

# AGENDA

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**GRADE:** 9

**MONTH:** October

**THEME:** Introduction to High School  
High School and Beyond Promotion

## Getting off to a Good Start

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**ASCA Standards:** A:A2 Acquire Skills for Improving Learning  
A:B1 Improve Learning  
A:B2 Plan to Achieve Goals

**GOALS:** The student will be able to identify who their counselor is  
The student will be able to describe a variety of things their counselor does  
The student will be able to understand the importance of getting all their credits for the freshman year  
The student will participate in a learning game aimed at introducing many concepts that they will eventually need to know about high school

**TIMELINE:** 50 minute class period

**ESSENTIAL QUESTIONS:** Who is my counselor? What does my counselor do?  
How many credits can I earn in a semester? Year? To graduate?  
What are my graduation requirements?  
What is High School and Beyond? Why should I go?

**MATERIALS NEEDED:** Classroom with overhead and computer hookup  
*optional: Counselors may want to sort students according to caseload to be able to meet their own students*  
Handouts for High School and Beyond event

**CLASSROOM ACTIVITY 1:** Ice Breaker- Play the stand up/sit down game (5 minutes)

- Have all student stand up, you will ask questions of them and have them sit down if it is true for them
- Have all students stand up, tell them to sit down if they went to bed last night at 9:00 PM? 10:00 PM? Keep asking until everyone is sitting down
- Continue to play for 3-5 minutes, asking questions about their favorite movies, TV shows, music types, sports, vacations spots, etc

**CLASSROOM ACTIVITY 2:** Think-Pair-Share (start using PowerPoint) (5 minutes)

- Have students brainstorm on a scratch piece of paper all the things they think a counselor does
- Have students pair up with one other person and compare their list

- Have students share their lists with the whole group, elicit responses if needed
- Share PowerPoint slide and compare their list with PowerPoint

### **CLASSROOM ACTIVITY 3:**

PowerPoint-Discuss the 2 slides, “credit over 4 years” (5 min.)

### **CLASSROOM ACTIVITY 4:**

PowerPoint- Jeopardy game (35 minutes)

- Arrange students into groups of 3-5 students
- Explain the rules of the game, each group must elect one person to be the spokesman, groups will go in order (no buzzing in of answers), each group will have 15 seconds to answer a question before moving to the next group
- Ask for one volunteer to be scorekeeper
- Use PowerPoint to play game (all questions and answers are linked on PowerPoint)
- Play the game for the duration of the period

### **STUDENT PRODUCTS:**

Ask English teachers to assign the following entry task for next Day’s class: “What did you learn about your high school requirements during yesterday’s lesson with your counselor?”

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