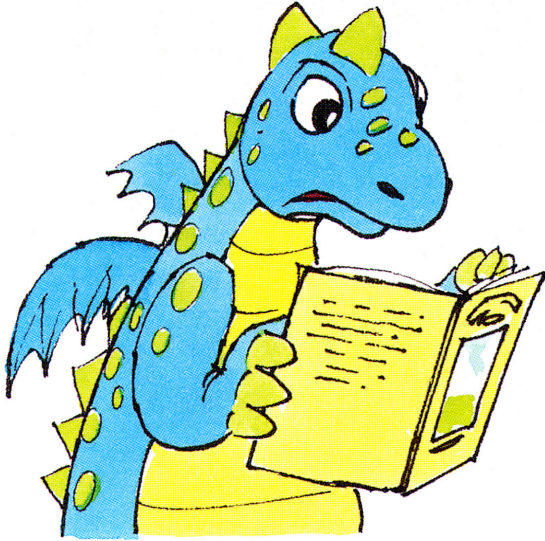


**THE INCREDIBLE YEARS
CHILDREN'S VIDEO SERIES**

Dina Dinosaur's Curriculum for Young Children

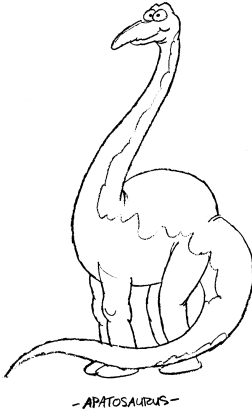


**Dinosaur School
Weekly Pull Out
Schedule**

25 minutes Arrival & Circle Time

20 minutes Small Group Practice

15 minutes Closing Compliment Circle
Time & Chip Trade-in

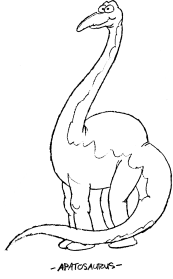


- APATOSAURUS -

Apatosaurus: School Rules—Part 1

Objective: Children make new friends and begin to learn the classroom rules, the schedule and their classroom responsibilities. Introduce Wally and explain sticker or chip system.

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Introduce children to Wally Problem Solver and to each other. Teach routine for opening circle time with “<i>Shake Hands with a Friend</i>” song. Explain chip system. Brainstorm dinosaur school rules, use rules cue cards, role-play each rule, learn about schedule and group jobs.</p> <p>S-1, 1, S-3, S-4</p> <p>Introduction game (pretend to be an animal) and teach “What is your name?” song or “Window Song” to learn each other’s name.</p> <p>“Shake Hands With a Friend”</p>
<p>Small Group Practice</p>	<p>Dinosaur School Rules Poster (I-4) Start one homework activity (if time)</p>
<p>Promotion Activities</p>	<p>Coach children during playtime, helping them learn each other’s names and commenting on similarities and common interests. Praise and give chips to children for following rules.</p>

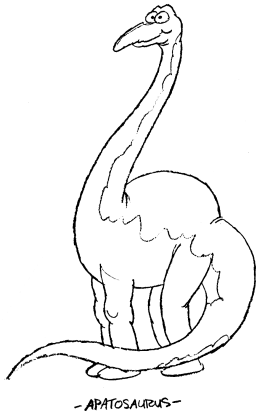


Apatosaurus: School Rules—Part 2

Objective: Children continue rules review, meet Dina Dinosaur, learn and practice Time-Out for calming down.

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Bring out Dina Dinosaur to see children’s rules posters. Rules are reviewed and practiced. Dina teaches Time-Out, what behaviors lead to Time Out and how to use Time Out to calm down. Wally and children practice going to Time-Out, taking deep breathes and using calming self-talk while the other children practice ignoring and given the child in Time Out privacy.</p> <p>TO vignettes S-5, S-6</p> <p>Play a freeze song using rules cue cards.</p> <p>“Everybody Sit Down,” “Shake Hands With a Friend,” “Dina Wake up,” “Good-bye Dina,” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Make book about rules (II-11) Or, Detective Interview (I-I) Read <i>Wally Meets Dina Dinosaur</i> book (I-5) And draw picture of one of rules.</p>
<p>Promotion Activities</p>	<p>Continue helping them learn each other’s names and common interests. Comment on times when they follow the new school rules. Send home homework to be returned.</p>

