# Smart Choices and the Problem-Solving Lab

*Chapters 6 and 7, pages 42 to 52 of the book · Ages 8 to 12 · Five days, 30 to 40 minutes a day*

## GOALS

- Use the five SMART steps on a real decision.
- Recognize the sunk cost trap and the fear-of-missing-out trap.
- Use the five SOLVE steps and one creative technique on a real problem.

## KEY WORDS

decision, option, pros and cons, values, sunk cost, problem, brainstorm, constraint, perspective

## MATERIALS

The book, paper and pencil, and a phone or computer with an adult for the QR games.

## THE WEEK

**Day 1: SMART.** Read Chapter 6 through the allowance example. The child chooses a real decision of their own and walks it through SMART on paper.

**Day 2: Traps and values.** Finish Chapter 6. Do Try It 6, Scenario 1, and compare with the Answer Key. Try the Three-Time Test Detective Challenge on one decision.

**Day 3: SOLVE.** Read Chapter 7 through the locker jam. Pick one real household problem and walk it through SOLVE together.

**Day 4: Get unstuck.** Read the creative techniques. Do the Paper Clip Challenge with a three-minute timer. Then do Try It 7, Challenge 1.

**Day 5: Show what you know.** Answer the Chapter 6 and 7 reviews. Discuss the community garden teaching case: what would you add?

## HOW TO KNOW IT WORKED

- Walks a real decision through all five SMART steps.
- Explains the sunk cost trap with an example.
- Lists at least eight uses for a paper clip in three minutes.

*Answers to every Try It, review question and puzzle are in the Answer Key at the back of the book. Global Sovereign University: Different by Design. Better by Mission.*