The teacher may review skills of communication so students can process their own abilities to use 'I' messages, active listening, and personal assertiveness.



The teacher may facilitate a discussion about healthy relationships so students can identify the influences and benefits of relationships in their lives.



The teacher may introduce examples of risky behaviors (e.g. unsupervised time with a boy/girl, going to someone's house, inappropriate body contact, smoking and drinking, etc.) so students can identify key elements of boundaries leading to physical, social, and emotional wellbeing.

The teacher may facilitate a brainstorm session on reliable adult support resources (e.g. community, counselors, family members, medical community, etc.) so students can develop a personal adult support system.



The teacher may review the importance of setting boundaries and limits so students can begin to evaluate personal boundaries/limits, communication expectations and safety considerations and how these components lead to healthy relationships.



The teacher may introduce the concept of how risky behaviors can lead to undesired outcomes so students can reflect on possible consequences that can impact physical, social and emotional wellbeing.



The teacher may introduce a variety of games (e.g. Monopoly, Life, Clue, Concentration Risk, Jeopardy, Press Your Luck, Who Wants to Be A Millionaire, Survivor.) so students can begin to formulate healthy relationship game creation ideas.



**Performance Assessment:** You and your group of peers will become "Game Masters" to create a game that focuses on healthy relationships and how good communication and decision making are important in setting boundaries and bringing favorable outcomes for life. These games (e.g. board, video, Jeopardy, etc.) will include elements of risk behaviors, consequences, communication, boundary setting, belief systems, elements of the decision making model, and adult support/advocacy. Your group will partner with another group to play each team's game.

## Communication is the Key