

Lunchtime

Group: Social Emotional — You Be the Judge

Objective:

This activity supports individual learning outcomes, as students complete tasks at their own levels, labeling and identifying vocabulary terms, describing functions of items related to the theme, and engaging in social communication.

Materials:

- Sequence strip (provided)
- Scenario cards (provided)
- Judgment cards (provided)

- Bag
- Scissors

Preparation:

- I. Print, laminate, and cut out the:
 - a. Sequence strip
 - b. Scenario cards (I set for the class)
 - c. Judgment cards (I set per student)
- 2. Place the scenario cards in a bag.
- 3. Give a set of judgment cards to each student.
- 4. Have the sequence strip on hand, and refer to it throughout the activity to guide the students.

Instructions:

- I. Explain to students that they are going to practice identifying expected and unexpected lunchtime behaviors. Briefly review some behaviors that are expected or appropriate at lunchtime as well as behaviors that are unexpected or inappropriate during lunchtime. Encourage students to participate in the discussion by generating some examples to share with the group.
- 2. Show students the bag, and explain that there are cards in the bag that describe various actions at lunchtime. To demonstrate the activity, pick a scenario card from the bag and read it to the students. After reading the card, say the phrase, "You be the judge." Then encourage students to determine whether the behavior is expected or unexpected, using their judgment cards to respond.
- 3. Select a student to:
 - a. Pick a scenario card from the bag
 - b. Read the scenario or ask for help reading the scenario
 - c. Say, "You be the judge," afterward to elicit responses from the group
- 4. Prompt all students to hold up either the expected behavior judgment card if the scenario was appropriate or the unexpected behavior judgment card if the scenario was inappropriate.
- 5. Have the student pass the bag to the next classmate, repeating Steps 3–4 until all scenario cards have been played and each student has had at least one turn.

Suggestions for Differentiation:

Essential:

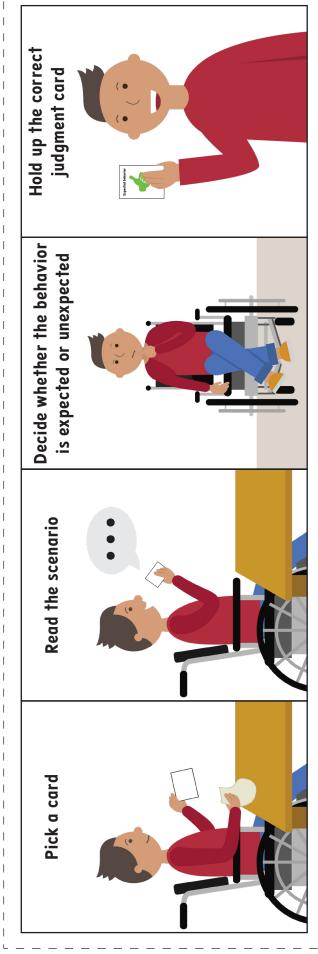
- Provide the cue "do this," and model the action.
- Print, laminate, and cut out an extra set of judgment cards. For each scenario, place the correct judgment card on the table, and cue the student to match it.

Intermediate:

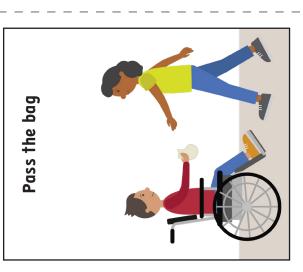
- Explain the activity using one-step directions, and teach the student to reference the sequence strip
 when needed.
- Encourage the student to ask for help reading the scenario card when it's their turn, using their mode of communication.

Advanced:

- Explain the activity using multi-step directions.
- After the student reads the scenario card, challenge the student to explain why the behavior is expected
 or unexpected.

