

OSKAR AND THE BIG BULLY BATTLE! SILENT DYNAMITE: RESPONSIBLE DECISION MAKING

Grade Levels: 3-5, with adjustment K-2

Bully: someone who uses words or actions to hurt someone on purpose

Target: someone who a bully hurts on purpose

BYstander: someone who sees bullying happen but does not do something about it

UPstander: someone who does not like bullying and wants to do something about it

OBJECTIVES

- Students will learn how the different roles in a bullying situation look and feel.
- Students will improve listening and focus skills.

MATERIALS

- A ball

PROCEDURE

1. Discuss the four main roles of a bullying situation with your students: Bully, Target, BYstander, and UPstander.
2. Have students sit in a circle. Ask for one volunteer to come to the center and make a statue that shows a bully. Tell them to freeze in their position. Ask another volunteer to create a statue of a target. Then, add a BYstander and finally an UPstander. You may have multiple students for each statue.
3. Once the statues have been created, ask the students to come up with a word or phrase each role might say.
4. Have students return to the circle.
5. You will now act as the Caller. The Caller sits in the middle of the circle and throws the ball to a student to start the action of the game. During the game, the Caller gives special commands to the group and can change the command at any time. Examples of commands include:
 - a. Catch with your arms.
 - b. Catch with your fingers.
 - c. Throw with your opposite hand.
 - d. Spin around three times before throwing.
6. Once the Caller tosses the ball to a student, it is in play. Students must toss the ball to one another across the circle silently (hence the name Silent Dynamite).

7. When the caller yells, “Boom,” whoever has the ball must freeze.
8. The Caller then calls out Bully, Target, BYstander, or UPstander. The student with the ball must “explode” into the appropriate statue and say the correct word or phrase chosen for role. (If there is a statue that involves two or more students, the students closest to the one holding the ball must quickly act to become part of the statue.)
9. If a student doesn’t give a proper response, he or she is out and must sit down in the middle of the circle. If a student cannot complete the given command or drops the ball, he or she joins the others who are out.
10. The students in the middle must try to swat down or catch the ball as it is tossed around the circle. If a student in the middle successfully catches the ball, he or she is back in the game.
11. The game is over when there is only one person left standing in the original circle.