



2020 SSIO-USA

National SSE Refresher and Enrichment
Ready, SAI , Action

**Breakout session:
Group 3 - Shanti**



Shanti Room: Session Outline



Part 1- Introduction: (15 mins)

- Brief overview of group specific concepts to keep in mind when planning activities
- Outline the goal for the workshop
- Describe the Activity and answer questions

Part 2- Small Break out room: (30mins)

- Move into smaller groups of ~10 teachers where you will do the following:
 - Icebreaker
 - Hands on session

Part 3- Reflection: (20mins)

- Come back to the main Shanti room for reflection

Part 4- Conclusion:

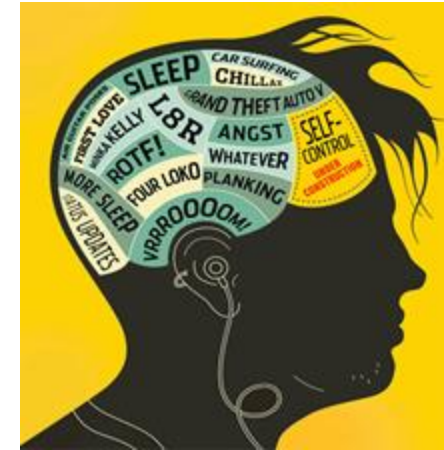
- Join the large group in the Prema room for wrap up and final points

Understanding Your Audience



Psychology of kids in group 3

- Group 3 Kids from grade 7-9 (age 12-14)
- They do not want to be treated as **Kids**
- It is important for them to have **Ownership**
- It is important to make it **Relatable** to what's going around



How to connect and create a safe space

- Create a **Judgement Free Zone**
- There should be no **Taboo** topic
- Help children deal with challenging topics (–eg: peer pressure, depression, academic pressures, relationships etc.
- What is shared in the class is not shared with the parents unless necessary.
Build trust!

Designing an engaging class



How to create a student-centered engaging class



- Be Flexible
- Be Facilitators, Guide the children to find the answer instead of telling them
- Use creative modalities and environment (e.g. watching movies to learn values, going to a park (being in nature), field trips
- Find ways to constructively use phones/technology in class
- Create an activity that can be based in real life scenarios or hands on experiences that stimulate different perspectives
- Give life applications that they feel ownership on

Mentimeter – It's time for a poll



Do you feel comfortable to use technology to create an engaging class for your students?

Go to www.menti.com and use the code 99 32 75

Technology Is Your Friend Not A Foe



Objective: To help teachers design an engaging classroom with the use of technology

Learning Outcomes:

- Learning New ways of teaching or facilitating a class
- Get more accustomed to new technology
- Making activities more focused to the student needs
- Eliminating technophobia
- Learn to incorporate new elements organically

Think Outside the Box

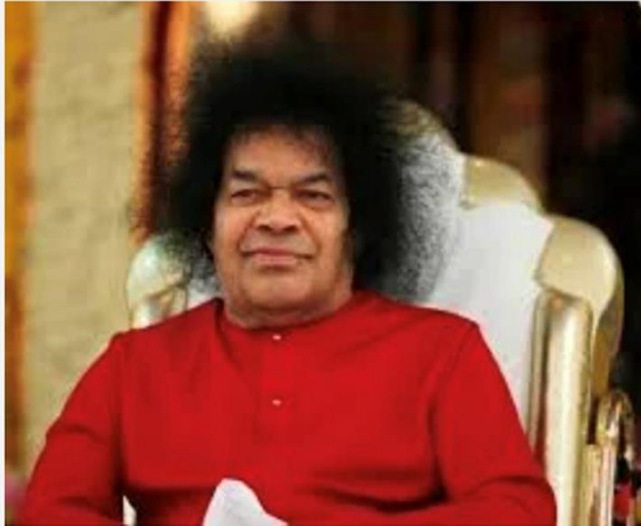


Note: We advise teachers to educate children to use social media wisely in a closed peer group as it can have positive and negative impacts depending on your audience

Kahoot USAGE



Where was Sathya Sai Baba Born?



◆ Anantapur

■ Uravakonda

- can be used In person classroom or online
- can be used As a review of lesson or as a quiz on a topic
- Create a quiz - customized, students join with a game pin
- Can be played on any smart device



Some Ways to Use Mentimeter in Class



Normal Activity	Activity Enhanced using Technology
<p>What are some guiding principles you follow everyday?</p>	<p>What are some guiding principles you follow everyday?</p> <ul style="list-style-type: none"> "Find a way to help in any way I can" "Being honest" "Speak truth in all circumstances" "Doing service" "To chip away at my duties" "Always try to make others smile" "Not hurting anyone on the inside." "Positive attitude" "Make most happy." "Kindness and wishing well for all" "never hurt anyone" "Think about everyone." "Proactive" "To be loving, patient" "Try to be grounded" "Pray for the whole world" "Speak the truth" "Be positive" "Try to put myself in other peoples shoes" "Stay positive" "Be happy" "Think about others before myself" "Look for improvements" "Swami is watching my actions" "Make everyone smile"
<p>Name 10 things you are grateful for?</p>	<p>Name 10 things you are grateful for.</p> <p>family, food, internet, music, water, technology, friends, shelter, sister, parents, kindle, house, phone, education, laptop, zoom, myself, tv, volleyball, cars, siblings, art, tennis, shelter, ps4, softball, access, technology</p>

