

# Community Building

## LESSON GOAL

Participate in group collaboration, group problem solving, and trust building activities to understand what a community is.

## ESSENTIAL QUESTION

What is a community?

## INTEGRATING TECHNOLOGY

### ANNOUNCEMENT

- Check Announcements for any information about assignments and due dates.

### MY PORTFOLIO

- Consider submitting your work in this lesson to My Workspace for possible use in your Portfolio.

### LESSONS

- Review the lesson
- Complete assignment
- Submit assignment.

### ASSIGNMENTS

- Use Assignments to submit your reflection.

### GRADEBOOK

- Check Gradebook for your lesson evaluation.

### SCHEDULE

- Check schedule for assignments and due dates.

### COMMUNICATE

- with your teacher or other students if desired
  - Blogger
  - Chat Room
  - Drop box
  - Mailtool

1 class period

## LESSON OVERVIEW

This lesson is about community building. In this lesson you'll have an opportunity to get to know the other members in your community. You'll think about both physical and emotional safety in a community. You'll find out what you have in common with other members in your community and what is unique about you. You'll see how people collaborate on community projects. You'll begin to build some relationships that will last a long time.

There is one assignment in this lesson that requires you to have participated in three different activities.

## STUDENT EXPECTATIONS

1. Participate in an ice breaker activity to learn about each member of the community.
2. Explain what physical and emotional safety is.
3. Participate in two team building activities to develop trust, communication, collaboration and self-awareness.
4. Write a reflection on the activity experiences.

### Here are the ways you can succeed in this lesson.

1. Thoughtfully and enthusiastically participate in the activities.
2. Take initiative and positively contribute to the discussions.
3. Demonstrate understanding by thoroughly and thoughtfully completing your reflection on the activities.

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## ASSIGNMENT

In class you should have participated in an Icebreaker activity and two Team Building activities. Now take some time to reflect on these activities and what you know about communities.

Write a reflection on each of the following prompts. Then submit your reflection using the Assignments Tool in *Sakai* or hand it in to your teacher.

1. Name one person you met today that you did not know before.
2. What did you find out about this person?
3. What strengths did you see in this person during the activity sessions?
4. Name and describe one activity you performed today.
5. What did you learn about collaboration, communication, trust, as a result of this activity?
6. What did you learn about yourself as a result of the activity?
7. If you were doing the activity again, what would you change?
8. Based on these activities, define what you think a community is.
9. Explain how you can build a community.
10. What does safety have to do with community?

Multiply the points by the weighted score and record in the total column for each rubric. Then tally the total points for the final score.

Weighted Score	Category	Exceeding 9-10 Points	Meeting 6-8 Points	Approaching 3-5 Points	Emerging 0-2 Points	Total
4	<b>ASSIGNMENT</b> Complete a reflection on the activities.	Demonstrated understanding and insight by thoroughly and thoughtfully reflecting on the activities.	Completed the reflection questions.	Completed some of the reflection questions.	Made minimal or no effort to complete the reflection.	