

**LESSON: The Keyboard Game¹
& Three Letter Word Forming****Grade Level: 1****OBJECTIVES:**

Students will:

- Introduce themselves to their classmates
- Speak impromptu
- Tell a story about themselves
- Listen to stories about their classmates
- Have fun

MATERIALS:

Keys from a computer keyboard that has been taken apart

PRESENTATION:

I pulled all these keys off one keyboard. If one of the keys wasn't working any more, then it wouldn't be possible to work the computer to its full potential. Each key brings a unique attribute to the keyboard, as each of you brings something special to our classroom.

DIRECTIONS:

1. Have each child select a key while he or she is entering the classroom.
2. When you are ready to start the game, tell them--
 - "Look at the key you selected. What is something about you that starts with the letter on the key?"
 - "How can you use the key to show something special that you bring to our class?"
 - Use your key to introduce yourself to the rest of the group.
3. Have students use the keys to talk about something they have learned during the time they have been doing *Clean and Green*.

Variation--

1. Give each child in the class a key, and then ask them to use the key as a starting point for an impromptu speech about themselves, or the topics you've been exploring in *Clean and Green*.
2. Have students use the key they're holding to describe something for which they're thankful and why.
3. Or tell them, "The key you're holding actually represents a vitamin. What part of you does the vitamin help?"

¹ Adapted from Teach Me Teamwork,
<http://www.teachmeteamwork.com/teachmeteamwork/2005/10/index.html>
Keep Iowa Beautiful, 1st Grade Social Studies
Lesson: Keyboard Game & Three Letter Word Forming

Part 2**Three Letter Word Forming**

1. Have each child use the key he or she selected for the Keyboard Game.
2. Tell them the teacher and two other student volunteers are going to keep track on the board of all the three-letter words the class can make up using their keyboard key letters. The idea is to come up with as many three-letter words as possible, but for the course of the game, we'll write down all the words they come up with, and cross out the duplicates after the game.
3. The way to form a word is to find two other people whose letters form a word with your letter.
4. Then go to one of the scorekeepers and have them write the word on the board. To get your word on the board, all three of the "letters" have to go to the scorekeeper together.
5. After the time limit is up, go through all the words, making sure they are real words (good time to learn to use the dictionary) and that there are no duplicates. Find out if your class did better than other classes in the school.

Processing through the Six Pillars:

Lesson: Keyboard Game

WHAT

- What does your key say about what you bring to the classroom?
- What did you learn about your classmates?

SO WHAT

- Is it hard or easy to say something special about you to others? (it's not bragging)

NOW WHAT

- Now that you know how you can be a part of the classroom success... can you promise to do your best to contribute to the classroom success?