Trial" method.
- Explain why chores are essential for a healthy "team environment" (the family).
- Create a personalized, visual chore chart that she feels proud to use.

1. Introduction: The "Invisible Mess" Mystery (The Hook)

The Scenario: Ask Olivia to imagine she is the manager of a Five-Star Hotel. Suddenly, all the staff disappears for a week. What happens to the lobby? The kitchen? The smell?

Talking Points:

- A home is like a living thing; it needs "fuel" (groceries) and "grooming" (cleaning) to stay healthy.
- Discuss the "Mental Load": Explain that someone has to remember *when* the trash is full or *when* the milk is empty. Being a Master of the Manor means noticing things before they become a problem.

2. Content & Practice: I Do, We Do, You Do

Phase 1: The Great Brainstorm (I Do)

The instructor models how to break down a room. Let's look at the Kitchen.

- **Daily:** Dishes, wiping counters.
- **Weekly:** Taking out the trash, mopping the floor.
- **Monthly:** Cleaning the inside of the microwave or fridge.

Phase 2: The Time-Trial Challenge (We Do)

Many chores seem "huge" until we time them. We are going to test three chores together.

1. **The Task:** Pick three tasks (e.g., emptying the dishwasher, making the bed, or folding a basket of socks).
2. **The Race:** Olivia performs the task while the instructor times her.
3. **The Reveal:** Often, a task Olivia "hates" only takes 3 minutes! Write these times down on sticky notes.

Phase 3: The Sorting Hat (We Do)

Using sticky notes, write down every chore Olivia can think of for the whole house.

Color Code them:

- Green = Easy/Quick (under 5 mins)
- Yellow = Medium (5-15 mins)
- Red = Heavy Duty (15+ mins or requires muscle)

3. Independent Activity: The Chore Command Center (You Do)

Now, Olivia will design her own system. She gets to choose **how** she tracks her work.

- **Option A: The "Menu" System.** Create a chore menu where she must pick 1 "Main Course" (Red), 2 "Side Dishes" (Yellow), and 3 "Appetizers" (Green) per day.
- **Option B: The "Game Level" Board.** A path where she moves a token forward every time a chore is completed.
- **Option C: The "Ticket Station."** Completed chores earn "Home Tickets" that can be traded for rewards (extra screen time, picking the Friday night movie, etc.).

Success Criteria: The chart must include at least one daily habit, two weekly responsibilities, and a clear way to mark them as "Done."

4. Conclusion & Recap

Summary: Chores aren't just "work"—they are the way we show respect for our space and the people we live with. By knowing how long tasks take, we stop being afraid of them!

Recap Questions:

- What was the fastest chore you timed today?
- Why is it better to do a "Green" chore every day than wait for it to become a "Red" chore later?
- Which part of your new Chore Command Center are you most excited to use?

5. Assessment

- **Formative:** During the "Time-Trial," observe if Olivia can correctly identify which category (Daily/Weekly) a chore belongs to.
- **Summative:** The completion of the Chore Command Center. It must be logical, categorized, and visually clear.

Differentiation & Adaptability

- **For Scaffolding (If stuck):** Provide a "Cheat Sheet" of common chores with icons so Olivia can just sort them rather than thinking of them from scratch.
- **For Extension (Advanced):** Introduce the concept of "Budgeting." Assign a "monetary value" to chores and have Olivia calculate her potential "earnings" or "bonus points" for a week.
- **Digital Variation:** If Olivia prefers tech, she can use an app like Trello or a shared digital calendar to build her Command Center.