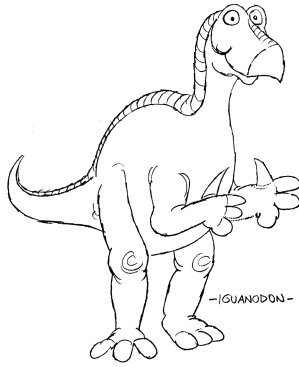
*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



Apatosaurus: School Rules—Part 3

Objective: Children continue rules review, review Time Out for calming down and teach Show Me Five signal.

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Dina reviews homework books. Also reviews Time Out for calming down.. Dina teaches “Show Me Five” (show cue card) and how to use gentle touch. Use rules cue cards to see if all rules are understood.</p> <p>TO vignettes S-5, S-6</p> <p>Play a freeze song using rules cue cards.</p> <p>“Everybody Sit Down,” “Shake Hands With a Friend,” “Dina Wake up,” “Good-bye Dina,” “Show Me Five Rap” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Rules Bingo (I-6) Make “Show Me Five” poster</p>
<p>Promotion Activities</p>	<p>Give chips for following the new school rules. Practice “Show Me Five” during the day. Assign homework.</p>



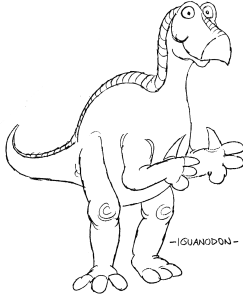
Iguanodon: Listening and Quiet Hands Up—Part 1

Objective: Children learn how to listen, wait, ignore and put up a quiet hand

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Bring out Dina who reviews “Show Me Five” behaviors and explains about listening. Talk about what listening means.</p> <p>5, 7, 8</p> <p>Play a freeze song using rules cue cards. Play Wally listening game.</p> <p>Teach “What’s Your Name?” song. (Hap Palmer) “Show Me Five Rap” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Wally listening game with bodies and dress up clothes (II-1) Finish Show Me Five Hand Poster (II-4) (with small cue cards)</p>
<p>Promotion Activities</p>	<p>Continue coaching children during play time praising children who follow directions and listen to others or put up quiet hands. Give out surprise hand stamps for these behaviors. Ask teachers to praise these behaviors in classroom. Give Iguanodon homework.</p>

Note: This session may be expanded by doing more circle times with more vignettes 1-18 and practice and additional small group activities.

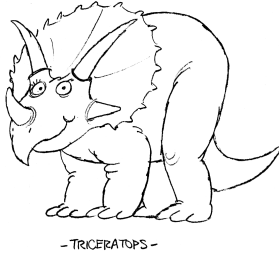
*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



Iguanodon: Concentrating, Checking, and Cooperating Part 2

Objective: Help children learn how to concentrate and follow directions

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework and give buttons for completed unit. Bring out puppet (Molly) who teaches what it means to concentrate. First she is distracted and then she models how to concentrate, think, and check her work while doing a maze. Children practice staying focused even when there are distractions (from Molly). Introduce “ignore muscles.”</p> <p>19, 20, 21, 22, 25, 28, S-8, S-9</p> <p>Play a freeze song using rules cue cards. Play Wally listening game.</p> <p>“Show Me Five Rap”(Dina CD*)</p>
<p>Small Group Practice</p>	<p>Dina Concentration Word Search (II-13) Wally mazes (II-5) Wally and Molly Following Directions Game (II-6)</p>
<p>Promotion Activities</p>	<p>Continue coaching children during play time by praising and giving chips for concentrating, being patient, following directions, trying again, and persisting. Involve children’s teachers in praising these behaviors in classroom. Give Iguanodon homework.</p>

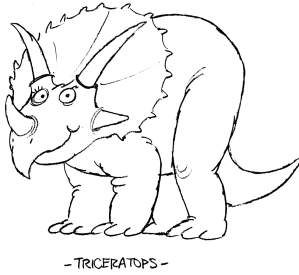


Triceratops: Detecting and Understanding Feelings Part 1

Objective: Children learn emotion vocabulary and identify feelings in themselves and others – relax, calm, tense, happy.

<p>Circle Time</p> <p>Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Wally teaches his secrets for calming down—deep breathing, relaxing, thinking happy thoughts or visualization. (relax, tense, and other feeling cue cards)</p> <p>1, 2, 3, 4, 5, 6, 7</p> <p>Sharing happy places and imagining going there with a friend. Guess Wally’s feeling from his words. Or, guided relaxation chrysalis visualization imagery (III-6).</p> <p>Teach new feelings songs: “When You’re Tense ... Take a Deep Breath” Or “Rainbow of Feelings” OR “How are You Feeling?” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Raggedy Wally & Tin Man Game (III-I) Happy Thought books (III-3) Feeling Masks (III-2)</p>
<p>Promotion Activities</p>	<p>Coach children during play time and name their feelings, particularly times they are tense, relaxed, happy, lonely, left out, proud. Give Triceratops homework.</p>

Note: For young children or children with limited feeling vocabulary, this session maybe broken into several; sessions focusing on 2-3 feelings per session. For example, one session on tense/relax feelings (Tin Man and Raggedy Wally game), one on talking about happy places and imagining going to each other’s happy places (draw happy places for a classroom book) and one on feeling safe with guided imagery visualization (going inside cocoon to feel safe).

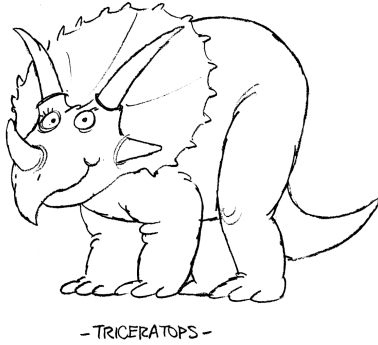


Triceratops: Detecting and Understanding Feelings Part 2

Objective: Children continue learning feeling vocabulary and understanding how to detect feelings.

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework. Bring out Dina Dinosaur to review Wally’s calm-down secrets. (Dina is proud.) Have children demonstrate the calm-down strategies. Play “Wally Faces Game.” Give children mirrors to look at their faces when you call out feeling words (with feeling cue cards) (III-41)</p> <p>Continue 8, 9, 10, 11, 12, 13.. Use magnifying glass to detect feelings.</p> <p>Play a freeze song using feeling cue cards Guided imagery with chrysalis (safe) or floating on a cloud (relax) (III-6) “Why Because Game” (III-15)</p> <p>“When You’re Sad... Think a Happy Thought,” Or, “How Are You feeling?” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Shaving Cream Feeling Art (III-51) Feeling Dice (III-4) “Wally Feeling Faces Game” (III-5)</p>
<p>Promotion Activities</p>	<p>Continue emotion coaching children e commenting on children’s emotions — particularly positive emotions such as staying calm, being patient, being proud, happy, friendly. Give homework.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

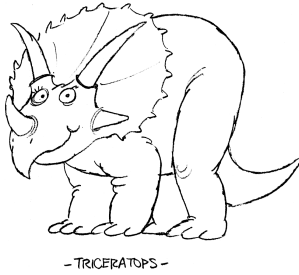


Triceratops: Detecting and Understanding Feelings Part 3

Objective: Continue teaching children feelings vocabulary

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework. Bring out puppet (Molly) who has feelings cue cards under her shirt. Children have to detect her feelings and check her shirt. Use Wally faces big board.</p> <p>Continue 13, 14, 15, 16. Use Calm-Down Thermometer.</p> <p>Play a freeze song using feeling cue cards. Play “Pass the Hat” with feeling faces.</p> <p>“When You’re Sad... Think a Happy Thought” “Show Me Five Rap” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Make Wally faces or Food faces (III-43) Feeling Bingo (III-25) Feeling Spinning (Game III-12) Pass the Hat Detective (Game III-17)</p>
<p>Promotion Activities</p>	<p>Continue emotion coaching commenting upon children’s emotions –particularly emotions such as being excited, happy, proud, curious, sad, mad, tense, relaxed. Give Triceratops homework</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



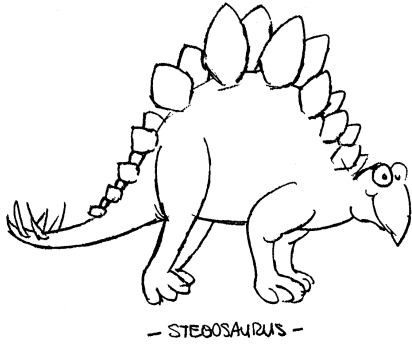
Triceratops: Detecting and Understanding Feelings Part 4

Objective: Continue teaching about feelings and review calm-down strategies

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework & give buttons for completed unit. Bring out puppet (Dina) who is feeling frustrated because she can't find her wings. Children have to detect her feelings. Review calm-down strategies. Wally talks about Calm-Down Thermometer.</p> <p>Continue 17, 18, 19, S-7 Use Calm-Down Thermometer with vignettes.</p> <p>Play a freeze song using feeling cue cards. Play "Feeling Fishing Game" (III-50).</p> <p>"When You're Sad... Think a Happy Thought" (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Make Calm-Down Thermometers Feeling Quilts (III-45) Feeling Alphabet book (III-39) Feeling Fingerprints (III-23)</p>
<p>Promotion Activities</p>	<p>Continue coaching children during play time commenting on children's emotions – particularly emotions such as frustrated, staying calm.</p>

Note: Feelings circle times may be expanded by showing more vignettes and choosing from over 51 feeling games and small group activities in manual.

*Songs are on "Dina Dinosaur's Greatest Hits" CD.

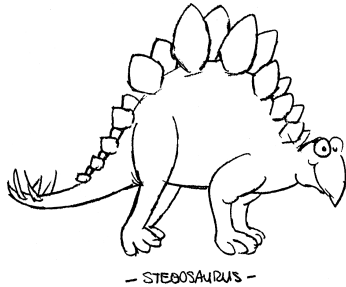


Stegosaurus: Problem Solving—Part 1

Objective: Children learn first three steps to problem solving

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Introduce new Unit. Wally talks about his problem making a fort, and children help him with solutions. Use problem-solving cue cards. Introduce some solutions and Wally’s Solution Detective Kit. (IV-1)</p> <p>1, 2, 3, S-10, 4</p> <p>Mix up 3-4 feeling cue cards, turn them over and take one away. Children have to guess which one is missing.</p> <p>“When You’re Frustrated...Find a Solution.” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Make cheese or marshmallow fort with toothpicks Solution matching art project (IV-5)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to identify feelings signaling a problem and defining the problem and some possible solutions. Often use this vocabulary, “What is the problem?” “What is a solution?” Give Stegosaurus homework.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

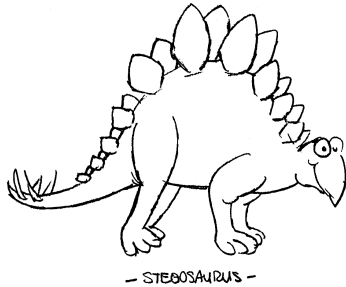


Stegosaurus: Problem Solving—Part 2

Objective: Children review three steps to problem solving and learn more solutions

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework. Wally talks about Humpty Dumpty’s problem. Use problem-solving cue cards to help him find solutions. Introduce some new solutions with cue cards.</p> <p>4 S-11 S-12 S-13</p> <p>Act out solutions on solution cue cards.</p> <p>“Wally Had a Problem” “How Do You Know You Have a problem?” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Do Humpty Dumpty Art project (IV-3)</p>
<p>PromotionActiivities</p>	<p>Give out chips to children when they identify feelings signaling a problem and define the problem and suggest some possible solutions. Give Stegosaurus homework.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



