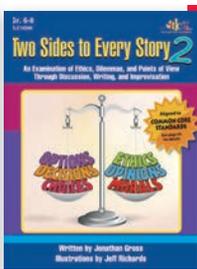
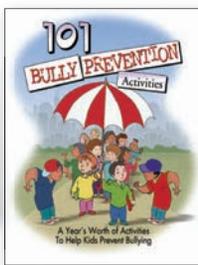


# Personal & Social Development

## Curriculum Development



### Daily Warm-Ups: Character Education

**Gr. 5-12** Turn extra classroom minutes into valuable learning time. The 180 quick activities address issues of character. Presents students with the basic themes of character education. Promotes awareness in students of the consequences of their actions, encourages responsible decision-making, fosters creative conflict resolution, and boosts critical thinking skills. Reproducible. 212 pages, 8" x 5½". ©2003. Sh. wt. 0.56 lbs.

**SB39946H — \$19.95**

### 101 Bully Prevention Activities Workbook

**Gr. 5-12** This book provides bullying prevention activities arranged to focus on the issues that are relevant to your students. Reproducible activities include group projects, writing prompts, and role plays that highlight strategies for handling bullying, teasing, taunting, gossiping from the perspective of the bystander, target, and bully. Includes CD containing PDFs of the activities. 116 pages, 8½" x 11". Softcover. ©2007. Sh. wt. 0.88 lbs.

**SB44838H — \$49.95**

### Two Sides to Every Story 2

By Jonathan Gross.

**Gr. 6-8** Takes students through an examination of ethics, dilemmas, and points of view. Each original story challenges readers with difficult decisions and lessons. Each story is supplemented by multiple levels of reader response and cross-curricular skill development, including discussion questions, role-playing variations, writing suggestions, and student commentaries. Includes 15 stories. 94 pages, 10¾" x 8¼". Softcover. ©2012. Sh. wt. 0.50 lbs.

**SB49456H — \$12.95**



### 5-Minute Activities

**Gr. 6+** Quick, easy, and effective activities to introduce lessons, reinforce learning, fill extra minutes of class time, or summarize a unit. 8½" x 5½". Spiral bound.

#### 5-Minute Communication Activities.

Topics include family and friends, college and career, nonverbal communication, different communication styles, and written communication. 50 pages. ©2015. Sh. wt. 0.88 lbs.

**WA33298H — \$29.95**

**5+ \$27.95**

#### 5-Minute Leadership Activities.

Topics include leadership qualities, achievable goals, motivation, developing leadership, and more. 50 pages. ©2011. Sh. wt. 0.88 lbs.

**WA29315H — \$29.95**

**5+ \$27.95**

#### 5-Minute Manners Activities.

Topics include table manners, etiquette, Internet and technology manners, and more. 52 pages. ©2010. Sh. wt. 0.81 lbs.

**WA28710H — \$29.95**

**5+ \$27.95**

#### 5-Minute Relationships Activities.

Topics include communication skills, family, relationships, and more. 52 pages. ©2009. Sh. wt. 0.88 lbs.

**WA28711H — \$29.95**

**5+ \$27.95**



### Career Expedition™ Game

**Gr. 6-12** Discover aptitudes, interests, values, and career choices while navigation cards plant seeds to consider. Discover cards challenge players during their personal Career Expedition™. Drawing cards help you earn tokens, earning tokens allows you to complete more Discovery Log sections, and you win the game by earning enough tokens to complete all six sections of your Discovery Log. This economic set has five quad-fold games in one box so everyone can play! For up to 30 players. ©2003. (Δ1) Sh. wt. 3.25 lbs.

**WA23212H — \$191.50**

### Drugs, Alcohol, & Tobacco Facts

**Gr. 6-12** Challenge students with an in-depth look at substance use and abuse. The questions and answer provide factual information in a non-threatening environment. Use the questions as an introduction, a review, or for reinforcement and assessment. Categories include alcohol, tobacco and marijuana, types of drugs, performance enhancing drugs, drug consequences, and substance abuse and addiction. Answers are on the cards. Includes 25 question cards (4" x 6") with a total of 150 questions, instructions with game variations and additional uses for the questions, and one die. The game can be played with individuals or teams, and with both small and large groups. ©2013. (Δ1) Sh. wt. 0.63 lbs.

**SB50030H — \$26.95**



### Actions and Consequences

**Gr. 8-12** This interactive card game is designed to help participants stop, think about choices, consider the outcome, and make better choices. Seventy-five real-life situation cards explore six relevant issues for teens: alcohol and drugs, family, managing anger, time, stress and money, peer relations, personal health and responsibility, and rules and laws. Contains: 6" x 4½" cards ©2004. Sh. wt. 1.25 lbs.

**WA23886H — \$25.95**



SB40204H

### Sex and Consequences Game

**Gr. 7+** An innovative way to teach about the possible consequences of sex, this dynamic game encourages players to think about their actions. Players are rewarded for knowing facts about STDs, pregnancy, and sexual activity and are also faced with possible situations and decisions concerning sex. The 22" x 28" game board is great for working in large groups. Sh. wt. 6.50 lbs.

**SB40204H — \$114.95**



SB38558H

### Healthy Relationships Bingo for Teens

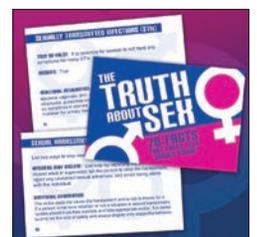
**Gr. 7-12** Teach the skills needed for healthy relationships in a nonthreatening format that promises to be engaging and educational. Five areas include: Things to Look for in a Relationship, Red Flags, Obstacles to a Healthy Relationship, Green Flags, and Skills to Build a Healthy Relationship. Includes 16 laminated bingo cards, calling cards, bingo chips, instructions, and reproducible handouts. ©2003. Sh. wt. 1.75 lbs.

**SB38558H — \$39.95**

### The Truth About Sex: 70 Facts Every Teen Should Know

**Gr. 6-12** Help students understand their sexuality and distinguish between safe and risky behaviors in relationships. Ideal for teaching the facts about sex in a non-threatening environment. Cards feature questions covering the reproductive system, sexually transmitted infections (STIs), contraception, sexual myths, and sexual harassment and abuse. Each card also includes additional factual information. Includes 70 cards (4" x 6") and instructions for playing three different games. ©2013. Sh. wt. 0.94 lbs.

**WA31729H — \$32.95**



## Games