

# Social and Emotional Learning

## Lesson Title: Flag on the Play, Part 2

### Grade Level: Middle School

#### Project and Purpose

Students create an original card / flag system for warning signs of healthy and unhealthy friendships.

#### Essential Question

What are the warning signs of healthy and unhealthy friendships? Why should we learn to heed the warning signs of unhealthy friendships?

#### Materials

- “Warning signs” list from previous session
- Slides/handouts of flag systems for different sports (provided in part 1 of lesson)
- Paper cut in rectangular and pennant flag shapes (template provided)
- Markers, crayons, paint (and other means to add color)

#### Teacher

**Note:** This lesson is the second of two. This session will take two class periods, one for design and one for presentation.

1. Review the information from the previous session on:
  - Metaphors
  - Warning signs of unhealthy friendships
  - Flag and card systems from different sports (use the slides/handouts from previous session as support)
2. Tell students they are going to create their own card or flag warning system of signs of an unhealthy friendship. They may base it on any sport or activity they wish or create their own system. This includes creating their own color choices. They may use the templates provided or create their own designs.
3. Teacher should determine if students will work independently, with partners, or in small groups and proceed accordingly.
4. When working groups have been formed, give the following task list for the project:
  - Each system must have at least three levels of warning: signs of a healthy friendship, warning signs to look out for, and signs that the friendship is over. They may add other levels if they wish but must justify and title each.
  - Each level must have a title and a descriptor.
  - Each level must list at least four signs or examples. These may be written on the flags/cards or on an accompanying document.
  - Each group must be ready to teach another group about the influences for and how to use its system.

5. Give groups the rest of the session to design and create their card/flag systems.
6. Design how and when students will share and teach their systems with other groups.

**Conclusion**

Ask students to discuss or write a brief response to the essential question: Why should we learn to heed the warning signs of unhealthy friendships?

**Notes**

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