



Day	Episode	Lesson Description
Day 1	Episode 1: Introduction: Trust - Lesson 1	Students define trust, differentiate trust versus mistrust, and illustrate examples of both trust and mistrust in their personal lives. Students play AVA.
Day 2	Episode 1: Introduction: Trust - Lesson 2	Students will be able to analyze and explain the qualities that support trust or mistrust in individuals, using personal experiences and class discussions as evidence.
Day 3	Episode 1: Introduction: Trust - Lesson 3	Students will research why trust is important and discover ways to build trust with others.
Day 4	Episode 1: Introduction: Trust - Lesson 4	Students begin a final project demonstrating how they would recruit a trustworthy crew member including a minimum of three elements. Students re-play AVA.
Day 5	Episode 1: Introduction: Trust - Lesson 5	Students complete a final project demonstrating how they would recruit a trustworthy crew member including a minimum of three elements and present it to the class. Students demonstrate their listening skills and offer positive feedback to peers.
Day 6	Episode 1: Quest 1: Trustworthiness - Lesson 1	Students will be able to identify and analyze actions that demonstrate trustworthiness using evidence from a text.
Day 7	Episode 1: Quest 1: Trustworthiness - Lesson 2	Students have a classroom discussion about the trustworthiness of Ramenbot and review and practice Ava's steps for a good apology. Students play AVA.
Day 8	Episode 1: Quest 1: Trustworthiness - Lesson 3	Students will be able to identify and distinguish the characteristics of trustworthiness through the analysis of character actions in the text and support their answers with evidence in the text.
Day 9	Episode 1: Quest 1: Trustworthiness - Lesson 4	Students will be able to identify, analyze, and discuss scenarios featuring trust and untrustworthiness, using evidence to support their perspectives and listening to others present their evidence. Students replay AVA.





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Day 10	Episode 1: Quest 1: Trustworthiness - Lesson 5	Students apply their gained knowledge of trustworthy actions to generalize and complete a real-life scenario worksheet and then present answers to the class for discussion.
Day 11	Episode 1: Quest 2: Recognizing Trust - Lesson 1	Students will be able to identify and evaluate character behaviors indicative of trust and distrust in the Ava game. Students play AVA.
Day 12	Episode 1: Quest 2: Recognizing Trust - Lesson 2	Students will be able to describe how it feels to trust someone and to be trusted by someone, and illustrate their understanding through a creative representation.
Day 13	Episode 1: Quest 2: Recognizing Trust - Lesson 3	Students will be able to analyze actions that demonstrate trustworthiness and connect them with qualities that build trust, as well as reflect on their own trust-building preferences.
Day 14	Episode 1: Quest 2: Recognizing Trust - Lesson 4	Students will be able to analyze a character's trustworthiness based on their actions and make informed judgments. Students replay AVA.
Day 15	Episode 1: Quest 2: Recognizing Trust - Lesson 5	Students will be able to analyze evidence of trustworthy actions in characters and justify their trust-related decisions.
Day 16	Episode 1: Quest 3: Building Trust With Patience - Lesson 1	The topic of patience is introduced in a class discussion where students assess their understanding and share examples of patience, ultimately writing a class definition and reflecting on personal experiences. Students play AVA.
Day 17	Episode 1: Quest 3: Building Trust With Patience - Lesson 2	Students practice generalization by writing about personal situations and exploring the relationship between patience and trust.
Day 18	Episode 1: Quest 3: Building Trust With Patience - Lesson 3	Students will participate in a scavenger hunt to investigate how patience affected Ava and Lior's relationship. Students analyze how Ava's patience or lack of patience affected Lior trusting her. Students replay AVA.





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Day 19	Episode 1: Quest 3: Building Trust With Patience - Lesson 4	Students generalize by completing the Patience Chart with real-world scenarios with the option to share and discuss their answers as a class.
Day 20	Episode 1: Quest 3: Building Trust With Patience - Lesson 5	Students will write and implement a one-month action plan for demonstrating patience to a chosen person in their life, and accurately document and analyze their progress in a blog format.
Day 21	Episode 1: Conclusion & Review - Lesson 1	Students will be able to analyze and evaluate the trustworthiness of characters by identifying trustworthy and untrustworthy actions, leading to determining the most trustworthy and most untrustworthy character.
Day 22	Episode 1: Conclusion & Review - Lesson 2	Students will be able to analyze and evaluate the trustworthiness of characters by completing Trustworthy Slips and participating in a group activity to determine the Most Trustworthy Pirate.
Day 23	Episode 1: Conclusion & Review - Lesson 3	Students will be able to define trust and identify trustworthy qualities, culminating in a two-day assessment to evaluate their understanding of the concept of trust.
Day 24	Episode 1: Conclusion & Review - Lesson 4	Students will be able to define trust and identify trustworthy qualities, culminating in a two-day assessment to evaluate their understanding of the concept of trust.
Day 25	Episode 1: Conclusion & Review - Lesson 5	Students will be able to illustrate and discuss moments of trust from the game Ava and their personal lives.
Day 26	Space Pirate Scenarios	Students will read a real-life scenario and complete problem-solving activities to increase their understanding of social and emotional competencies by applying them to situations that directly relate to their everyday lives.