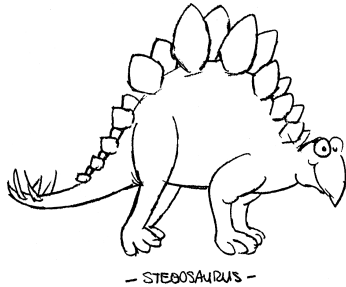
Stegosaurus: Problem Solving—Part 3

Objective: Practice solutions to problem-solving situations (ask, wait, do something else)

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework. Wally talks about wanting to play with friends and being rejected. Use problem solving cue cards. Introduce some solution cue cards (ask, wait, do something else). Role play solutions. Introduce detective club.</p> <p>S-14 S-15</p> <p>Play Solution Pass the Hat Game and act out solutions. (IV-9) (cover only those discussed in circle) Play freeze song with solution cards.</p> <p>“Wally Had a Problem” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Do shared art activity (IV-18) Solution Matching Art project (IV-5) Start making solution kit for each child from small solution templates. (IV-4)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to identify feelings signaling a problem and defining the problem and some possible solutions. Give Stegosaurus homework.</p>

Note: Put up a big poster of a light bulb on wall. As new solutions are discussed and practiced in circle time, put the solution card up on the light bulb poster (with Velcro).

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

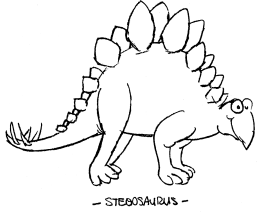


Stegosaurus: Problem Solving—Part 4

Objective: Children practice solutions to problem situations (apologize, trade, please stop, share, wait)

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Wally talks about a problem related to wanting something another child has (e.g., his sister is watching a program and he wants to watch a different program. Or, another child is using the ball or computer he wants). Use problem-solving cue cards. Introduce some new solution cue cards (wait, share, trade, apologize). Role play solutions.</p> <p>S-15 S-17, S-18</p> <p>Fishing for Solutions Game (IV-28) or Pass the Hat Game (IV-9) (cover only those solutions practiced earlier) Play freeze song with solution cards.</p> <p>“Wally Had a Problem” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Use <i>Wally’s Detective Book for Solving Problems</i> and ask children to draw or write about possible solutions. Problem-Solving Mazes (IV-17) Problem-Solving Bingo (IV-12) or Memory Game (IV-13) Problem-Solving Puzzles (IV-10)</p>
<p>Promotion Activities</p>	<p>Continue praising and giving out chips for suggesting and using solutions.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



Stegosaurus: Problem Solving—Part 5

Objective: Children learn how to choose the best solution by thinking about possible consequences in terms of being fair, leading to good feelings and being safe.

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Give out buttons for those completing homework.</p> <p>Wally tells a story of telling the teacher when he noticed some kids picking on a little kid on the playground. He talks how to make a good choice of solution. (fair, good feelings, safe) Use cue cards.</p> <p>6, 7, 8, 9, S-19, S-20, S-21, S-22</p> <p>Fishing for Solutions (IV-28) or Pass the Hat Game (IV-9) (cover only those solutions practiced earlier)</p> <p>Mix up problem-solving cards, turn them over, and take one away; children must identify the missing card.</p> <p>Challenge them to earn a certain number of solutions to get in Detective Club.</p> <p>Play freeze song with solution cards.</p> <p>“Wally Had a Problem” “My Wally” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Use <i>Wally’s Detective Book for Solving Problems</i>, and ask children to draw or write about possible solutions. (IV-6)</p> <p>Problem-Solving Mazes (IV-17)</p> <p>Problem-Solving Bingo (IV-12) or Memory Game (IV-13)</p> <p>Problem-Solving Puzzles (IV-10)</p> <p>Class Solution Notebook (IV-2)</p>
<p>Promotion Activities</p>	<p>Continue praising and giving chips for using solutions. Give Stegosaurus homework.</p>



Tyrannosaurus Rex: Anger Management—Part 1

Objective: Children learn and practice strategies for calming down (e.g., when excluded or teased)

