# Caring for Others (Grades K-5)

Download a PDF of this game card.

### Character Education Objective:

 Students will engage in conversation with another student to talk about their own experience with random acts of kindness

#### **Content Goal:**

 Students will be able to understand their moral duty to care for one another.

#### Language Goal:

 Students will journal about the personal benefits of performing random acts of kindness.

## **Purpose:**

Random acts of kindness are some of the simplest ways to say you care. Not only do these acts benefit those who need it, but it has a huge benefit for those performing those acts. When you care for others, your own happiness levels increase! Filling the bucket of someone else also helps to fill your own. This lesson is designed for students to engage in random acts of kindness throughout the day and allows classrooms to celebrate those acts in a fun and exciting way!

#### Lesson:

- 1. Watch: https://www.youtube.com/watch?v=nwAYpLVyeFU
- 2. Ask students to find a partner and answer the following questions:
  - 1. What are some random acts of kindness you have seen?

- 1. How does it feel to have someone do something kind for you?
- 1. How does it feel to do an act of kindness for another person?
- 3. As a class, complete the empty squares on the Random Acts of Kindness Bingo with actions specific to your day.
- 4. Decide on the classroom celebration when you complete a bingo.
- 5. Play Random Acts of Kindness Bingo!
- 6. Have students journal about how it felt to do acts of kindness for others and the benefits you feel of being the one who helps.

#### Family Connection:

Encourage families to watch the following video: https://www.youtube.com/watch?v=nwAYpLVyeFU.

Ask families to create a list of possible random acts of kindness they could do as family. Plan to do one act every month. This website could help families think of some good ideas:

https://www.care.com/c/stories/3757/101-random-acts-of-kindnes s-ideas-to-practice/

# CLASSROOM RANDOM ACTS OF KINDNESS BINGO

	Cheer someone on			
		Give a compliment		Offer to help someone
Let someone go first		CHARACTER COUNTS!		
			Sit with someone new	
		Clean up someone else's mess		

**Drake** The Robert D. and Billie Ray Center

Learn more about character education.