

## Lesson Plan #3 - Global

### Title: Special Candy Game

**Objectives:** In this lesson students will:

1. encourage students to know each other (ice breaker)
2. recognize what is special and unique about them
3. recognize what characteristics they have in common with others in the class

**Session Time:** 10 minutes (could be more if group is large)

**Materials:** 10 pieces of small wrapped candy for each participant

#### Procedure:

- Have participants sit in a circle
- Give each person 10 pieces of wrapped candy
- Go around the circle and have each person name one thing in their life that they think is special or some talent or ability that they possess
- As each person says what they want to say, the other members of the group throw that person a piece of candy if that is not something that they have in common with that individual

Example: I say, "I can play the piano." If you can also play the piano you do nothing, but if you cannot play the piano you throw me a piece of candy.

- Try to encourage the members of the group who are having a hard time thinking of something, as there should hopefully always be something to find in a person's life that is good

The game should end at a point where all members have the same amount of candy again or at least where everyone has some so that no one feels left out.

**Note:** This lesson plan is included in the family education kit, ***Taking Positive Steps – Positive Thinking for a Positive Life***, available through the **Southern Illinois Professional Development Center**.