



Kindergarten: Connecting Likes and Inclinations to Happiness and Values

(Submitted by Brian McCoubrey, 2019, while serving as Teacher at NCIC Immersion School, China)

Tool(s) used:	<ul style="list-style-type: none"> • Systems Iceberg • Behavior Over Time Graphs (BOTG) • Mind Map
Purpose of using tool:	<ul style="list-style-type: none"> • Synthesizing Thinking • Guiding Discussion <p>Overview: Kindergarten students began to reflect on their time in school and identify what activities brought them the most happiness.</p>
Context of lesson/case study:	End of year recap
Participants (# and description):	14 kindergarten students
Topic, Theme, or Key Understanding of unit/project:	Students will connect their likes and inclinations to happiness and values
Length of unit/project:	3 periods/days
Resources/materials & setting required:	BOTG model, Iceberg model, markers, paper, pencils and crayons, photos, iPads (Seesaw)
Lesson Plan/Description of the Project:	
<ol style="list-style-type: none"> 1. Provide scaffolds for reflections about themselves and kindergarten anchor chart on the door; hopes, dreams, aspirations provide photos to spark conversation BOTG; what activities during a typical day do I like the most? 2. Photo sort and re-sort (opinions with reasons) In small groups, Ss have opportunities to sort photos of their learning experiences throughout the year Discuss why these experiences are meaningful Whole group; complete Iceberg model 3. Choose photos that represent what they like and write about/label Ss create a mind map with labels Record a video screencast for Seesaw 	
Reflection	
Plusses:	
This unit tapped into young students' intrinsic motivation to express themselves and see their ideas be displayed for the whole group.	
Challenges:	
The BOTG did take a while and I could see that some students were getting a bit restless toward the end of the activity.	





Suggestions for other practitioners and educators:

Include a movement/brain break in the BOTG activity.

Evidence and Resources:

