

Lesson 7: Why College?

Objective: Students will learn and discuss the benefits of higher education through an interactive activity

Time Needed: 30 minutes

Vocabulary:

Use instructional techniques such as a Word Wall or Vocabulary Bingo to teach the contextual meanings of the following vocabulary words. These techniques are described in more detail in the “Vocabulary Activities Teacher Guide.”

Daily Vocabulary Words:

Word	Contextual Definition
Benefit	Something that does good to a person or thing
Dorm (Informal for dormitory)	A room providing sleeping quarters for a number of people and a building designed to have housing and dining for a number of people
Mature	Being fully developed and being capable of working things out in a thoughtful and responsible way. <i>Teacher Note: Some examples of being mature are doing chores before you are asked to do them, keeping yourself organized both at home and at school without being reminded and not talking over others. Some examples of NOT being mature are leaving your dishes on the kitchen table when you finish eating or throwing a fit because you are not getting your way.</i>
Responsible	Requiring a person to take charge of or be trusted with important things <i>Teacher Note: Some examples are taking care of your things so they do not get dirty or broken, keeping your promises or feeding your pet every day.</i>
Smart	Mentally alert <i>Teacher Note: Some examples of being smart are working on a math problem until you figure out the right answer, figuring out a puzzle, or reading and learning something new every day.</i>

Launch: (4 minutes)

Opening Message/Question:

- Why is it a good idea to go to college?

Teacher Note: Write down their responses and include their responses as statements that you may use during the game as the benefits of higher education.

Agenda: (20 minutes)

Explaining the Game: (5 minutes)

We are going to play a game called Why College? to learn about the benefits of college, but before we start, let’s go over the rules.

Teacher Note: Divide the class into groups of 4 to 5 students and hand each group a set of the three emoticons from the FFWD Emoticons handout that represent the 3 benefits of college.

Each group has three emoticons and when I read a statement about how college will benefit you, I want you to discuss with your group whether the benefit I share with you **MAKES ME SMARTER, MAKES ME MORE MATURE OR MAKES ME MORE MONEY**. Let’s practice!

- A benefit of going to college is reading lots and lots of books.
- Does this make me smarter, more mature or make me more money? (*Makes Me Smarter*)
- Why? (*After each time students answer, make sure to ask them why they chose their emoticon. Some benefits may elicit more than one response so it is important for students to explain why they chose one of the three.*)

Play the Why College? Game: (20 minutes)

Are we ready to play?

A benefit of going to college is:

- Living in a new place like a dorm or an apartment (*Makes Me More Mature*)
- Getting to choose to study whatever you want (*Makes Me Smarter*)
- Getting to choose any career or job you want (*Makes Me More Money*)
- Being exposed to new ideas and areas to study (*Makes Me Smarter*)
- Being able to choose from over 100 student groups (*Makes Me Smarter*)
- College graduates make 1 million dollars more in their lifetime than high school graduates (*Makes Me More Money*)
- Making lots of new friends (*Makes Me More Mature*)
- Getting a better job (*Makes Me More Money*)
- Having your parents give you more freedom (*Makes Me More Mature*)

Teacher Note: If you don't have enough time to do all of the statements, this is an easy game to play throughout the year. Add more statements as many statements as you and your students can come up with.

Summary: (1 minute)

Closing Remarks:

No matter where you decide to go to school to continue your education after high school, make sure you do it! There are so many benefits, it is by far the best decision you can make!

Materials:

Board or Chart Paper/Markers

One copy of the FFWD Emoticons handout for each group of students. Make sure to cut out the emoticons so that each group has a set of three emoticons.

You might want to have simple incentive prizes to give students for this activity such as pencils, candy or extra-credit points towards their grade.

Common Core Standards and ELD standards applied in this lesson:

- CCSS.ELA-LITERACY.RI.K.4,1.4,2.4

CA ELD: Part 1 Interacting in Meaningful Ways 1,5,9

Makes Me More Mature



Makes Me Smarter



Makes Me More Money

