



Wild Wings[®]

Activities That Foster Character Education



ebooks are

hot

- Search text for keywords
- Enjoy bold, colorful graphics
- Print out activity sheets as you need—no more broken copy machines
- Follow active links to learn more
- Read it easily using your computer, the internet, and the free Acrobat Reader

This project was developed by Wings for Kids, Inc. Our mission is to foster social and emotional learning in youth programs.

*This book is dedicated to Bridget Durken Laird,
without whom Wings would not be all that it is today—
and to Keisha Jones and Alan Yarborough whom Bridget inspired.
The activities in this book are the result of their creativity, hard work,
out-of-the box thinking and their willingness to be wild and crazy.*



WINGS for kids™

Copyright 2002 Wings for kids, Inc. All rights reserved.
Published 2002. Printed in the United States of America,

About Wings for kids, Inc.



heart smart skills

self-awareness

managing emotions

motivating oneself

empathy

handling relationships

Great emphasis is placed on educating young minds while little is placed on educating young hearts.

To be successful in life people need well-developed academic and emotional intelligence.

Emotional intelligence helps kids achieve academically. However, demands for accountability have resulted in increased time spent on academic skill building. Time constraints make social and emotional learning (SEL) an almost impossible task for classroom teachers. As a result, afterschool and summer youth programs are environments ideal for fostering the development of emotional intelligence.

This is what Wings is doing: giving kids the missing piece in their education. The program was founded in 1996 by Ginny Derrin in Charleston, South Carolina.

Read this before you begin

Every Friday is WildWings at Wings. For the past three years, our staff has created, field-tested and refined WildWings and this book includes the activities our kids have liked the best.

Here are a few notes to keep in mind as you try to integrate WildWings into your program:

- These activity plans are designed for 90-minute periods; each one is divided into smaller time periods so you can make use of the plan even if you don't have 90 minutes.
- You will note that for each activity component we recommend a group size usually either "community-wide" or "small group." At Wings, community-wide means 100 kids and small groups mean 10 kids. You can make adjustments as they make sense for your program.
- You'll notice the Big Points at the beginning of each WildWings activity plan. That's exactly what they are: the big points, the takeaway ideas, the things we really want the kids to get.
- Wings is very serious about linking its activities to specific [learning objectives](#). For each activity, we note the learning objectives covered in the activity. A full set of Wings learning objectives can be found in the back of this book.
- This book includes hyperlinks so that you can quickly access information.
- At Wings, we use a Talking Stick whenever we have a discussion with our kids. Each year, our kids decorate wooden sticks about 6 inches long and 1/4 inch in diameter; these fit easily into a staff pouch so the Talking Stick is always accessible. Using the Talking Stick is simple: only the person holding the Stick may speak – everyone else should be listening. Staff can use the Talking Stick to encourage kids who are less talkative to express themselves. For example, if Brian is quiet during a discussion, the staff person might say "I'm going to give the Talking Stick to Brian because I'm interested to hear his opinion."
- At Wings, we acknowledge good behavior all week long by giving raffle tickets to kids. It is their job to keep up with the tickets (teaching responsibility). Before WildWings, they write their name on the ticket and put it in the raffle box. At the end of WildWings, we pick a winner. You'll notice that we have suggested a raffle prize for each activity plan. As an alternative, a program could give raffle tickets out during WildWings rather than all week long.
- Supply lists and Prep lists are included with every activity plan.
- Each time we introduce a game, we suggest that the staff use DDADA. So what is that??? This technique for leading games was developed by Dr. Bill Michaelis, a Professor of Recreation & Leisure Studies at San Francisco State University and Director of Children Together, an international play event and leadership training organization. For more information about Dr. Michaelis and the Camp Rena Collection of Game Leadership products and programs go to: <http://www.camprena.com/index.html>.

DDADA

- Describe the game
 - Demonstrate the game
 - Ask questions (let the kids ask a few but only a few so you can move on)
 - Do it
 - Adapt it
- If you notice anything in this book that could be improved upon, please let us know.
 - If you like this book and are interested in receiving information about other Wings products, please contact us at www.wingsforkids.com

Disclaimer: Look carefully at all of the components of each activity plan. You need to decide if you can offer the activity so that the people you serve and your staff and volunteers are safe. Wings for kids, Inc. takes no responsibility whatsoever for any harm, physical or emotional, to anyone who chooses to offer or participate in these activities.

Need \$14.95 for 40 fresh, fun, useful activities for your kids?

Are your kids tired of doing
the same old stuff?
Do they need more
character education?

Get WildWings[©], an ebook
collection of 90-minute detailed activity plans
for 1st-6th graders, with
thoughtful character education lessons
woven in, and specific
learning objectives
for each lesson.

All activities field-tested by kids, and
they love them!





WINGS for kids™

www.wingsforkids.com