



Lesson 10: What Can We Do?

Essential Questions:

1. How do the choices I make affect my community and my world?
2. How can I make the world a better place?

Objectives:

This lesson will...

- build awareness of the broader world.
- engender excitement for learning about the world.
- promote an understanding that one's actions impact others.
- build a willingness to take responsibility for one's actions.
- encourage children to participate in their communities both locally and globally.

Outcomes:

Students will...

- identify areas of their community that could be improved.
- create plans for improving their community.
- make concrete suggestions for ways to positively affect the world.

Curriculum Ties

- Social Studies: global awareness
- Science: ecology, recycling

Time Required:

- 2, 60-minute class sessions (*time may vary according to computers and connection speed*)
- Allow extra time if the group decides to implement the plan.

Age Range:

Ages 5 - 7

Materials / Resources:

- Panwapa Adventure Game Boards
- Panwapa Game Cards from all previous lessons
- Handouts:
 - Let's Make a Plan
 - A Model Plan
 - Azibo Cut-out
 - Panwapa Diplomat Certificates

Day One:

1. After completing Lesson 4: "Needs & Wants Around the World", students should be aware of universal, basic needs. After completing Lesson 9: "Teamwork", they may have determined a problem area in their school or community. If they haven't, brainstorm areas in the school or community that could be improved. Is there a place in your community that could be cleaner? Can you think of community places that may need some flowers or a fresh coat of paint? Think about your play area or an area which is used by others. How could you make the place better?
2. In small groups, use the "Let's Make a Plan!" handout to make a plan for helping in your school or community. Use the "A Model Plan" handout as an example.

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Closure:

- Share the plans with the class. Determine if the plan would be possible for the class to follow. As a class, select the most appropriate plan. Then, using the planning sheet, prepare and implement your project!

Day Two:

1. Tell students that they have now completed the Panwapa unit! In order to celebrate, the class will play the Panwapa Adventure Board Game. Tell students that this is their final chance to create more Panwapa Game Cards! Encourage students to spend the beginning of class creating more cards.
2. Play the Panwapa Adventure Board Game using all of the preexisting game cards from the magazine, and the cards students made throughout the unit. Celebrate how much the class has learned!

Closure:

- Pass out Panwapa Diplomat Certificates. Give children time to decorate the certificates, and display them around the room.

Assessment

1. Teacher Observation
2. Pupil Participation

Extension / Enrichment:

- Throughout the year, students can continue to create new Panwapa Game Cards.

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Let's Make a Plan!

What will we do?	How will it be done?	Who will be in charge?	Who will help?	What supplies are needed?





A Model Plan

What are we going to do?	How will it be done?	Who will be in charge?	Who will help?	What supplies do we need?
<p>We will plant a garden in the empty field next to the community center.</p>	<p>We will ask permission to plant a garden. We will each bring a seedling to plant. We will invite friends bring seedlings too.</p>	<p>Ms. Lopez</p>	<p>Layla Amelia Joseph Mohammed Shahnaz</p>	<p>Seedlings Spades Fertilizer Water</p>

