

Cool Tool

Eagle Expectation: Encourage Others

Name of the Setting/ Skill: Cafeteria – Eat your Own Food

SEL Standard: 3B.1b. Make positive choices when interacting with classmates.

Purpose of the Lesson:

1. To make equipment available to others.
2. To maintain safety on school grounds.

Teaching Examples:

1. You come into lunch and notice that there is a breadstick lying on the table. You sit down and look around to see if anyone is watching because you want to eat it. Then you stop and think, “*Where has this breadstick been? Who left it here? Why did they leave it here?*” You decide to throw it away and eat your own food.
2. You have just received your lunch tray. As you sit down, you notice there is only one item on the tray that you like. Your friend sits down next to you, and you ask to have his portion too. *You stop and realize that he has paid for his meal and should enjoy it.* You tell him, “Never mind, I’ll just eat what I have on my tray.”

Kids Activities/Role Play:

1. Role-play teaching examples #1 and #2.
2. Discuss with students why it is important to eat your own food in the cafeteria.

Follow-up Reinforcement Activities:

1. Remind students to eat their own food before they enter the lunch room.
2. Encourage them to talk to other students about eating their own food.