



# RETURN ON INVESTMENT

We have a job to do



## Goals

Starting a class store – leadership, structure, management.

STEAM-Engineering

We are learning what an ROI is and why it is so important.

## Tools

\*Check-In Spinners



## Chalkboard

Check-in – How are you feeling? (5-10-minute exercise)

As we learn to be team players and good citizens, we must also understand that we have a job to help grow our community. The seeds that we have planted should be producing a great harvest!

**MISSION:  
POSSIBLE!**



## Guided Instruction:

There are many ways to show that we are part of a community. We have been learning that we are part of a class. We are a part of this school and a family that involves the people I live with and talk to daily, to name a few!

I am on the team, and I am learning my position!

Another way I can be a part of the team is to build it strong. Bridgepoint!! ("I am connected to you," promise from lesson 7)

I can do this by giving back. How? I can give back by creating a school store to reward us for good work and support my class! What is an ROI? It is my return on my investment. I work hard by investing my time, energy, stuff, and good behavior, and my return is my reward for all the good things I have invested!!

## Activity One:

Brainstorming Session

Brainstorming is a way to think of many ideas for solving a problem or task. Today we are going to use it to create a class store. Some ways to brainstorm are listing, mind mapping, free writing, and round-robin brainstorming. When you brainstorm, the most important thing is getting down as many ideas as possible.



Answer these questions together!! (Here are some suggested answers to help guide the conversation.)

1.What is the problem we want to solve?

A place to keep fun supplies, solve the problem of students not having supplies, and solve behavior problems by giving incentives.

2.Where will the supplies come from? School donations?

3.Location of school store (plastic bin? closet? cabinet?)

4.What is the time limit for store days/hours? One day a week after behaviors have been observed, etc.

5.Write all the ideas down and organize them.

6.Get rid of bad ideas!!

Teachers, here are some other optional activities to get the brain juices flowing:

Critical Thinking Toolbox: How to Brainstorm - Edutopia  
<https://www.edutopia.org › blog › critical-thinking-toolbo...>

<https://childhood101.com/the-brainstorm-game-teaching-kids-to-think-outside-the-box/>



## Overcomer's Activity!

Write or draw everything you would like to have in your classroom store!!

Where do you think is the best place to have your store?

Will you be a team player and a good citizen so that you can benefit from your class store?

In what ways will you be a team player?

In what ways will you be a good citizen?



**Draw a picture of your class PAS store:**

