



Lesson 5: Welcome to My Neighbourhood!

Essential Questions:

- Why is it important to make people feel welcome in my community?
- How can I welcome people to my community?

Objectives:

This lesson will...

- build awareness of the broader world.
- engender excitement for learning about the world.

Outcomes:

Students will...

- express ways in which a given situation or circumstance might be perceived by another person.
- analyse how different perspectives affect situations.
- recognise when actions hurt others, and demonstrate effective strategies for coping with various situations.
- empathise with how it feels to be new in a community and to have to make new friends.
- describe how to make new people feel welcome.

Curriculum Ties

- Social Studies: global awareness
- Health: feelings

Time Required:

- 50 minutes

Age Range:

Ages 5 - 7

Materials/Resources:

- Panwapa Web site
- Panwapa Video
 - *Welcome to Panwapa Island*
- Panwapa Game Board (See Panwapa Adventure Game for more information on using the game.)
- Blank Panwapa Game Cards

Day One:

1. Inform students that they will be viewing a video clip about a Muppet who is moving to Panwapa Island. Ask students to predict how Azibo will be received when he arrives on Panwapa Island.
2. Play the video, *Welcome to Panwapa Island*. Use the "Panwapa Video Viewing Guide" (Appendix 1) to discuss the video.
3. Discuss what students noticed about Azibo's experience. Use the following questions to guide the discussion.
 - How did the residents of Panwapa Island react to Azibo? Why did they react this way?
 - Does everyone on the Island look the same?
 - How did students feel when the other characters ran away from Azibo? How would they have felt in the same situation?
 - Why did the residents of Panwapa Island eventually accept Azibo?
 - How would students feel if they were put in a similar situation?
4. Discuss the definition of the word "stereotype". Talk about how people sometimes jump to

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conclusions about each other based on hardly any information. Discuss the conclusions the residents of Panwapa Island made about Azibo. How did they come to these conclusions? What ultimately got them to change their minds?

5. Ask students to make a list of differences between people that lead to stereotypes. These may include:
 - speaking another language,
 - dressing in unusual clothing, or
 - having unusual eye, hair, or skin colour.
6. Divide students into groups. Each group will be given ten-to-fifteen minutes to create a drawing, comic strip or series of drawings showing how he or she would react if he or she saw someone reacting negatively to someone different. How could he or she help change the person's mind about the stereotype and the negative behavior?
7. At the end of the ten minutes, ask each group to share their drawings with the class. The teacher will make a list of all the strategies students devise to combat stereotypes. Discuss the list, and any additional ways students can combat stereotypes.

Closure:

- Create Panwapa Game Cards about combating stereotypes. Examples of game cards include:
 - What is a stereotype?
 - Why are stereotypes sometimes harmful?
 - How did the Muppets of Panwapa Island stereotype Azibo?

Assessment:

1. Teacher observation
2. Pupil participation
3. Creation of Panwapa Game Cards

Extension/Enrichment:

- Ask students to write in their journals about how they would like to be treated when they meet new people.
- Ask students to write in their journals about a time when they either met new people or were new to a situation. Did they feel welcome or unwelcome? What made them feel that way?
- Ask students to write in their journals about a time they felt stereotyped. What was the stereotype about? How did they react? How would they react now?

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