

"Cool Kind Kid" Camp Kit™

Ages 7 - 9



Social Skills Shaping Futures

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Song Lyrics

**Optional Supplemental Activities
Located in Binder**

1. *Introducing Tanner and Manners*

Activity 1: Introducing Tanner

- **Objective** To introduce Tanner and being a “*Cool Kind Kid*”
 - **Handout (optional)** One copy of *Tanner’s Letter*
 - **Song** “*Cool Kind Kid*,” Track 1
- Optional: Hide a copy of *Tanner’s Letter* on a tree branch or with the incoming mail and then “discover” it and have a volunteer read it aloud, or have a volunteer read aloud from the copy in this activity (see separate page).
 - Discuss Tanner’s comments.
 - Discuss why the “Kind” kid is the “Cool” kid.

Idea Box (Optional)

Demonstrate how manners rules help people get along by playing a game in which each team is secretly given a different set of rules to play by.

1. Introducing Tanner and Manners

Activity 1: Introducing Tanner, continued

Tanner's Letter

Hi. I like playing sports, going fishing, and going to camp. I want the other kids at camp to think I'm cool, but some of them seem to think that you have to be mean, rude, or unkind to be cool. That's not my style. If being cool means I have to act like they do, then maybe that's not for me.

I heard that manners has to do with living The Golden Rule – treating others the same way I want them to treat me. I'm going to figure out what manners has to say about being a “Cool Kid” and a “Kind Kid” at the same time. See you around camp!

Tanner

3. The Magic Words

Activity 2: The 4 Greeting Magic Words

- **Objective** To explore how people feel when we use or fail to use the 4 Greeting Magic Words

Discuss how we feel when people use or fail to use the Greeting Magic Words (*Hello, Good-bye, Good morning, Good night*).

Idea Box (Optional)

The “Hello” Campaign: For one day, ask campers to say “Hello” or “Good Morning” to as many people as possible when seeing them for the first time that day. Have campers report on the responses they received.

4. Talking and Listening

Activity 2: Terrific and Taboo Topics

- **Objective** To communicate that some topics of conversation are hurtful or offensive
- **Song** “*Blurty*,” Track 5

Discuss why some topics of conversation won't hurt or embarrass anyone, but others are rude.

Idea Box (Optional)

Game: Terrific or Taboo? (see separate page). Campers indicate whether the topic is

- *Polite* (hold arms up to make a “V” as for victory)
- *Rude* (make an “X” with arms crossed in front of body)
- *Either depending on circumstances* (do nothing)

4. Talking and Listening

Activity 2: Terrific and Taboo Topics, cont'd

Game: Terrific or Taboo?

(see directions on previous page)

Bragging- R	Someone's weight- R
Movies- P	Someone's flaws- R
Vacations- P	Personal/private things- R
Concerts- P	A friend's secret- R
Teachers- E	Religious beliefs- R
Sports- P	Gossip and rumors- R
Fads- P	Classes- P
Boasting- R	Someone's age- R
News- P	Ethnic jokes- R
TV shows- P	Yourself- E
Parties- P	Friends- E
School- P	Someone's size- R

6. *My Best First Impression*

Activity 2: Appearance, Actions, and Attitudes

- **Objective** To emphasize the impact of our appearance, actions, and attitudes on the first impression we create
- **Song** “*Polite to Me*,” Track 8

Have campers generate examples of the five areas that influence the kind of impression we make (see separate page).

Idea Box (Optional)

- Role-Play #1: 2 volunteers are messy and dirty, but demonstrate good posture, speak clearly, and handle themselves with confidence as they introduce themselves.
- Role-Play #2: 2 volunteers are neat and clean, but demonstrate poor posture, mumble, and display nervous habits as they introduce themselves.

6. My Best First Impression

Activity 2: Appearance, Actions, and Attitudes, continued

The Five Areas that Influence the Kind of Impression We Make

1. Nervous habits (twirling hair, chewing fingernails, cracking knuckles, snorting, fidgeting)
2. Speech (speak clearly, confidently; no mumbling)
3. Facial expressions (friendly; make eye contact)
4. Attitude (pleasant; approachable)
5. Appearance (hygiene, grooming, dress, posture)

7. Family Manners

Activity 3: What You Believe Affects How You Act

Objective To explain that our values guide our behavior

- Ask campers to offer examples of good and bad choices a person might make.
- Discuss the relationship between what you believe (your values) and how you act.
- Discuss how people can experience pressure to compromise their values.

Idea Box (Optional)

Have campers generate role-plays about someone talking a friend out of doing something that is wrong.

8. Rude Behaviors

Activity 2: Bragging and Boasting

- **Objective** To illustrate that bragging and boasting hurt the person who engages in them

Idea Box (Optional)

- Ask 3 campers to act out the following in an exaggerated bragging mode, and then discuss:
 1. Sheldon Showoff performing daring tricks at camp, telling everyone how great he is, and challenging the others to try to do as well as he can.
 2. Brad Braggart just scored the winning goal in the camp soccer game, and he is telling everyone how great he was, and how they would have lost without him.
 3. Bertha Boaster is telling all the girls at camp about the new expensive clothes her parent just bought her.
- Have other volunteers demonstrate the polite way of behaving in these three situations.

8. Rude Behaviors

Character Words: How we think, feel, and act

- **Humility:** modest in behavior and attitude; not proud; humble
- **Acceptance:** approval; helping others to feel liked
- **Tolerance:** willingness to let others have their opinions or ways, even if they aren't like yours

A “Cool Kind Kid”...

1. Knows that rude behaviors can hurt or offend others
2. Knows that practicing The Golden Rule can help stop rude behaviors
3. Knows that stopping rude behaviors among kids can help stop violence
4. Doesn't participate in rude behaviors and helps kids who are victims of it
5. Knows that acceptance and tolerance lead to fewer rude behaviors

Optional: Additional activities in binder

Tanner's Manners "Cool Kind Kid" Camp Kit™ Ages 7 - 9



A "Cool Kind Camper"...

- Practices The Golden Rule at camp
- Treats other campers with courtesy
- Plays fair, takes turns, and shares
- Respects camp staff and rules
- Knows that good behavior helps everyone have a fun camp experience
- Respects the camp environment