Day	Episode	Lesson Description
Day 27	Episode 2: Quest 1: Trying New Things & Handling Change - Lesson 1	Students will define stress and coping mechanisms, identify personal moments of stress, and recognize appropriate coping strategies. Students play AVA.
Day 28	Episode 2: Quest 1: Trying New Things & Handling Change - Lesson 2	Students will identify stressful situations, coping mechanisms, and commonalities with Ava related to trying new things.
Day 29	Episode 2: Quest 1: Trying New Things & Handling Change - Lesson 3	Students analyze change and its connection to trying new things and stress. Students identify moments of change that can bring stress and analyze which characters handled stress best in the game. Students replay AVA.
Day 30	Episode 2: Quest 1: Trying New Things & Handling Change - Lesson 4	Students identify their personal stressful moments and choose coping mechanisms. Students practice self-awareness skills and increase ownership of coping mechanisms to support generalization.
Day 31	Episode 2: Quest 1: Trying New Things & Handling Change - Lesson 5	Students will create their own Pirate Character for Ava with stressors, coping mechanisms and physical appearance, and present them to the class.
Day 32	Episode 2: Quest 2: Self Advocacy & Respecting Differences - Lesson 2	Students will be able to define self-advocacy, identify situations where self-advocacy is needed, and discuss the importance of asking for help from their IRL support crew when necessary.
Day 33	Episode 2: Quest 2: Self Advocacy & Respecting Differences - Lesson 2	Students will define self-advocacy, identify situations where self-advocacy is needed, and discuss the importance of asking for help from their IRL support crew when necessary.
Day 34	Episode 2: Quest 2: Self Advocacy & Respecting Differences - Lesson 3	Students will identify Ava's support crew members and moments of self-advocacy in the game. Students replay AVA.
Day 35	Episode 2: Quest 2: Self Advocacy & Respecting Differences - Lesson 4	Students will identify, compare, and contrast stressors and coping skills with their classmates to further develop empathy, understanding and respect for others.





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Day 36	Episode 2: Quest 2: Self Advocacy & Respecting Differences - Lesson 5	Students will practice self-advocacy steps with classmates and identify a real-life self-advocacy opportunity. Students will demonstrate self-advocacy with a teacher.
Day 37	Space Pirate Scenarios	Students will read a real-life scenario and complete problem-solving activities to increase their understanding of social and emotional competencies by applying them to situations that directly relate to their everyday lives.
Day 38	Episode 3: Quest 1: Reacting To Peers' Needs - Lesson 1	Students will define needs and empathy, apply empathy in real-life scenarios, and demonstrate understanding through class participation and responses.
Day 39	Episode 3: Quest 1: Reacting To Peers' Needs - Lesson 2	Students will identify the different needs of AVA characters. Students play AVA.
Day 40	Episode 3: Quest 1: Reacting To Peers' Needs - Lesson 3	Students will differentiate between characters' behavior and create a classroom motto representing positive, supportive behavior in the classroom.
Day 41	Episode 3: Quest 1: Reacting To Peers' Needs - Lesson 4	Students will identify, compare and contrast different ways to support someone with a need.
Day 42	Episode 3: Quest 1: Reacting To Peers' Needs - Lesson 5	Students will identify the importance of clear communication in supporting others, demonstrate positive reactions to student needs, and role-play supportive communication scenarios. Students replay AVA.
Day 43	Space Pirate Scenarios	Students will read a real-life scenario and complete problem-solving activities to increase their understanding of social and emotional competencies by applying them to situations that directly relate to their everyday lives.





Day	Episode	Lesson Description
Day 44	Identity: Self Regulation Part 1	Students define self-regulation and how to self-regulate to attain goals and accomplish tasks. Students identify their own likes and dislikes demonstrating self-awareness.
Day 45	Identity: Growth Mindset Part 1	Students identify the difference between a Growth Mindset and a Fixed Mindset. Students define self-efficacy.
Day 46	Identity: Self Regulation Part 2	Students identify and define self-regulation skills such as self-monitoring and adjusting behavior as needed to achieve goals. Students identify their own likes and dislikes demonstrating self-awareness.
Day 47	Identity: Transitioning	Students are able to state why transition skills are important and have personal strategies to enable them to transition smoothly. Students are able to identify why a strategy might work or might not work for them, demonstrating self-awareness.
Day 48	Identity: My Backstory Part 1	Students are able to use cause and effect to provide evidence for their backstory. Students gain self-awareness as they identify key components of their lives and create their own backstory.
Day 49	Identity: My Backstory Part 2	Students will gain self-awareness and identify important parts of their lives as they create their own backstory.
Day 50	Identity: My Backstory Part 3	Students will gain self-awareness and identify important parts of their lives as they create their own backstory.
Day 51	Identity: Self Regulation Part 3	Students apply self-regulation skills and adjust behavior as needed to attain goals. Students identify their own likes and dislikes demonstrating self-awareness.





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Day 50	Identity: My Backstory Part 3	Students will gain self-awareness and identify important parts of their lives as they create their own backstory.
Day 51	Identity: Self Regulation Part 3	Students apply self-regulation skills and adjust behavior as needed to attain goals. Students identify their own likes and dislikes demonstrating self-awareness.





Day	Episode	Lesson Description
Day 52	Identity: Self Awareness: Who Am I - The Interview	Students look closely at themselves and what makes them uniquely who they are. Students connect how their emotions are connected to their behavior.
Day 53	Identity: Growth Mindset Part 2	Students delve deeper into the differences of a growth, mixed and fixed mindset. Students look at how they see failure.
Day 54	Identity: Self Regulation Part 4	Students are able to reflect on their self-regulation skills and what changes they can make in the future to be successful. Students identify their own likes and dislikes demonstrating self-awareness.
Day 55	Space Pirate Scenarios	Students will read a real-life scenario and complete problem-solving activities to increase their understanding of social and emotional competencies by applying them to situations that directly relate to their everyday lives.