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Introduce new Unit. Wally talks about being left out on the playground and getting angry. Talk about Tiny’s secrets for calming down. Role play calm-down solutions. Show Tiny turtle anger cue cards. Practice going in shell.</p> <p>11, 12 Read <i>Wally Learns a Lesson from Tiny Turtle</i> book Turtle visualization (V-1) Play freeze song with anger cue cards.</p> <p>“Tiny Turtle” Or, “I’m a Little Feeling” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Make turtle vests (V-2) Make turtle puppets (V-18)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to comment on times when they are staying calm, patient or using a calm-down strategy. Ask teacher to watch for this in class. Give homework.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

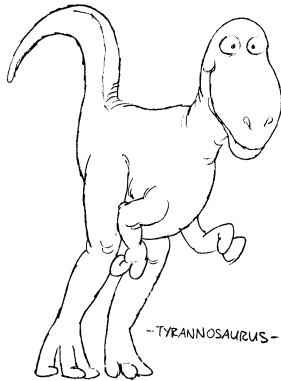


Tyrannosaurus Rex: Anger Management—Part 2

Objective: Practice strategies for calming down (e.g., when denied something)

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework. Tiny meets children and children review calm down strategies with cue cards. Use big turtle shell to practice calm down approaches. Talk about “turtle power” and being strong when staying calm. Use calm down thermometer.</p> <p>13, 16, S-24, S-27, S-28,</p> <p>Turtle visualization (V-1) Play freeze song with anger cue cards.</p> <p>“Tiny Turtle” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Play dough turtles (V-26) Make a big turtle shell out of boxes (V-28)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to identify times they are staying calm, using a calm-down strategy, waiting, and being patient. Give homework,</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



Tyrannosaurus Rex: Anger Management—Part 3

Objective: Children learn how to respond to someone else’s anger

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework. Wally’s mother is angry with him for breaking a vase. Children are asked to help Wally know what to do. Discuss what to do when children worry about their safety.</p> <p>13, 16, S-24, S-27, S-28,</p> <p>Turtle visualization (V-1) Play freeze song with anger cue cards.</p> <p>“Tiny Turtle” Or, “I’m a Little Feeling” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Angry Memory Game (V-19) or Sequencing Game (V-10) Anger Bingo (V-4) Tiny’ Anger Mazes (V-16)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to identify times they are staying calm, using a calm-down strategy.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

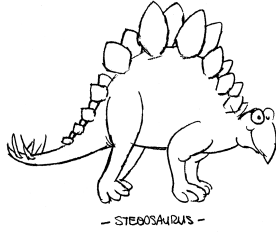


Tyrannosaurus Rex: Anger Management—Part 4

Objective: Children learn how to cope with teasing from others

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Wally is teased by his friends and explains how he stayed out of trouble. Leader shows the Teasing Shield and explains how soft friendly words stick to the shield while cold prickly words do not. (use soft cotton balls with Velcro and sand paper to depict cold and prickly or soft)</p> <p>17, 18, S-23, S-24, S-27, S-28</p> <p>Play freeze song with anger cue cards. Use big Wally books to practice solutions. Solution Fishing Game (V-9) Anger Mazes (V-16) Anger turtle visualization (V-1)</p> <p>“Tiny Turtle” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Make Teasing shields (V-7) Anger Puzzles (V-6)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to identify times they are staying calm, using a calm-down strategy.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD. Choose 4-5 vignettes that are most appropriate for the needs of the children in your group.



Stegosaurus & T-Rex: Problem Solving and Anger Management Review

Objective: Children bring up their own problems for the group to solve with solutions. This session allows for integration of all that has been learned and practice with favorite games and activities. Children’s problems may be used or the teacher or principal or cook may bring a problem to the children to find help solving it.

