

3 Screens

Shout! Discussion Guide

This is intended for use immediately or within twenty-four hours after the assembly program.

Allow 10-15 minutes to discuss the following questions:

1. What did you like best in the assembly program? Why?
2. What kinds of things make you want to shout, "Yes!" at the end of the day?
3. What kinds of things make you want to shout, "No!" at the end of the day?
4. What can you do that might help you have more "Yes! Days"?
5. What can you do that might help someone else have more "Yes! Days"?

List answers to questions 2-4 in four columns on the board.

Make sure to point out that helping others to have better days is the best way to make your own days better.

Follow-up art activity:

Kids can create "Yes!" and "No!" posters or banners depicting their answers.
(As groups or individuals)

Visit

<http://www.tumbleweedfoundation.org/> (Information pen pals for seriously ill kids)

<http://www.ryanswell.org/> (Information on clean water wells)

<http://amazing-kids.org/> (Information on pen pals for hurricane victims)



Academic
Entertainment

800-883-9883

www.academicentertainment.com