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- Enter pass code CC5796D









NAME: _

Learning Dynamic Traits

Getting to Know YOU!

Below is a list of over 100 personal traits. Everyone has some of these qualities.

| active adventurous affectionate afraid ambitious anxious argumentative bewildered bossy brave brilliant bully calm capable careful caring charismatic charming childish clever clumsy cold-hearted compassionate conceited | considerate cooperative courageous cowardly critical cruel curious daring dependable determined dishonest disrespectful eager easy-going efficient energetic enthusiastic fair faithful fidgety fierce foolish friendly funny generous | grouchy happy-go-lucky hateful hopeful hopeless humorous ignorant imaginative immature impatient impolite impulsive independent insistent intelligent jealous jovial lazy logical lonely lovable loving lucky mature | nervous noisy obedient obnoxious obsevant obtimistic peaceful persistent pessimistic picky pleasant polite proud pyzled quick quiet reliable respectful responsible restless rowdy rude sarcastic secretive selfish | sincere skillful sly smart sneaky snobbish sociable stingy strict stubborn studious sweet talented talkative thoughtful thoughtless timid trusting trustworthy unfriendly versatile warm-hearted wisse witty worried |
|--|--|--|---|--|
| concerned confident | gentle gloomy | mean moody | self-reliant sensitive | |
| conscientious | greedy | mysterious | silly | |
| a) List 4 traits th | nat are most like | | | |
| 3 | | 4 | | |
| | | our partner. Name: | | |
| Have the partn | er list 4 other trai | ts that are most like` | YOU. | |
| 1 | | 2. | | |
| 3 | | | | |
| | | e with your partners | | |
| 1. Agree / Dis | sagree | | | |
| 2. Agree / Dis | sagree | | | |
| 3. Agree / Dis | sagree | | | |
| 4. Agree / Dis | sagree | | | |
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| NAME: | | | |
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Encouraging Innovation

New Creations Match

A person or company can create a new way to do things. They can release a new product, or come up with a fresh idea. When they do this, they are being

New creations and ways of doing things can change the world.

Match the title with the sentence.

| 1 | The Printing Press | |
|---|-------------------------|---|
| 2 | Compass | ĺ |
| 3 | Paper Money | |
| 4 | Electric Light | ĺ |
| 5 | Mastery of the Horse | |
| 6 | Transistors | |
| 7 | Magnifying Lenses | |
| 8 | The Telegraph | |
| 9 | Antibiotics | ı |

| Used to see stars and galaxies. Used to see very small living cells. | A |
|---|---|
| They let people travel all over. | B |
| A way of changing energy into motion. | C |
| Something to find direction. | D |
| Used to buy things. Used to earn things. | E |
| Saves lives by getting rid of and stopping small things that will hurt you. | F |
| A way of copying books. | G |
| No longer needing daylight. | H |
| Able to send messages very fast from far away. | 1 |
| A part in almost every electronic gadget. | J |
| | Used to see very small living cells. They let people travel all over. A way of changing energy into motion. Something to find direction. Used to buy things. Used to earn things. Saves lives by getting rid of and stopping small things that will hurt you. A way of copying books. No longer needing daylight. Able to send messages very fast from far away. A part in almost every electronic |

NAME: _



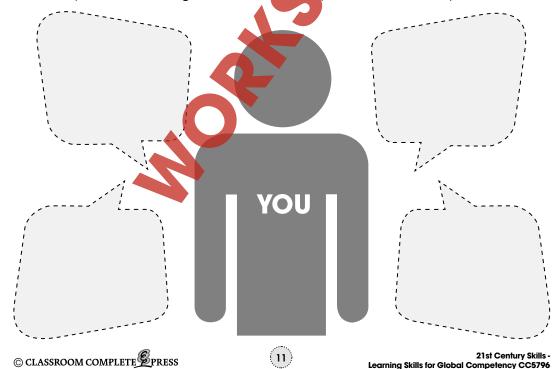
Learning Dynamic Traits

Pick a Personal Trait

| Trait | Description |
|--|--|
| O penness | Curious, original, smart, creative, open to new ideas. |
| Conscientiousness Organized, on time, looking to do well, trustworthy. | |
| Extraversion | Outgoing, likes to talk, likes to be around others. |
| A greeableness | Friendly, open-minded, sensitive, trusting, nice |
| N atural Reaction | Nervous, easily mad, worried, mood |

- 1. Which one of these traits best describes you
- 2. Which one of these traits least describes you?
- **3.** Which one of these traits would you like to have more of, if any?