<p>Circle Time Present</p> <p>Vignettes</p> <p>Songs</p>	<p>Give out buttons for those completing T-Rex homework.</p> <p>Choose from vignettes not shown 17 18 S-23 S-24 S-27 S-28</p> <p>Fishing for Solutions (IV-28) or Pass the Hat Game (IV-9) (with problems tailored to children’s problems) Celebration of getting into Detective Club. Play freeze song with solution cards.</p> <p>“Wally Had a Problem” “My Wally” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Use <i>Wally’s Detective Book for Solving Problems</i>, and ask children to act out possible solutions. (IV-6) Choose favorite activities: Bingo or Memory Games Puzzles (IV-10, V-14) Wally Fishing Game (IV-28)</p>
<p>Promotion Activities</p>	<p>Ask teacher if children can present some of the strategies they have learned in their classrooms.</p>

Note: Many more sessions maybe added to the problem-solving and anger management units. This is easily done by showing more of the vignettes to trigger role plays and practice and choosing from either 28 problem-solving small group activities or another 28 anger management small group activities in the manual.



Allosaurus: How to Be Friendly—Part 1

Objective: Children learn about how to help others

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Talk about what it means to be a friend. Show helping cue card. Explain friendship club.</p> <p>1, 2, 3, 4, 5•, 6, 7, 8•, 9•, 10•, S-29•, S-30, S-31</p> <ul style="list-style-type: none"> • school age <p>Use Suppose Cards to elicit friendly solutions</p> <p>“There Are Many Ways to Be Friendly” an Complimen Song (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Peer-coached play Maze outside on play court with blindfolded friend Dinosaur stencils (VI-8) Friendship book (VI-48)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to prompt them to do friendly things or to praise them when they are friendly to others. Give out Dina’s friendly feet to children who are being friendly (VI-1). Give out homework.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD. Choose 4-5 vignettes that are most appropriate for the needs of the children in your group.



Allosaurus: How to Be Friendly—Part 2

Objective: Children learn about sharing with others

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework. Wally talks about a time he shared and asks others to tell a time they shared or helped someone. Guided role play with puppet and children practicing sharing and helping—giving suggestions, waiting, taking turns. Read the rainbow fish story.</p> <p>11 12, 13•, 14, 15•, 17• S-32, S-33, S-34</p> <p>Freeze song game with friendly cue cards. Use Wally Detective books to practice friendship solutions Three-legged walk (VI-51)</p> <p>“There Are Many Ways to Be Friendly” “Compliment Song” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Make rainbow fish (children share scales they paint with each other). Cooperative art project (IV-18), (IV-22) Teamwork straw art (VI-44)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to use sharing, helping, and teamwork behaviors. Select one or two children to be on “friendship patrol.” They give out friendly “Dinosaur Feet” to children who are friendly or record friendly actions on a clipboard. Give out homework.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

Choose 4-5 vignettes that are most appropriate for the needs of the children in your group.



Allosaurus: How to Be Friendly—Part 3

Objective: Children learn about teamwork

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Wally talks about being on a team and what it means to be a team player. Use teamwork cue card. Baby Dina is born and starts review of skills learned.</p> <p>22, 23, 24, 25</p> <p>Freeze song game with cue cards. Use big Wally books to practice friendship solutions.</p> <p>“There Are Many Ways to Be Friendly” “Dina Rap” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Design a Dinosaur (VI-41) Baby Dina puppet (VII-20)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to use sharing, helping and teamwork behaviors. Give homework.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



Allosaurus: How to Be Friendly—Part 4

Objective: Children learn about teamwork

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Wally talks about being a team player at home. Baby Dina reviews skills learned. Start planning graduate party.</p> <p>S-35 S-36, S-37, S-38*, S-39* • school age</p> <p>Freeze song game with cue cards. Use big Wally books to practice friendship solutions. Pass the Hat Game with friendship solutions or problems to solve. (VI-24)</p> <p>“There Are Many Ways to Be Friendly” “Dina Rap” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Large floor puzzles</p>
<p>Promotion Activities</p>	<p>Continue coaching children to use sharing, helping, and teamwork behaviors. Give out homework.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

