

# FAIRNESSES

September Pre-K - 2nd



# FAIRNESS

## DEFINE

We will define  
fairness.

## IDENTIFY

We will identify  
examples of  
fairness.

## APPLY

We will  
determine ways  
to show fairness  
through  
different  
scenarios.

# FAIRNESS

## Definition

A lack of favoritism toward  
one side or another.



# FAIRNESS

What do you think it means  
to be fair?







As we build trust and create a friendly and honest community.

# FAIRNESS


## Instructions: Fair or Not Fair

On the next 4 slides, students will see scenarios and need to vote if the scenario is fair or not.

- Students can vote by a show of hands.
- Students can vote by sitting or standing.
- Students can vote by moving to the left or right side of the room.

# FAIRNESS

You take turns on the swings at recess.


Fair	Not Fair
	





# FAIRNESS


You let your friend cut in line at the water fountain.

Fair	Not Fair
	



# FAIRNESS


Your friend shares their toy with another kid but not you.

Fair	Not Fair
	



# FAIRNESS

Your classmate brings a cupcake for everyone in your class.

Fair	Not Fair
	



# Tips to Help Make Fair Decisions

- Try to make good choices
- Treat others the way you want to be treated.
- Take only your turn.
- Listen to your friends
- Include all
- Be honest and do not cheat.
- Be a good sport.
  - When you lose, remember it is just a game.
  - When you win, be kind and do not brag.



# FAIRNESS

## Take Home Activity



## Split the Candy

- Use a bag of candy, in which all the candy is the same, add 1 piece of chocolate.
- Work on dividing them fairly (not evenly).
- At the end of the activity, reflect on whether a fair solution was devised.

### Questions to Ask:

What made you decide to split the candy the way that you did?

Did someone take the lead on splitting the candy?

Did you make a decision based on need? Strength? Equality?

# Supplemental Take Home Activity: What are the Rules?

Pretend you are in a group to play a game such as tag, freeze tag or maybe even hopscotch. Decide as a group what the rules of the game are to play. Are they fair?

Now look at your rules and think about how we would change the rules to help a friend play that has a hurt foot.

