

Lesson 6 – Set Goals and Make a Plan

End in Mind



- Students learn to build their own Project Heart, know the meaning of philanthropy, and feel what giving looks like in their lives. Students will work together as a group to meet a need or needs for their school site, neighborhood or greater community.
- Standards Addressed – [CASEL Core Competencies](#) sub-categories of Perspective-taking, Empathy, Communication, Social engagement, Teamwork, Recognizing strengths, Goal setting, Organizational skills, Identifying and Solving problems.

Time Commitment



- Each lesson is designed to take about 20-30 minutes, once per week for 8-10 weeks. During Lessons 5 and 6, students will choose a service project. Depending on the scope of the project, students will likely request additional days each week to do the project.

Timeline Overview

- Lesson 1 – Philanthropy and the 3Ts
- Lesson 2 – See it to Be it!
- Lesson 3 – Community Before Self
- Lesson 4 – Discovering Needs
- Lesson 5 – Design a Service Project
- **Lesson 6 – Set Goals and Make a Plan**
- Lesson 7 – Use Your 3Ts to Make a Difference
- Lesson 8 – Use Your 3Ts to Help Your Team Finish the Project
- Lesson 9 – Celebrate Growing to Give!

Appendices and Resources



[Appendix A](#) – Facilitator Kit; [Appendix B](#) – Games and Activities; [Appendix C](#) – Guest Speakers; [Appendix D](#) – Brainstorming Ideas and Financial Concerns; [Appendix E](#) – Letter Home, Rubric, and Planners; [List of Project Ideas and Nonprofit List](#)



Lesson 6: I can set goals and make a plan.

Outcomes



- Students will set goals and assign jobs.
- Group leader(s) will track progress on the Project Heart planner.

Tips



- Whenever you or the students feel stuck, bring it back to the framework of the design process to figure out what you're doing now and where you'd like to go.

Materials Needed



- Project Planning Template from [Appendix E](#)
- Project Heart Rubric from [Appendix E](#)
- SMART Goals reference from [Appendix E](#)

Vocabulary Keywords



- Design Process
- Empathize
- Define
- Ideate
- SMART Goals

Connect



5 - 8 Minutes

- Ask questions about last week to get kids excited about starting the project(s) today. Refer back to the design process and Zombie Zip's empathetic approach.
- Show the students the Project Heart Rubric from [Appendix F](#) again and ask a volunteer to share take-aways from the last group conversation.



Engage



8-12 Minutes

- **Display slides 2-8** – Explain to the students what SMART goals are. Prepare a poster, chart paper, or white board with the letters SMART.
 - *You've all practiced empathy to define needs we're going help solve. Before we ideate too much more, let's make sure we're on the right track with SMART goals!*
- Use the SMART Goals reference in [Appendix E](#) or on the slides to lead a mini lesson on setting realistic goals. Meet your students where they're at! This may be a short overview conversation with young students, or could be more in depth with older students. Record student ideas on the chart paper, regardless of complexity.

Leave Changed



5-8 Minutes

- Revisit the Project Planner template from [Appendix E](#) and capture tasks, action steps, and anything else they need to remember. If appropriate, break into action teams and use the small group planner for each team. Be sure to follow through with research or materials procurement before the next session.

