

CL-08B

Being a Good Sibling and Family Helper

Grades 2–3

Interpersonal Effectiveness

Sibling Teamwork

Students learn six win-win fixes for sharing problems with brothers, sisters, and cousins, sort win-win from win-lose choices, and pick a fair fix for a story family.

HOOK
3 min

TEACH
5 min

PRACTICE
9 min

WRAP-UP
3 min

OPTIONAL EXTENSION
+10 min · Win-Win Wheel

BIG IDEA When two people want the same thing, a win-win fix is fair for both.

1 I CAN

- ☐ say what a win-win fix is: a fair plan that works for both people.
- ☐ tell a win-win choice from a win-lose choice.
- ☐ pick a fix from the Win-Win Wheel and suggest it with respectful words.

KEY WORDS / PALABRAS CLAVE

win-win	todos ganan
fair	justo, justa
take turns	tomar turnos
trade	intercambiar
timer	temporizador
teamwork	trabajo en equipo

2 MATERIALS

- ☐ A timer to show (phone, kitchen timer, or sand timer)
- ☐ Projector page (p. 4) on the document camera, or copied onto chart paper
- ☐ Worksheet (p. 5), one per student, and pencils
- ☐ Extension: Win-Win Wheel scenario cards (p. 6), one set, and sticky notes
- ☐ Family letter (p. 7), one per student

PREP · 5 MINUTES

- Practice the two signals: win-win (two thumbs up) and win-lose (one up, one down).
- Copy p. 5 and p. 7, one per student. Print p. 4 and p. 6 once.
- Cut the scenario cards apart if you plan to do the extension.

3 STANDARDS

Texas Model
5th ed., 2018

Interpersonal Effectiveness

ASCA Standards
Mindsets & Behaviors, 2021

B-SS 2 Positive, respectful and supportive relationships with students who are similar to and different from them · B-SMS 1 Responsibility for self and actions

Health TEKS
Gr 2 §115.14(b)(3)(F)

describe and demonstrate respectful ways to communicate with family members, peers, teachers, and others

Health TEKS
Gr 3 §115.15(b)(3)(H)

demonstrate strategies for resolving conflicts

Social Studies TEKS
Gr 2 §113.13(c)(17)(B) · Gr 3 §113.14(c)(16)(B)

use problem-solving and decision-making processes to identify a problem, gather information, list and consider options, consider advantages and disadvantages, choose and implement a solution, and evaluate the effectiveness of the solution

ELA TEKS
Gr 2 §110.4(b)(1)(D) · Gr 3 §110.5(b)(1)(D)

work collaboratively with others by following agreed-upon rules for discussion ... (Gr 2) / rules, norms, and protocols (Gr 3). Used in the extension.

Character traits
TEC §29.906(b)(6)

fairness, including justice and freedom from prejudice

4 THE LESSON

HOOK 3 min

SAY “Today we’ll talk about story characters, not real people. Use the names in the stories. Meet Camila Morales and her big brother, Caleb. After school, they both want the tablet at the same time. Here are three endings.”

DO Teach two signals. **Win-win**: two thumbs up. **Win-lose**: one thumb up, one thumb down. Read each ending; students show a signal.

WIN-LOSE “Caleb grabs the tablet and keeps it all afternoon.”

WIN-LOSE “Camila says, ‘Fine, keep it forever.’ She stomps away.”

WIN-WIN “Camila says, ‘Let’s set a timer, 15 minutes each.’ Caleb says, ‘Deal!’” Hold up the timer.

ASK “Why is ending 3 a win-win for Camila and Caleb?” Take two answers, then say: “A win-win fix is a fair plan that works for both people.”

TEACH 5 min

DO Show the projector page. Say, “Here is the Win-Win Wheel: six fixes for sharing problems.” Point to each fix and read its example; the class echoes the fix: **Take turns. Share. Trade. Use a timer. Find a new way. Ask a grown-up.**

SAY “Ask a grown-up is for when you tried a fix and you’re still stuck, or someone could get hurt. Start with respectful words: ‘I want _____. You want _____. Let’s try _____.’ Then check: Is it fair for both? Fair doesn’t mean you always get your way. These fixes work with brothers, sisters, cousins, classmates, and neighbors too.”

PRACTICE 9 min

DO · 2 MIN Pick a fix! Read each problem. Partners pick a fix from the wheel; call on two pairs. Any fair fix counts.

TIMER 1. Andrés and his sister both want to pick the next show.

TRADE 2. Maya has the blue marker. Her cousin has the green one. Each wants the other color.

SHARE 3. Isaac and his little brother both want the last cookie.

NEW WAY 4. Rodrigo’s little cousin keeps knocking down Rodrigo’s block tower.

Tags show one possible fix; any fair fix counts. 1 also: take turns · 3 split it in half · 4 build a tower together, or ask a grown-up if it keeps happening.

