

## PBIS Foundations PRACTICES- Draw a Park Activity Facilitation Guide

## **Lesson Objective**

Demonstrate the need for setting clear expectations in order for students to succeed.

## Materials

- Blank sheets of paper
- Markers, crayons, or pens

## Directions

- 1. Introduce the activity.
- 2. Simply tell participants you want them to, "Draw a park." Provide no further explanation/elaboration.
- 3. Give participants 2 minutes to draw their park.
- 4. At the end of 2 minutes, call "Time's up," and request all participants put their markers/pens down.
- 5. Ask the audience if they are ready to score their park, and then proceed to go through the scoring rubric with the entire group. Each participant should score their own park drawing.

Animal = 2	Playground = 3	Parking Lot = 5	Sport court/field = 5
Person = 2	Trashcan = 3	Light Poles = 5	Statue/art = 5
Food = 2	Water Feature = 3	Bench = 5	Building/covered Area=5
Tree = 2	Path/Track = 3		

Note- each item is worth only the listed about of points regardless of the number drawn (i.e., a person who drew only 1 tree would give themselves 2 points, and a person who drew 10 trees would still only give themselves 2 points)

- 6. Ask the audience who scored 50 points. Decrease the amount by 10 points until you find the "winner."
- 7. Discuss with participants the following:
  - Why didn't anyone score 50 points when we told you clearly to 'Draw a Park?'
  - Why don't students follow our directions when we clearly tell them 'Be Good?'

- How did it feel to know there were things we expected you to put in your park but did not tell you?
- How many more points would you have scored if we gave you the scoring rubric first?
- How does your own previous personal experience going to parks impact what you drew in your park? How do your students personal experiences at home or previous schools/classrooms impact what they consider "being good" or "being respectful."
- **Key point:** Developing behavioral expectations is like giving students (and staff) the scoring rubric to behavior. It sets a universal system for what we are expecting from them.

