



Sense of Accomplishment and Fun & Excitement Lesson

The purpose of this lesson is to introduce students to the Conditions of Sense of Accomplishment and Fun & Excitement during a 90-minute class. Teachers or student leaders delivering this lesson are invited to adjust the content depending on time and local context.

Warm Up (Suggested Time: 15 min)

Riddles. Directions are on the PPT slide.

Part 1: Sense of Accomplishment (Suggested time: 40 min)

The Condition of Sense of Accomplishment is about recognizing and celebrating the importance of effort, perseverance, and citizenship as signs of your success. This Condition is about trying repeatedly and facing challenges rather than giving up. Sense of Accomplishment is about all your talents and skills rather than just skills that are measured by tests and grades.

Students will engage in challenging puzzles designed to strengthen their perseverance and problem-solving skills when working through difficult tasks. The puzzles progressively get harder. Print 3 of each puzzle. After students try it on their own for five minutes let them get into puzzle groups. If a student solves a puzzle quickly give them another to work on. Note: Answer key is provided on page 2.

On the last slide on this section, teachers/student leaders should provide students with ideas of where they can go for extra help with schoolwork, social challenges and any other support that Woodside provides.

Part 2: Fun & Excitement (Suggested time: 35 min)

The Condition of Fun & Excitement is about you being engaged and interested in school. This Condition is not about laughing or smiling all the time. It is about being so engaged in what you do that time flies by. Quite simply, the condition of Fun & Excitement is about getting up everyday and looking forward to what lies ahead. And, yes, school can be Fun & Exciting.

The Fun & Excitement portion is designed to engage students and demonstrate that learning can be fun and exciting. This section includes a series of Would You Rather questions, followed by a set of slides, each showing four images. Students will have to guess the connection between the images.

This section ends with a student self-assessment of the two Conditions. If time allows, have students do this activity individually and then discuss their responses. This is a very short self-assessment designed to reflect on the two Conditions.

Supplies needed:

- A set of puzzle cards for each student
- A copy of the Student Self-Assessment for each student

Puzzle Answer Key

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Puzzle: The Bridge and Torch

Solution: The fastest time is **17 minutes**.

Steps

1. A and B cross = **2**
2. A returns = **1**
3. C and D cross = **10**
4. B returns = **2**
5. A and B cross = **2**

Total: **$2 + 1 + 10 + 2 + 2 = 17$ minutes**

Puzzle: The 3 Switches

Answer: Turn on switch 1 for a few minutes, then turn it off. Turn on switch 2 and go inside.

- The bulb that is **on** = switch 2
- The bulb that is **off but warm** = switch 1
- The bulb that is **off and cold** = switch 3

Puzzle: The Missing Dollar

There is no missing dollar. The mistake is adding the bellhop's \$2 to the students' \$27.

The **\$27 already includes the \$2 kept by the bellhop**:

- \$25 to the hotel
- \$2 to the bellhop

Total = \$27

Puzzle: The Poisoned Drink

Use **binary numbering**. Number the bottles from 1 to 1000. Convert each bottle number into binary. Each prisoner represents one binary digit. A prisoner drinks from every bottle where their digit is 1. After 24 hours, the pattern of who dies identifies the bottle.

Puzzle: The Farmer, Fox, Chicken, and Grain

Answer:

1. Take chicken across
2. Return alone
3. Take fox across
4. Bring chicken back
5. Take grain across
6. Return alone
7. Take chicken across

Puzzle: The 100 Locker Problem

Answer: Only lockers with **perfect square numbers** stay open:

1, 4, 9, 16, 25, 36, 49, 64, 81, 100

Why: most numbers have factors in pairs, so they get toggled an even number of times. Perfect squares have one unpaired factor, so they are toggled an odd number of times.

Puzzle: The Two Doors

Answer: Ask either guard:

"If I asked the other guard which door leads to freedom, which door would they point to?"

Then choose the **other** door.