DO · 7 MIN Worksheet. Students write their name and teacher. Part 1 alone or with a partner; Part 2 on their own. In grade 2, read Part 2 aloud together first. The “That’s fair because” line is optional for students who need more time.

Answer key. Part 1: Win-win 1, 3, 5, 6; Win-lose 2, 4. Part 2: Use a timer, Take turns, Find a new way, Ask a grown-up.

WRAP-UP 3 min

SAY “Camila and Tomás need a win-win fix. Which fix from the wheel would work for them, and why is it fair for both?” Take three answers. “When two people want the same thing, a win-win fix is fair for both.”

CHECK “Show me win-win or win-lose: Nayeli and her cousin take turns choosing songs.” (Win-win.) Give the family letters to the teacher for take-home folders.

Short on time? Read only practice problems 1 and 2, and do worksheet Part 2 together as a class.

5 OPTIONAL EXTENSION · 10 MINUTES

Win-Win Wheel. Groups of 3 or 4 each draw one scenario card from page 6. Rule: use the names on the card, never a classmate's name, and act out only what the card says.

- 1 Read the card together. Name the problem, then pick two fixes from the wheel that could work (2 minutes).
- 2 Practice a 30-second skit. Two students play the characters and use respectful words: "I want _____. You want _____. Let's try _____." Everyone else is a Fairness Judge who checks: is it fair for both? (3 minutes).
- 3 Two or three groups show their skit. The class shows win-win or win-lose and names the fix (5 minutes).

No time to act it out? Groups write their fix on a sticky note, so the cards stay clean for the next class.

6 SUPPORT EVERY LEARNER

EMERGENT BILINGUALS

Use the signals and the pictures on the wheel. Point out cognates: *problema, plan, turno, minuto*. Let partners talk in Spanish first. Frame: "They can _____. That is fair because _____."

EXTRA SUPPORT

Read the worksheet aloud. Pair students. Use the word bank under the speech bubble. Shorten Part 1 to items 1–4 if needed. In Part 2, students may write just one line.

STRETCH

Ask: "Can a fix be fair even if it isn't the same for both people?" Early finishers write a win-win fix for one scenario card on a sticky note.

7 QUICK CHECK

During practice: if many pairs pick a win-lose fix ("just let him have it"), replay Camila's ending 2 and ask whether it was fair for both.

After class: I collect the worksheets and sort them into "all 4 fixes" and "not yet." They go home through the teacher the next day.

The worksheet is about story characters, not the child, so it is fine to collect.

8 PICTURE BOOKS (OPTIONAL)

Julius, the Baby of the World by Kevin Henkes (Greenwillow, 1990). Lilly is jealous of her new baby brother and unkind to him, and she lands in time-out, until a cousin makes fun of him and she sticks up for him. Preview first; ask about Lilly only: "When does Lilly start acting like a good big sister?"

The lesson works without a book. Preview any book before you read it to a class.

9 KEEP IT GOING SCHOOLWIDE · CYCLE 8

MORNING ANNOUNCEMENT

EN "Good morning, Yellow Jackets! When two people want the same thing, look for a win-win fix: take turns, share, trade, or use a timer. Make it fair for both!"

ES "¡Buenos días, Yellow Jackets! Cuando dos personas quieren lo mismo, busquen una solución en la que todos ganen: tomen turnos, compartan, intercambien o usen un temporizador. ¡Que sea justo para los dos!"

HALLWAY IDEA

Post a big paper "Win-Win Wheel" near the cafeteria. When a teacher spots a win-win fix, the class adds a sticky note with its class name, such as "Room 15," next to the fix it used.

TEACHER TIP

Name it when you see it: "You two set a timer for the computer. That's a win-win fix!"

If a student shares something personal: keep the lesson on the characters. "Thanks for telling me. Let's think about what Camila could do." If what the student said worries me, I follow up after the lesson using district procedures and my reporting guides (LR-01, CS-01).

Find a win-win fix!

A win-win fix is a fair plan that works for both people.



Take turns

You go, then I go.



Share

Split it or use it together.



Trade

Swap one for one.



Use a timer

15 minutes each.



Find a new way

Play together or pick a new game.



Ask a grown-up

When you're still stuck.



Win-win

Signal: two thumbs up.



Win-lose

Signal: one up, one down.

Win-Win Words · Say it with respect.



I want ____.



You want ____.



Let's try ____.



Is it fair for both?

Yo quiero ____ · Tú quieres ____ · Probemos ____ · ¿Es justo para los dos?

Sibling Teamwork

A win-win fix is a fair plan that works for both people.

Part 1 Sort it! Read each one. Circle **WIN-WIN** or **WIN-LOSE**.

1 Óscar and his brother use a timer.