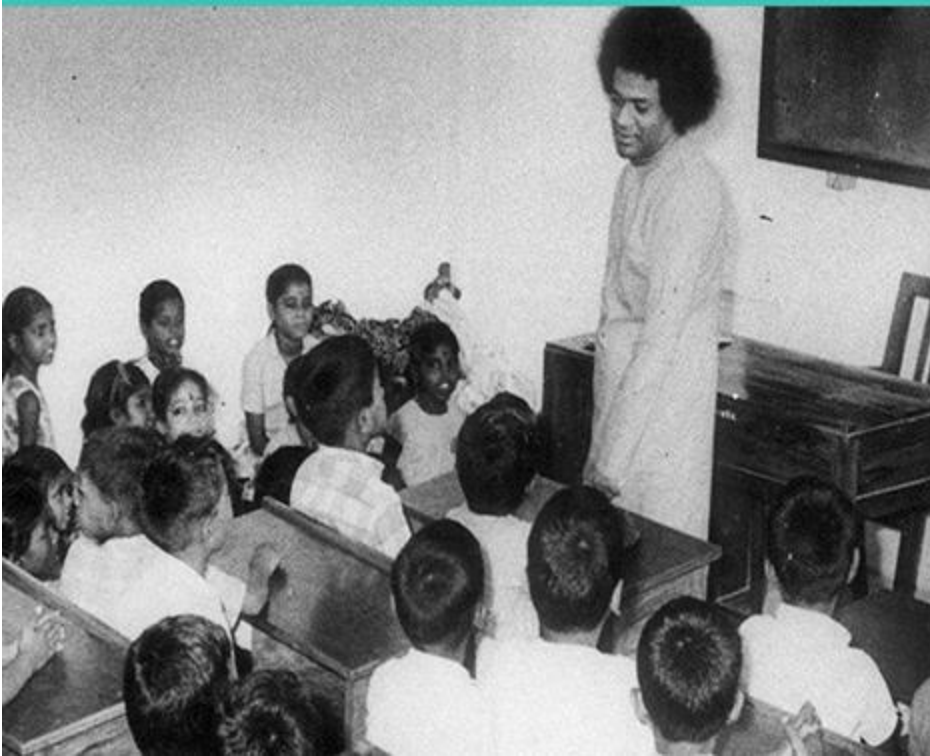
Some Ways to Use Bitmoji/memoji/emoji in Class



Normal Activity	Activity Enhanced using Technology
<p>Write down your moods in a day?</p>	<p>Create Bitmoji's to describe your moods. What comes to your mind when you see them?</p>  <p>The images show a neutral Bitmoji face, a Bitmoji with the text 'So tired' above it, a Bitmoji looking frustrated with papers flying around, and a Bitmoji with steam coming out of their ears, indicating anger or stress.</p>
<p>What do you think is your predominant mood?</p>	<p>Look at your predominant mood, how does it make you feel?</p>  <p>The images show a neutral Bitmoji face and a Bitmoji waving, representing different moods or feelings.</p>

Are you Ready!!!

Description of the Activity and Participant Instructions



Pick

- Pick from 4 tools (Kahoot, Mentimeter, Bitmoji or a cool technology of your choice)

Select

- Select one topic to create your activity (Self Love, Self Awareness/ Self Enquiry, Self Confidence)

Assess

- Describe how you will use the selected tool to engage the children

Describe

- Describe the learning outcomes or values you want students to learn through this activity

Analyze

- Discuss how you will get the children to analyze the activity and extract the learning

Summarize

- Summarize at the end what you learnt from this exercise.



- You will now join into the smaller breakout rooms for hands on learning
- Each Room has a facilitator to help you
 - Please come back to Shanti for Reflection

Please do not join Prema after the breakout session

Breakout session: Icebreaker (5mins)



- Please share your name, region and your favorite technology
- Example:
 - Sonia Das, Region 1, WhatsApp/video call
 - Srilatha Krishnamurthy, Region 3, Pandora (music App)

10-person Breakout Rooms

Guidelines & Rules of Engagement (2-3mins)



- Actively participate in discussion
- In order to maximize time and participation, please stay focused on the topic and minimize digressions
- Allow time for everyone to participate equally
- The chat window can be used to share ideas as well since time is limited
- Please select a scribe who will take notes for the group
- **BE CREATIVE!!! There are no right or wrong answers. This is a hands-on activity where all perspectives are valuable**

