



TOPIC

Conclusion

LEVEL

Third Grade

THEME

Aavidum Gameshow

LEARNING OUTCOMES

At the end of the lesson, the students are expected to:

- Recall and describe key Aavidum values like friendship, caring, and respect.
- Explain how these values help make their school a more positive and supportive place.

MATERIALS

- Jeopardy-style game board
- Buzzers OR team signs to raise
- Small prizes or stickers
- Whiteboards and markers or paper/pencils (optional for final round or individual questions)
- Scoreboard (whiteboard, chart paper, or digital)

ESSENTIAL QUESTIONS

- How can what I've learned help make our school a better place for everyone?

CHECK-IN / WELCOME (5 MINUTES)

Say: "Today is our last Little Aavidum lesson and we're going to celebrate all we've learned with a game show. You've worked hard this year to learn how to be kind, respectful, caring, and mindful. Now it's time to show off what you know in a fun way."

Ask:

"What's something you remember learning about kindness or helping others this year?"
Have all students respond to activate prior knowledge.

GUIDED DISCUSSION / TOPIC INTRODUCTION (10 MINUTES)

Say: "We'll be playing in an Aavidum Game Show. You'll be on teams and take turns choosing questions from the board. Each question is worth points. If your team answers correctly, you earn the points. If you're not sure, work together and try your best."

Divide class into 2 - 4 teams (depending on class size). Assign team names or let them choose. Show the game board. Explain how turns will work (rotate teams, one question per turn).

ACTIVITY (20 MINUTES)

Instructions:

- Let teams take turns choosing a category and point value. Read the question aloud. Teams can answer by:
 - Raising a team sign
 - Ringing a bell/hitting a buzzer (if available)
- Encourage discussion as a group and responding as a team when possible.
- Track team points and encourage students to cheer everyone on.

ACTIVITY (20 MINUTES)**Questions & Categories**

- Friendship
 - 10 pts: What does a good friend do?
 - 20 pts: What would you say to someone sitting alone?
 - 30 pts: How do you help a new student feel welcome?
 - 40 pts: Name 3 ways to show someone you care.
 - 50 pts: Act out a short scene showing friendship without words!
- Feelings & Emotions
 - 10 pts: What can you do when you feel mad?
 - 20 pts: What feeling do you get when someone says something kind to you?
 - 30 pts: What are 3 things you can do when you feel sad?
 - 40 pts: What can you do if a friend is upset?
 - 50 pts: Create a “calm down” plan in 30 seconds!
- Caring & Compassion
 - 10 pts: What does compassion mean?
 - 20 pts: How can you show compassion at recess?
 - 30 pts: What can you do if someone is crying?
 - 40 pts: What would you say to someone who feels left out?
 - 50 pts: Pretend you're a “compassion superhero” - what's your power?
- Respect & Responsibility
 - 10 pts: What is respect?
 - 20 pts: How do you show respect to your teacher?
 - 30 pts: What should you do if you accidentally hurt someone's feelings?
 - 40 pts: How do you act responsibly in the lunchroom?
 - 50 pts: Show an example of how to solve a problem respectfully.
- Mindfulness Moments
 - 10 pts: What does it mean to be mindful?
 - 20 pts: Name a time you used mindfulness.
 - 30 pts: What can you do when your brain feels full?
 - 40 pts: Show a breathing technique we learned this year.
 - 50 pts: Describe a moment this week when you used self-control.

Optional: Have a final question for all teams worth 100 points like “What does Aavidum mean to you?”

Let teams write or draw their answers and share with the class.

WRAP-UP (5 MINUTES)

Say: "You've learned so much this year about being a kind, respectful, caring friend and you showed that today in our Game Show. Our school is a better place because of YOU!"

Ask: "What's one thing you'll keep doing to help our school stay full of Aavidum?"

Optional: Distribute small prizes or stickers to each student and thank them for their participation all year.