✓ **WIN-WIN**

✗ **WIN-LOSE**

2 Karla grabs all the markers for herself.

✓ **WIN-WIN**

✗ **WIN-LOSE**

3 Bruno and his sister trade toy cars.

✓ **WIN-WIN**

✗ **WIN-LOSE**

4 Ruby says, "I'm the oldest, so I always pick."

✓ **WIN-WIN**

✗ **WIN-LOSE**

5 Fernanda takes turns with her cousin.

✓ **WIN-WIN**

✗ **WIN-LOSE**

6 Liam lets his little brother build too.

✓ **WIN-WIN**

✗ **WIN-LOSE**

Part 2 Fix it! Help Camila find a win-win fix.

Camila and her little brother, Tomás, both want to water Abuela's plants. There is one watering can. Tomás grabs it. Camila says, "I had it first!"



Check ✓ the 4 win-win fixes for Camila and Tomás.

☐ Use a timer: 2 minutes each.

☐ Pull the can until Tomás lets go.

☐ Take turns: one plant each.

☐ Say, "Fine, I'll never help again."

☐ Find a new way: one waters, one pulls weeds.

☐ Ask a grown-up for a second can.

What can Camila say to Tomás? Write it in the bubble.

Tomás, let's _____

That's fair because _____

Word bank: timer · turns · plants · water · weeds · fair · both

Win-Win Wheel

✂ Cut on the dashed lines.

1. Read your card. 2. Pick a fix. 3. Practice a 30-second skit. 4. Show the class.

SCENARIO #1



Esteban and his little sister both want to sit in the big beanbag chair to read.

Take turns

Share

Trade

Use a timer

Find a new way

Ask a grown-up

SCENARIO #2



Zoe and her cousin both want to go first in the board game.

Take turns

Share

Trade

Use a timer

Find a new way

Ask a grown-up

SCENARIO #3



Regina wants to watch cartoons. Her brother wants to play a video game on the same TV.

Take turns

Share

Trade

Use a timer

Find a new way

Ask a grown-up

SCENARIO #4



Jack and his cousin both want to help Tía stir the pancake batter.

Take turns

Share

Trade

Use a timer

Find a new way

Ask a grown-up

SCENARIO #5



Héctor's little cousin wants to play soccer with the big kids, but she keeps grabbing the ball.

Take turns

Share

Trade

Use a timer

Find a new way

Ask a grown-up

SCENARIO #6



Paola and her sister both want the last orange popsicle.

Take turns

Share

Trade

Use a timer

Find a new way

Ask a grown-up

Sibling Teamwork

Trabajo en equipo entre hermanos y primos

Family letter · Carta para la familia · Grades 2-3 · Grados 2-3



ENGLISH

Dear Family,

This week, your child's class had a lesson about **win-win fixes** with the school counselor. When two children want the same thing, a win-win fix is a fair plan that works for both people. With story characters, we practiced six fixes on our "Win-Win Wheel."

THE WIN-WIN WHEEL

Take turns · Share · Trade · Use a timer · Find a new way · Ask a grown-up. Respectful words: "I want _____. You want _____. Let's try _____."

TRY THIS AT HOME

1. When two children (brothers, sisters, cousins, or friends) want the same thing, you might ask, "What's a win-win fix?" and let them pick one from the wheel above.
2. Over winter break, try a timer for turns with a toy or game. A kitchen timer, a phone, or counting slowly to 60 all work. When time is up, the turn switches.

TALK ABOUT IT AT HOME

"What makes a fix fair for both people?"

Your child may bring home a worksheet about Camila and Tomás. Ask your child which win-win fix Camila could use.

ESPAÑOL

Estimada familia:

Esta semana, el grupo de su hijo(a) tuvo una lección sobre **soluciones en las que todos ganan** con la consejera escolar. Cuando dos niños quieren lo mismo, una solución en la que todos ganan es un plan justo que funciona para los dos. Con personajes de cuentos, practicamos seis soluciones de nuestra "rueda de soluciones" (en inglés, "Win-Win Wheel").

LA RUEDA DE SOLUCIONES

Tomar turnos · Compartir · Intercambiar · Usar un temporizador · Buscar otra manera · Pedir ayuda a un adulto. Palabras respetuosas: "Yo quiero _____. Tú quieres _____. Probemos _____."

PARA PRACTICAR EN CASA

1. Cuando dos niños (hermanos, primos o amigos) quieran lo mismo, puede preguntarles: "¿Qué solución sería justa para los dos?" y dejar que escojan una de la rueda de arriba.
2. Durante las vacaciones de invierno, usen un temporizador para tomar turnos con un juguete o un juego. Sirve el de la cocina, el del celular o contar despacio hasta 60. Cuando se acabe el tiempo, le toca al otro.

PARA PLATICAR EN FAMILIA

"¿Qué hace que una solución sea justa para los dos?"

Es posible que su hijo(a) traiga a casa una hoja de trabajo sobre Camila y Tomás. Pregúntele qué solución puede usar Camila.

You are welcome to see any counseling lesson or handout. Call the school office at **956-262-4741** and ask for me.

Mrs. Handy, School Counselor

Puede ver cualquier lección o material de consejería cuando guste. Llame a la escuela al **956-262-4741** y pregunte por mí.

Sra. Handy, consejera escolar