In each speech bubble, give a real-life example that describes your best trait.







Fast Action Doodling Game

Iteration is a different version of an idea or something that already exists. The idea for this game is to notice shapes, change and add to them quickly.

The class will all get into pairs. Each pair will be given 10 index cards, or sheets of paper. Decide who will go first.

One person has 10 seconds to draw something. A squiggle, or picture. The card is then passed to their partner.

Their partner has 10 seconds to make something out of the squiggle. Take no more than 10 seconds for each doodle, and move on.

Do this for 2 minutes. After the 2 minutes is up, switch who went first and start again. Do this for each index card.

What you'll need:

- 10 index cards
- pencils, pens, markers, or crayons
- a time keeper for all groups to keep things going

Other ideas:

- Less cards could be used for time allowed.
- Pairs could be split up and shuffled.
- Groups could be larger.

| Reflect on this process from start to finish. | |
|---|--|
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Steam Engine





Failure is a Learning Opportunity

<u>Tips on How to Fail</u>

To do things right, does not just mean to praise our success. It also means to learn from our failures. To fix what went wrong and do it again. Even if the second or third try does not work.

How to fail with grace.

1. Take it all in.

When a failure happens accept it. How you react to what has happened, big or small, can make a difference to how you will carry on. Laugh it off, or take a break.

2. Ask why.

Reflect on why things went wrong. Find out where the change happened.

3. Make the change.

Accept that you have failed and why you failed. It is time to figure out what change has to be made. Then choose how to make sure it does not happen again. Failing is not bad, but failing the same way is.

4. Find the silver lining.

Within every failure, there is a lesson. The kind of lesson that later on will keep you from failing the same way again. Failures can help us learn more about ourselves. What strengths and weaknesses we have. So no matter how big or small the failure is, there is always a beautiful lesson to be learned.

5. Allow Grace.

Accept your faults and embrace them as things that make you who you are. No one is perfect, but sometimes we need to be reminded. So offer yourself some grace and time to reflect.

Failing can be where you find strength and drive to push forward. You will fail many times. How you use and learn from these failures will show you what you're able to do.

You are stronger than you think.

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Before You Teach

Bloom's Taxonomy

Bloom's Taxonomy* for Reading Comprehension

The activities in this resource engage and build the full range of thinking skills that are essential for students comprehension. Based on the six levels of thinking in Bloom's Taxonomy, assignments are given that challenge students to move beyond the worksheet to understand the information through higher-order thinking. By using higher-order skills of remembering, understanding, applying, analysing, evaluating, and creating, students become active learners, drawing more meaning from the information, and applying and extending their learning in more sophisticated ways.

Our resource, therefore, is an effective tool for any Social Studies program. Whether it is used in whole or in part, or adapted to meet individual student needs, this resource provides teachers with the important questions to ask and interesting content, which promote creative and meaningful learning.

Vocabulary

Adaptability: able to change yourself to different conditions.

Change: exchange for something else.

Creativity: to make meaningful new ideas, methods or ways. Dynamic traits: what sets you apart from everyone else.

Failure: lack of success.

Flexibility: willingness to change or adapt your ideas.

Global Competency: having the skills and mindset to find your way through this world.

Innovation: something new or different introduced.

Invent: to create your own product

Iteration: a different version of something that already exists.

Mindset: an attitude or

Opportunity: a chance to move forward or succeed.

Risk: putting yourself in a position where there's a chance of loss.

Status Quo: the way things are or have always been.

Technology: deals with the creation and use of technical means.

Versatility: your ability to adapt.

Zero-Based Thinking (ZBT): a way of thinking about things.

NAME: _



Adapting to Change

How You Are With Change Quiz

How well do you handle change? Take this quiz and find out! For each question, circle the answer that most applies to you. Then, tally up your scores using the key.

