



## Greeting: Around the Room

### One-Minute Greeting (from *The Morning Meeting Book*)

Students mingle and say, “Good morning, \_\_\_\_\_” to as many other students as they can in one minute. Encourage students to greet people they don’t normally greet each day. So that the pace doesn’t get too frantic, emphasize the importance of standing still and looking at each other with a friendly smile when greeting someone.

### Virtual Tip:

Students can greet each other around the screen by taking the initiative to name the person they are greeting. You can start by saying good morning to one person (“Good morning, \_\_\_\_\_”) and giving that student a chance to unmute and return the greeting. Then, let students know that the person you greeted will pick a person to greet in the same way. Encourage students to greet people they don’t normally greet each day. Consider asking those who have been greeted to put a thumb up so students can remember who has been greeted. Continue until every person has been greeted.

## Sharing: Craft Stick Partners

Randomize partnerships by writing each student’s name on a craft stick. Choose two sticks at a time to create partnerships for a share.

Questions to ask:

1. Think of a time when you participated in a competition.
2. Did you see sportsmanship?
3. Did you get any benefit from participating in the competition?

Discuss the vocabulary words in bold prior to having the partners share. Display one question at a time. After each question, ask a few students to share their thoughts aloud.

## Activity: Ten Trouble and Elevens

Split the class into two groups to play different activities. Let them know that tomorrow the groups will switch activities.

### Activity 1: Ten Trouble :

- Students stand in a circle. The first student says the number 1, 2, or 3. The next student adds 1, 2, or 3 to that number. This continues around the circle until the number 10. When 10 is the only option left, the whole class says “Ten Trouble” and that student is out.
- For example: Student 1: “Two,” Student 2: “Four,” Student 3: “Seven,” Student 4: “Nine.” Student 5 would be “ten” and everyone says “Ten Trouble!” Student 5 is then out.

## **Activity 2: Elevens**

- Students break up into groups of 3 to 4. On the count of “1, 2, 3, 11!” every student puts out a hand with 0–5 fingers out. The goal is to have everyone’s numbers add up to 11.

Remind students that we can practice **sportsmanship** during any **competition** or game. The principles of sportsmanship are:

1. Do your best at all times.
2. Encourage others.
3. Be gracious in defeat.
4. Be considerate in victory.
5. Maintain a positive attitude.

**Ask:** During these activities, which principles of sportsmanship should we focus on and look for?

## **Message:**

### **Happy Wednesday, Fourth Graders!**

We have seen so much competition around us—in the classroom and at recess—which is great (and healthy). Why do you think the principles of sportsmanship are important? How might they help us? After snack, we will have some fun with angles. This afternoon, we will continue to work on our nonfiction magazines. How has the research affected your topic? Have you altered any subtopics upon further research?

Let’s have a whimsical, wonderful, and wise Wednesday!

Love,  
Your Teachers