

Connect Four Reflection

Grade Three & Four

Gratitude

This is a great way to combine fun, competition, and personal reflection. It encourages both individual thinking and cooperative communication between partners.



Learning Intentions

I can reflect on personal experiences in a fun and meaningful way:

This encourages students to reflect on their emotions, achievements, challenges, and other aspects of their lives.

I can share my thoughts and feelings with a partner in a safe environment:

Students will practice sharing their reflections with others, developing communication and social-emotional skills.

I can listen actively to others and appreciate their perspectives:

Students will engage in active listening, which helps build empathy and understanding of others' experiences.



Success Criteria

I can complete my turn on the Connect Four board and share my answer to the reflection question:

Students will participate in the game by selecting and marking their turn on the Connect Four board and responding to the reflection question linked to their roll of the dice.

I can engage in meaningful reflection and share my experiences with my partner:

Students will demonstrate reflective thinking by responding to the questions thoughtfully, contributing to a positive interaction.

I can respect the perspectives of others while sharing reflections:

Students will demonstrate empathy and respect when listening to their partner's reflections, creating a supportive environment.



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Players:

- 2 players (ideal for partners, but can be adapted for larger groups by creating teams).

Materials:

- Connect Four game board (can be printed out from the provided PDF template).
- Two different coloured pens (for each player, e.g., yellow and red).
- One six-sided dice.
- Journaling materials (optional, for writing down reflections).

Setup:

1. Print out the *Connect Four* game board.
2. Ensure each player has a coloured pen (e.g., one player uses yellow, and the other uses red).
3. Each pair gets one six-sided dice.
4. Decide who will go first (this can be determined by rolling the dice or another method).

Gameplay:

1. Starting the Game:

Players sit facing each other with the Connect Four board between them. Each player picks a colour (yellow or red) to represent them on the board.

2. Taking Turns:

On their turn, a player selects a column on the Connect Four board and colours in a marker space just like the placing a token in the slots in the regular game. The difference is that after colouring in the marker, the player must roll the six-sided dice to reveal a number.

3. Rolling the Dice:

Once the dice is rolled, it will land on a number (1-6). The player then refers to the coloured dot on the game board that matches their rolled number and shares their reflection based on the question associated with that number and dot.



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4. Example Questions:

- **Red Circle, 1 on the Dice:** "What's one thing you're proud of this week?"
- **Yellow Circle, 2 on the Dice:** "What was a challenge you faced recently, and how did you deal with it?"
- **Red Circle, 3 on the Dice:** "Who made you smile today, and why?"
- **Yellow Circle, 4 on the Dice:** "Describe a funny moment you experienced this week."
- **Red Circle, 5 on the Dice:** "What's something you're excited about right now?"
- **Yellow Circle, 6 on the Dice:** "What's one goal you're working towards, and how can you achieve it?"

Players should listen attentively to their partner's answers, as this fosters empathy and builds connection.

5. Winning the Game:

The game continues with players alternating turns, colouring in their markers on the board and answering a reflection question after each roll of the dice. The first player to get four of their coloured markers in a row (horizontally, vertically, or diagonally) wins the round.

6. Reflection and Journal (Optional):

Players can also write down their reflections in a journal, noting their answers to the reflection questions as part of the process.

Variations for Different Settings:

1. Modified Edition:

Simplify the reflection questions to focus more on fun or light-hearted experiences (e.g., "What's your favourite game to play?").

2. Team Building Edition:

For larger groups, divide players into teams. Teams work together to complete the game, and after each turn, the team shares reflections from their players.

3. Educational Edition:

Adjust the questions to suit the subject of the lesson (e.g., "What's one thing you learned today?" or "How did you use teamwork in your project?").

