

Classroom Guidance

Title of Lesson: *Howard B. Wigglebottom Learns About Sportsmanship: Winning Isn't Everything* **Domain:** Personal Social

Grade Level: K-3

Time Required: 30 minutes

ASCA National Standard(s):

STANDARD A: Students will acquire the knowledge, attitudes, and interpersonal skills to help them understand and respect self and others.

Competency A1 Acquire Self-Knowledge

PS:A1.1 develop positive attitudes toward self as a unique and worthy person

PS:A1.2 identify values, attitudes and beliefs

PS:A1.5 identify and express feelings

PS:A1.6 distinguish between appropriate and inappropriate behavior

PS:A1.7 recognize personal boundaries, rights, and privacy needs

PS:A1.8 understand the need for self-control and how to practice it

Competency B1 Self-Knowledge Application

PS:B1.2 understand consequences of decisions and choices

PS:B1.3 identify alternative solutions to a problem

PS:B1.4 develop effective coping skills for dealing with problems

PS:B1.6 know how to apply conflict resolution skills

Essential Question:

What is sportsmanship and how can I show it? What are ways I can handle losing a game?

Material/Resources:

Howard B. Wigglebottom Learns About Sportsmanship: Winning Isn't Everything
(or www.wedolisten.com)

-8 sportsmanship cards from examples in the story

-T-chart

Instructions

1. Preview the essential question and define sportsmanship with the small group or class - *the sportsmanlike conduct such as fairness, courtesy, being a cheerful loser.*
2. Read the book or watch the story @ www.wedolisten.org. While reading, have students play the sportsmanship sort game.

- a. Prior to the lesson, write out 8 examples from the story onto 8 different index cards that reflect examples of Howard being sportsman like and unsportsmanlike (4 of each). For example, write “Throwing a tantrum and kicking your trophy” for an example of unsportsmanlike behavior from page 10. Or write, “Cheering on teammates and treating each other with respect” for an example of sportsmanship from page 20.
 - b. Pass out the 8 sportsmanship cards to students prior to reading. Review the 8 different cards with the whole class to draw attention to the different examples of behavior and tell them to be listening out for these parts in the story.
 - c. During reading, when a student’s sportsmanship example is being read, have the student consider whether their card is an example of sportsmanship or unsportsmanlike behavior and have them sort it in the T-Chart.
3. Discussion questions: Why was the second place trophy more meaningful to Howard than all of his other trophies put together? How do you think Howard’s behavior in the beginning make his teammates feel? What would have maybe happened to Howard if he had continued his unsportsmanlike behavior?
 4. Brainstorm and list good phrases/actions to say to show sportsmanship.
 5. Game:
 - Play Rock-paper-scissors partner game- divide into partners and play several rounds so both students can experience winning and losing. Each time someone wins & loses, each student must practice saying one of the good sportsmanship phrases listed.



Sportsmanship



Unsportsmanlike