

Lesson Plan: Grade 2

Heads Up

Objectives:

- Students will be able to state and discuss the cause and effect of the actions in the role play and the video.
- Students will be able to list three strategies that show stranger safety awareness.

Common Core State Standards:

SL.2.1, 2.1A, 2.1B, 2.1C, 2.2, 2.3, 2.6
W.2.2

Materials:

- Stranger Safety Video “*Heads Up*”
- Device for anticipatory set
- Chart paper for cause/effect anchor chart
- Assessment worksheet

Procedure:

- Teacher will interact with an electronic device such as a cell phone, laptop iPad or computer, while ignoring students and bumping into things around him/her.
- The teacher will then gather students in a common area to discuss their observations.
- The following prompts to initiate discussion: What did you notice? Why did that happen? Were you ever not paying attention and had something similar happen? Discuss experiences relating to the role play.
- View Stranger Safety Video: “*Heads Up*”
- The teacher will create a Cause and Effect anchor chart such as the following and complete with students:

Cause	Effect
Playing a video game	Walked into streetlight
Looking at phone	Bumped into tree, mailbox, etc.

Follow up Activity:

- Set the following scenario for students: You want to go and play a video game outside of your house.
- Students will write and/or illustrate what they would do to play their game using good stranger safety awareness skills. (See attached student worksheet.)
- Possible answers include: know/say where you are going, bring a buddy, get permission from an adult.
- The students will be able to state and discuss the cause and effect of the actions in the role play and video.
- The students will be able to list three strategies that show good Stranger Safety Awareness.

Name _____

Heads Up! Video Follow Up Activity

Write or draw 3 things you would do while playing a game outside that show good Stranger Safety Awareness.

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