

Grade: Kindergarten

Lesson Number: 14

Unit Name: Gurduārā Etiquette

Course: Virṣā

Title: "Gurduārā Etiquette - III

Standards

Standard 4: Learning Protocol

- Students understand and identify proper etiquette in the Darbār.
 - *Students will be told explicitly the proper etiquette when entering the gurduārā and what expectations are required of them.*

Objectives

1. Students will learn and model proper etiquette when entering a darbār and understand expectations of attending a darbār. Students will play a trivia game asking questions about appropriate behavior and protocol.

Prerequisites

- This lesson plan is the third of a three/part series focusing on gurduārā etiquette.

Materials

- Picture of a royal court – outside and inside
- Picture of the Gurū Granth Sāhib
- Chart paper
- Markers
- Plain paper
- Crayon, Colorgf pencils
- Scotch tape
- Pack of 50 index cards with trivia questions – these can be from the skit ideas used in ugeqpf "Gurduārā Etiquette lessop.

Advanced Preparation

- Teacher needs to write trivia questions onto index cards.
- You may want to have 1-2 volunteers to help write down student questions on to index cards.

Engagement (20 minutes)

- Ask students to recall what they learned last week. Ask if they can recall what they learned two weeks ago. (Imaginary trip to the gurduārā)
- Ask students how they have implemented what they have learned in the last two weeks.
- Ask students to think of a question or statement that their peers have to answer regarding proper etiquette. Each student needs to think of something to contribute to the trivia game – it's okay for volunteers and teacher to help students with the questioning process. However, students should not hear each other's questions or statements.

Exploration (30 minutes)

- Once all students have come up with their questions, have them all stand up. Divide the students into two teams – make sure teams are pretty even as far as skill level.
- Explain to students that we are about to play a trivia game where the teacher will ask them questions and they have to answer. They will all get a chance to answer the trivia question but if they need assistance, their team can help them.
- Give teams points for correct answers. At end of the game congratulate both sides on a job well done.

Explanation/Extension (10 minutes)

- Next, give each student two pieces of paper and label each paper: “GOOD” and “BAD.”
- Have them think about one thing that is “GOOD” to do in the darbār and draw it on the paper that says “GOOD.”
- Next, ask them to think about one thing that is “BAD” to do in the darbār and draw it on the paper that says “BAD.”
- Collect student drawings and create a book out them. You can alternate between “GOOD” and “BAD,” or you can put all the “BAD” and then follow it with the “GOOD” examples of proper etiquette. Bind the book and share it with the saṅgat so that they have a chance to see what students are learning.
- If students do not have time to finish this in class allow them to finish it for homework.

Evaluation (On-going)

- Attend darbār with students and see what they have learned and implemented.