**Academic Support: Time is Prime Scavenger Hunt**

*School*: Steinmetz College Prep

*Subject*: Academic Support

*Grade*: Sophomores

*Date*: 2013-2014 academic school year

*Duration:* 1 session

**ASCA Standards**- Academic Development

**Standard A: Students will acquire the attitudes, knowledge and skills contributing to effective learning in school and across the lifespan.**

**Competency A1**: Improve Academic Self-Concept

A:A1:5 Identify attitudes and behaviors leading to successful learning

**Competency A2**: Acquire Skills for Improving Learning

A:A2:1 Apply time-management and task-management skills

**Standard C: Students will understand the relationship of academics to the world of work and to life at home and in the community.**

**Competency C1:** Relate School to Life Experiences

A:C1.1 Demonstrate the ability to balance school, studies, extracurricular activities, leisure time and family life

**Learning Objectives**

Students will be able to:

* Practice behaviors that demonstrate punctuality
* Understand the importance of punctuality/attendance

**Materials**

* Scavenger Hunt list
* PowerPoint- policies and protocols
* Role-Play Handout (What would happen if…)
* Punctuality tips handout

**Lesson Preparation**

***Essential Questions*:**

* Why is it important to be on time?
* Have you ever had a problem with being on time?

**Lesson Procedures**

1. Students will share something they learned from last week’s session. Counselor will then write the following questions on the board and have students discuss in pairs.

***Pair and Share*:**

Have students pair up and discuss the following two prompts. After allowing 2-3 minutes of discussion for each, ask students to share their thoughts with the group.

* **Share with a partner what others think about you when you are on time.**
* **Have you ever missed out of something because you were late?**

1. **(10 minutes)** Counselors will present a PowerPoint game on Steinmetz policies and protocols.

Ex: classes begin at

How many absences equal an automatic failure in class?

How many tardies are equivalent to being present only for half a day?

1. **(20 minutes)** Introduce Scavenger Hunt Activity. Divide students into teams of three and give each team a scavenger hunt list. Teams will be instructed to get to different classrooms and collect/find different objects as directed on their list. The first team to complete and collect objects as directed will be the winners. The focus of this activity is to help students practice behaviors that demonstrate punctuality as well as team work.

**Lesson Assessment:**

Counselors will wrap up the lesson by asking students to discuss the importance of the scavenger hunt activity. Counselors will then ask students to list 3-4 strategies they can try to help them be on time for school.

**Examples:**

* Going to sleep at a reasonable hour.
* Setting your clock a few minutes earlier.

**(Optional, if time permits)** Choose 2 or 3 students to discuss the following prompt, or counselors can demonstrate. While listening to discussions, ask a group or two to prepare a quick skit that shows what would happen for the rest of the class. After the skit, have the class discuss what the characters in the skit could have done to arrive on time or what they should do in the future.

*What would happen if someone:*

1. …arrived late to football or basketball practice or to a game.

2. …arrived late to a doctor’s appointment.

3. …arrived late to a job interview.

4. …arrived late to a driving test.

5. …arrived late to SAT testing or college A.P. testing.

6. …not pay his/her bills on time.

7. …let the parking meter run out.

**Follow Up:**

* Counselor will check in with students on their weekly schedules and work with them in identifying goals.