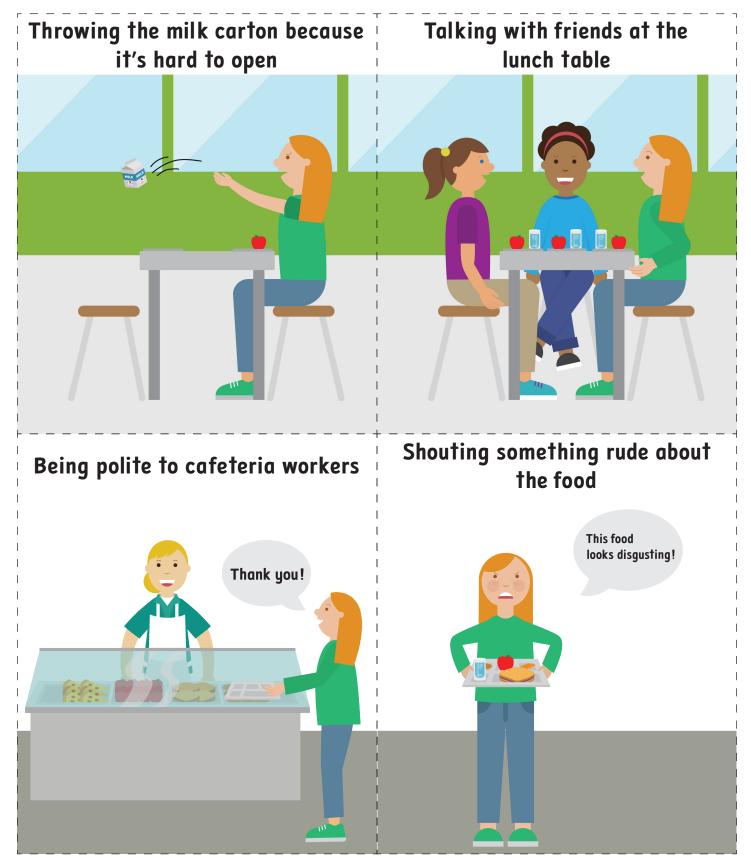


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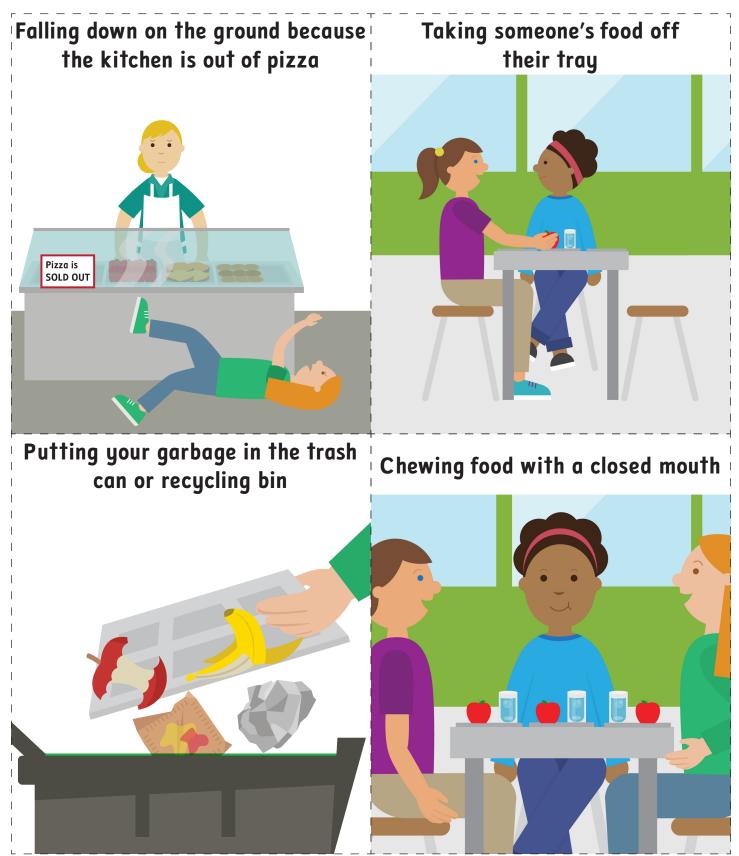


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Expected behavior



Unexpected behavior

