



(Move to the next step as soon as students have mastered the current step.)

- 1. Have students practice getting in a circle QUICKLY!
- Show students a large dice, and set expectations that whoever holds the die is the ONLY one who gets to talk. Show them how to hold it correctly.
- Introduce the simple sentence frame "I feel..."
 Tell students that they will simply pass the dice and practice filling in the sentence frame.
- 4. On a Kindness Monday, introduce how to give a compliment. Role play and give examples for your age group. Discuss deep and shallow compliments. Model it by connecting it with the five virtues and using sentence frames (You were kind when ____. You showed courage when

_____.) Point out that each day you may need to really notice what people do around you. When we focus on ourselves we miss others. This is also a great time to teach and reinforce Thank you, You're Welcome! Kids need to learn and practice how to respond to compliments!

When your students are ready, continue to build student-student relationships with "Day Friends".

1. Introduce your students to the Day Friend concept. Students will get a stick with another student's name on it when they arrive each morning. This is their Day Friend.

2. Throughout the day, students should work to watch their day friend, looking for improvements or things that they can use in Peace Circle to give a compliment.

3. When it's time for Peace Circle, students will complete a sentence frame just as they practiced earlier, then roll a die. If the die lands on 1,2, or 3 the student will give a compliment to their Day Friend. If it lands on a 4 or 5 the student says "We've got grit, we don't quit!" and passes the die to their Day Friend. If a 6 is rolled, it's a re-roll. The next student repeats the process.

Play Peace Circle for 2-5 minutes. Set a timer. When time's up, do anything else but no more dice rolling ... to powerfully fuel classroom engagement, always conclude WBT games when kids wish they could keep playing. Start the next day's Peace Circle with whomever has the dice when the timer rings.

Advanced Steps

- 1. Students can give compliments or hangout with the person on their stick throughout the day.
- 2. Student with the most IMPROVED compliment, rolls dice for a super improver star for the whole class.

Power Ups:

Use Manners

Everybody in (no timer)

Secret Timer (don't tell kids how long they have)

Skip Sticks: Everyone gets a compliment. Student rolls dice and counts that many students over. (At the end of the game, volunteers give compliments to kids who did not get a compliment during game play.)

Add Brainies and triple whammy sentences.

BONUS Sentence Frames:

My favorite _____ is

I like to _____

My weekend was _____ because____

When _____ happens, I feel....

When I grow up....

If I could have any pet...

Current Event: I feel....

I wish...

I show kindness when (or use other virtue)

Kids choose...