

Religious Education & Positive Mental Health and Wellness: end of September to Thanksgiving

May also be used during Advent or Lent as a Gratitude project.

Grade 11 - Lesson 7

Grade 11 Who I AM ... Lesson 7 – Who I AM... JEOPARDY

World Religions - “gratitude is contagious”

Who **I AM** Makes A Difference Because Jesus Loves Me!

*** This lesson could be stretched over a period of two days to allow students time for full engagement***

Loving God, the Great **I AM**, I thank you that you are always with me, helping me, guiding me, leading me, and keeping me safe. I also thank you for the resiliency and unconditional love that you give to me. Bring to my mind two people in my life who I am grateful for, people who have helped me, guided me or loved me in a special way. I pray now for those two special people. Help me to remember that, **who I am** makes a difference to others and to you, I pray, in the name of the Father, the Son and of the Holy Spirit

Curriculum Expectation – Ontario Catholic School Graduate Expectations, Overall and Specific Expectations from related Subjects

Ontario Catholic School Graduate Expectations

CGE1a - illustrates a basic understanding of the saving story of our Christian faith

CGE2e - uses and integrates the Catholic faith tradition, in the critical analysis of the arts, media, technology and information systems to enhance the quality of life

CGE3e - adopts a holistic approach to life by integrating learning from various subject areas and experience

Religion Overall Expectation

Understand the role of prayer, worship, and religious symbolism within the world’s major religious traditions (Prayer 3rd nugget)

Religion Specific Expectation

Understand the importance of religious symbols, celebration, and ritual in the formation of religious communities (Prayer 2nd nugget)

Learning Goals

- Students will understand the role of prayer, worship, and religious symbolism within the world’s major religious traditions. (Prayer 3rd nugget)
- Students will engage in learning through game format

Success Criteria (possible suggestion)

I will achieve success by creating a Jeopardy style game that demonstrates my knowledge of World Religions (Aboriginal / Christianity).

		<i>I will achieve success by effectively communicating my ideas, collaborating with others and offering 6 categories related to World Religions.</i>
Instructional Components		
<p>Prior Knowledge and/or Skills Game show Jeopardy</p> <p>Teacher and Student co-construct Success Criteria</p> <p><u>Suggested Teacher Daily Reflection</u></p> <p>Gus Lloyd 60 Second Reflection http://guslloyd.com</p>	<p>Terminology Sacraments Aboriginal symbols Christian symbols Christian prayer Aboriginal prayer Christian celebrations Aboriginal celebrations Unconditional love Unconditional forgiveness Celebrate life!</p>	<p>Resources/Materials Computer/internet Teacher may wish to create a short jeopardy game to model to students.</p> <p>www.superteachertool.net/jeopardyx/ www.edtechnetwork.com/powerpoint.html</p>
Prayer/Scripture Focus		
<p>In the name of the Father and of the Son and of the Holy Spirit, Loving God, the Great <u>I AM</u>, I thank you that you are always with me, helping me, guiding me, leading me, keeping me safe, and building my resiliency. I also thank you for the resiliency and unconditional love that you give to me. Bring to my mind two people in my life who I am grateful for, people who have helped me, guided me or loved me in a special way. I pray now for those two special people. Help me to remember that, who I am makes a difference to others and to you, I pray, in the name of the Father and of the Son and of the Holy Spirit.</p>		
Minds On	Approximately 10 Minutes	Assessment
<p>Begin with reflective prayer focus. Teacher Voice “Jeopardy has been a popular television game show for years. Today you are going to have the opportunity to create your own jeopardy power point game using a template and your understanding of Christianity and Aboriginal Spirituality. Small groups will work together to collaborate and create a unique Jeopardy game that will reflect your learning and quiz others on their knowledge. Communicate together as to who will work on research, questions, technology. Enjoy.” <i>(teacher may wish to model Jeopardy by showing own creation first)</i></p>		<p>A brief conversation and activity to bring the students into an opportunity for new learning.</p>

<p>6 Categories include: Forms of Prayer (Christian and Aboriginal) Symbols (Christian and Aboriginal) Who I AM (Virtues, Fruits, Commandments, Beatitudes) Exodus (Burning Bush, I AM WHO I AM, Moses, God) Links between The Golden Rule and Positive Mental Health FYI (a potpourri of information)</p> <p><i>Don't forget Double Jeopardy!</i></p>	 <p><u>Anecdotal notes</u></p>
<p>Action Approximately 50 Minutes</p>	<p>Assessment</p>
<p>Teacher Voice “Using the internet and a jeopardy computer template, your small group (3 students) will create a power point jeopardy game that will be used in the class to test the knowledge of others. Today is a work period and tomorrow we will present.”</p> <p>Jeopardy template sites www.superteachertool.net/jeopardyx/ or www.edtechnetwork.com/powerpoint.html</p>	<p>Student thinking is revealed through a fun game show format.</p> <p><u>Who I AM rubric</u> Co-construct a rubric together with students</p> <p><u>Self- Assessment</u> 3 personal strengths and 2 next steps.</p> <p><u>Peer Assessment</u> – peer’s offer one strength and one next step.</p>
<p>Consolidation Approximately 10 Minutes</p>	<p>Assessment</p>
<p>Teacher Voice “What role does prayer, worship, celebrations play in the life of Christian and Aboriginal communities?”</p> <p>“How does treating others the way you would like to be treated promote not only positive mental health in others, but in ourselves as well?”</p>	<p>Teachers support students with making connections to the learning goal.</p>

<p>“Are there similarities between Christian forms of worship and Aboriginal forms of worship? Why might this be?”</p> <p>Remind students that tomorrow (unless you have decided to make this a 2 day lesson) will be a presentation day of the Jeopardy games they have created.</p>	<p><u>Anecdotal Notes</u></p> <p>Use the Success Criteria that was co-constructed to guide this journey.</p>
<p>Final Notes</p>	
<p>Jeopardy games can also be created with Bristol Board as the background – divided into the sections.</p> <p>Use post-it to create the Q/A templates with the top portion of the post-it revealing the point value.</p> <p>This is a fast and easy variation to the computer version and works well when internet or computers are not available for use. Enjoy.</p>	