1. Change makes me feel:

O Uncertain and afraid. O Hopeful and inspired.

2. When I get bad news, I:

 \bigcirc Try to find the good in the situation. \bigcirc Eat a lot of chocolate.

3. When I have a fight with a friend, I:

OThink of their point of view.

O Focus on why they are wrong.

4. My friends would probably say that I:

O Avoid change at all costs.

Try to accept change.

5. When I am unsure about a change, I O Sleep... a lot.

Write in my journal or listen to

6. When something changes in m O Long for things to be as they once were.

O Accept the change and work

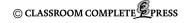
to move through it.

FOLD HERE TO HIDE THE SCORING KEY

| Question | Answer | Score | Answer | Score | Your Score |
|----------|--|-------|--|---------|---------------|
| 1 | Uncertain and afraid. | 1 | Hopeful and inspired. | 4 | |
| 2 | Try to find the good in the situation. | 3 | Eat a lot of chocolate. | 1 | |
| 3 | Think of their point of view. | 4 | Focus on why they are wrong. | 2 | |
| 4 | Avoid change at all costs. | 2 | Try to accept change | 4 | |
| 5 | Sleep a lot. | 2 | Write in my journal or listen to music. | 3 | |
| 6 | Long for things to be as they once were. | 1 | Accept the change and work to move through it. | 3 | |
| | | - | | TOTAL - | |

How to Read Your Score

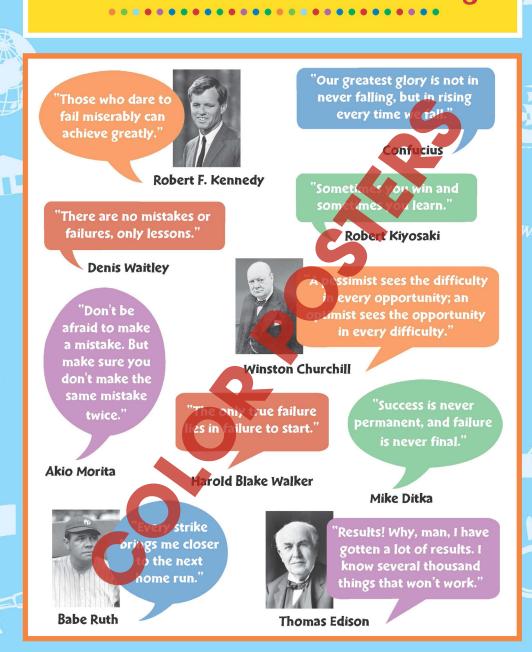
| | 19-21 points | Change Optimist: Change isn't something you handle, it's something you look for. You welcome every change that comes into your life. |
|--------------|--------------|--|
| 11-18 points | | Change Agent: Change is a familiar friend. You accept some change. You feel sure in your ability to change. |
| | 9-10 points | Change Novice: You don't like change. You're not alone. Many people find change difficult. Maybe find help from others to guide you through change. |





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Famous Quotes About Failing



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| NAME: | |
|-------|--|
| | |

Learning Dynamic Traits

Dynamic Traits for the Globally Competent Person

Global Competency is having the skills and mindset to find your way through this world. The 21st century has broken down the walls that separate countries. So the 21st century person needs to break down those walls as well. That means you need the traits of a dynamic person. This person can survive the 21st century world, and thrive in it.

Part A: Here is a list of some dynamic traits. These are traits that a globally competent person will have. Match each trait to its description.

1 Adapt

2 Problem Solve

3 Outgoing

4 Friendly

Confident

6 Appreciate



| Happy and nice to others. | A |
|---------------------------------|---|
| Having respect for others. | B |
| Able to find fixes to things. | C |
| Knowing about what's happening. | D |
| Being sure of yourself. | E |
| Able and willing to change. | F |
| Thinking of others. | 6 |
| Likes to meet with new people | |

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Part B: Dynamic traits are what sets you apart from everyone else. The list above gives you an example of some of them. There are many other traits that make you a dynamic person. Pick 5 traits that you think you have. This can be from the list above or any others. Explain what makes these traits dynamic. Give an example of how you have that trait.

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