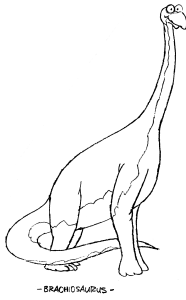


Allosaurus: How to Be Friendly—Part 5

Objective: Review Friendly behaviors

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Give out buttons for those who completed homework unit.. Review all the ways to be friendly. Wally and Molly might both come to do this review.</p> <p>22, 23, 24, 25 or vignettes not covered</p> <p>Freeze song game with cue cards. Use big Wally books to practice acting out solutions to some of the friendship problems in the books.</p> <p>“There Are Many Ways to Be Friendly” “Dina Rap” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Friendship Bingo Game (VI-25) Or Choose favorite friendship activity.</p>
<p>Promotion Activities</p>	<p>Continue coaching children to use sharing, helping, and teamwork behaviors.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



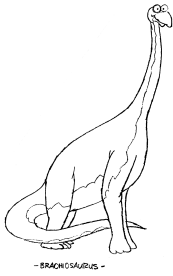
Brachiosaurus: How to Talk With Friends—Part 1

Objective: Learning about communication—tell, listen, ask; Start planning graduation celebration.

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Dina introduces Baby Dina; before she is born Dina explains how to treat babies. Baby Dina is born and asks about how to survive and make friends. This provides a review of skills learned. Practice asking, telling a friend something, and listening. Practice how to join in a group. Start planning graduation celebration.</p> <p>1 2* 3 4 5* 6* 7 8* * school age (6-8 years)</p> <p>Freeze song game with cue cards. Use big Wally books to practice friendship solutions. Pass the Hat Game (VII-5) Wally’s Big Ears Game (VII-9)</p> <p>“There Are Many Ways to Be Friendly” “Dina Rap” (Dina CD*)</p>
<p>Small Group Practice</p>	<p>Make Baby Dina Puppet (VII-20) Twenty Questions Game (VII-3) Fact Finding Interview (VII-2)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to use friendly—such as giving compliments, making suggestions. Give homework.</p>

Choose 4-5 vignettes that are most appropriate for the children in your group.

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.



Allosaurus: How to Be Friendly—Part 2

Objective: Learning about communication – say please stop, ask to borrow, give suggestions, responding to bullying continue discussion about graduation.

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Review homework. Baby dina comes back to talk about how to talk to friends. She asks for help in how to respond to someone who is doing something to her that she doesn't like. She asks how to make a suggestion to her friends or wants to ask for something someone else has. Finalize graduation plans.</p> <p>9* 10 11* 12* 13* 14* 15* 16 S-40 S-41* S-42 S-43 S-44 S-45 S-46 S-47 S-48 S-49* S-50 * school age (6-8 years)</p> <p>Freeze song game with cue cards. Use big Wally books to practice friendship solutions. Friendship Bingo (VI-25)</p> <p>“There Are Many Ways to Be Friendly” “Dina Rap” (Dina CD*) (plan songs for final graduation ceremony with parents)</p>
<p>Small Group Practice</p>	<p>Make dinosaur hats for graduation and placemats for party. Make invitations.</p>
<p>Promotion Activities</p>	<p>Continue coaching children to use friendly talk with each other.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

Choose 5-6 vignettes that are most appropriate for the needs of the children in your group.

Allosaurus: How to Be Friendly—Part 3

Objective: Learning about talking to friends

<p>Circle Time Present</p> <p>Vignettes</p> <p>Games</p> <p>Songs</p>	<p>Give out buttons for those who completed homework books. Celebrate friendship club. Wally talks about how hard it is to talk about a problem with someone. Wally talks about his feelings about Dinosaur School ending and his sadness. The group problem solves how to manage this feeling. Group decides on their favorite games to play with their parents at the graduation celebration.</p> <p>S-51 S-52 S-53 * school age (6-8 years)</p> <p>Freeze song game with cue cards. Use big Wally books to practice friendship solutions. Friendship Bingo (VI-25)</p> <p>“There Are Many Ways to Be Friendly” “Dina Rap” (Dina CD*) (plan songs for final graduation ceremony with parents)</p>
<p>Small Group Practice</p>	<p>Finish any decorations for graduation celebration. Make dinosaurs (VII-8)</p>
<p>Promotion Activities</p>	<p>Continue coaching children to use friendly talk with each other.</p>

*Songs are on “Dina Dinosaur’s Greatest Hits” CD.

Choose 5-6 vignettes that are most appropriate for the needs of the children in your group.