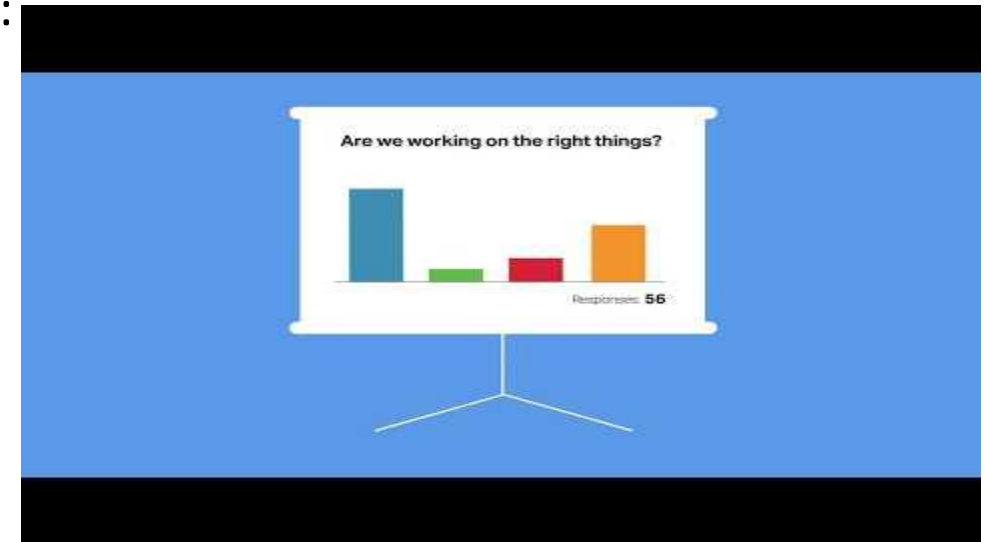


Resources

Kahoot Video:



Mentimeter Video:





Resources

Bitmoji Video



Other Quick videos on the tools:

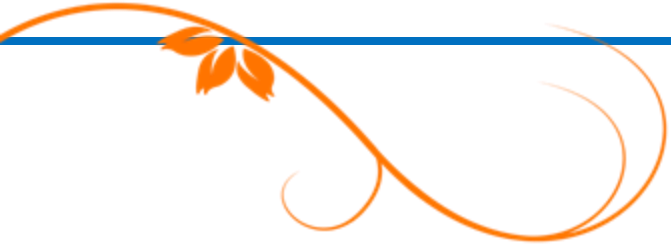
Mentimeter: <https://www.youtube.com/watch?v=Sd0fAenuAnw>

Kahoot: <https://www.youtube.com/watch?v=BJ3Er1-tCMc>

Bitmoji: <https://www.youtube.com/watch?v=OFTkSl4B9I>



Mentimeter



Did you learn something new during your activity?

Go to www.menti.com and use the code 99 32 75

Reflection

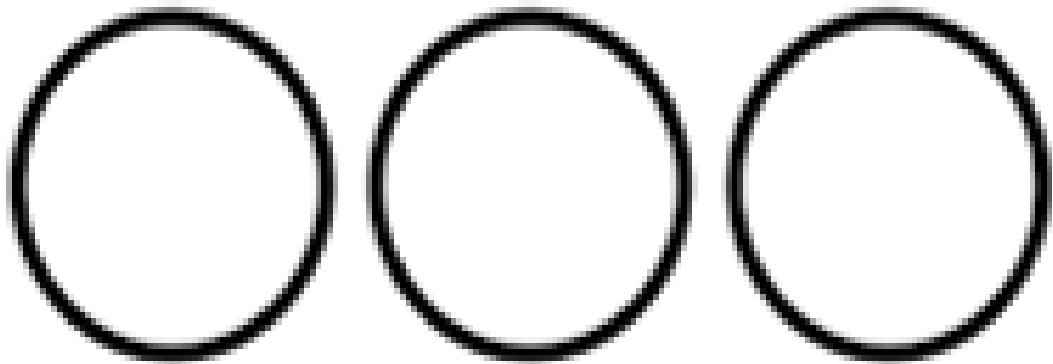


- ❑ What specific learning or value do you expect the child to take away or absorb from this lesson?
- ❑ Was the class able to infer the value that you were envisioning?
- ❑ What were the challenges you faced?
- ❑ What worked and what did not?
- ❑ What are some of the guided questions that can be asked after this activity?

Conclusion



- ❑ Be creative and have an engaging class
- ❑ Create a safe space
- ❑ Be open-minded and flexible to different student approaches
- ❑ Try out a new technology beforehand to understand the glitches/lags to expect.
- ❑ Use technology as positive tools
- ❑ Be a facilitator for the students and let them lead the class direction
- ❑ Ask guided questions to help them discover the learnings instead of telling them



Join 3 circles in a way that all the circles are within each other.

- What do you think the 3 circles represent?
- What is the significance of joining them?

Group 3 Connecting the Circles

Resource



1 act of kindness every day for 21 days.

- Take a picture everyday capturing its essence and pass it to your friends to increase positivity.

The Ripple Effect





Please join the
main room
for conclusion