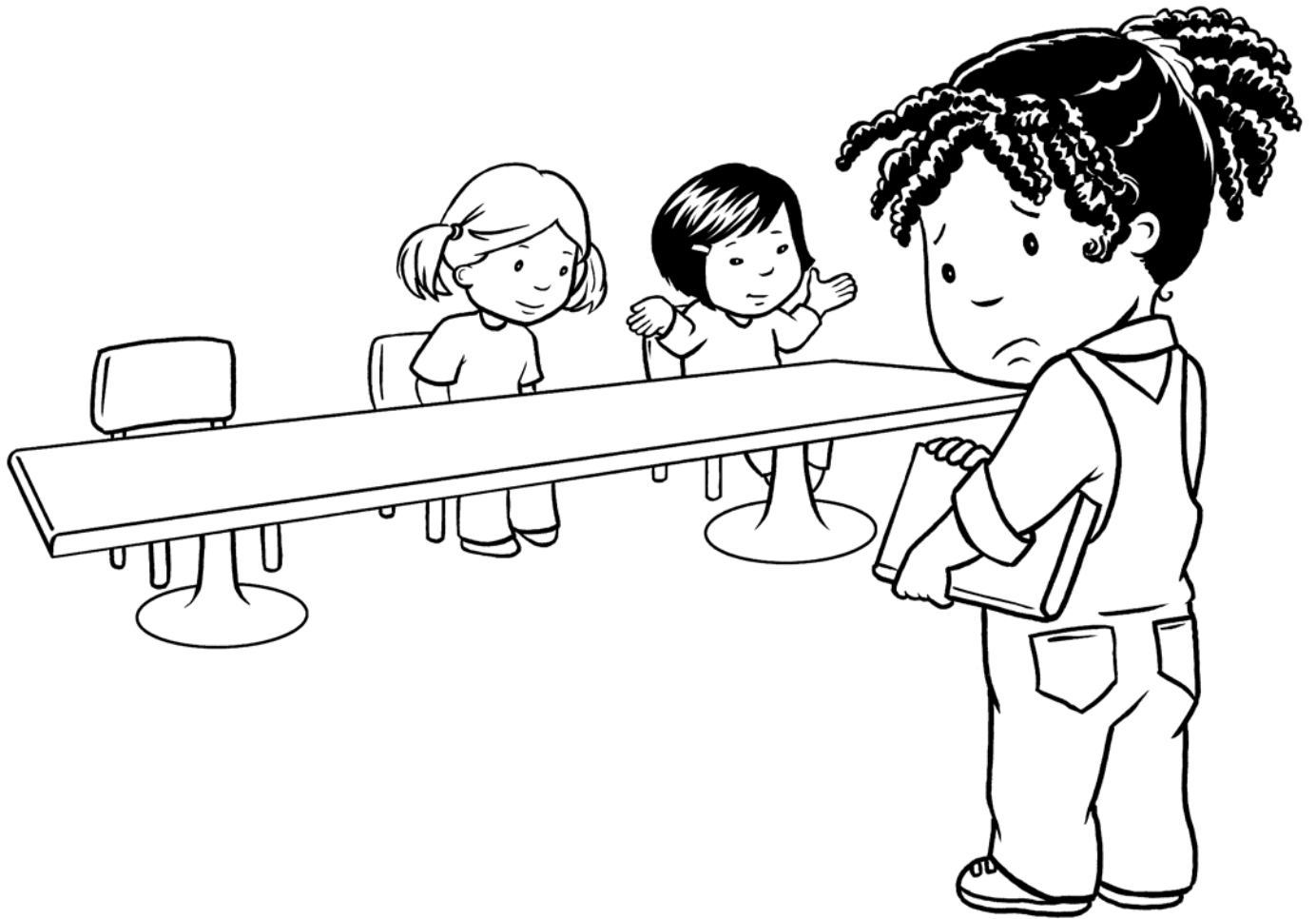
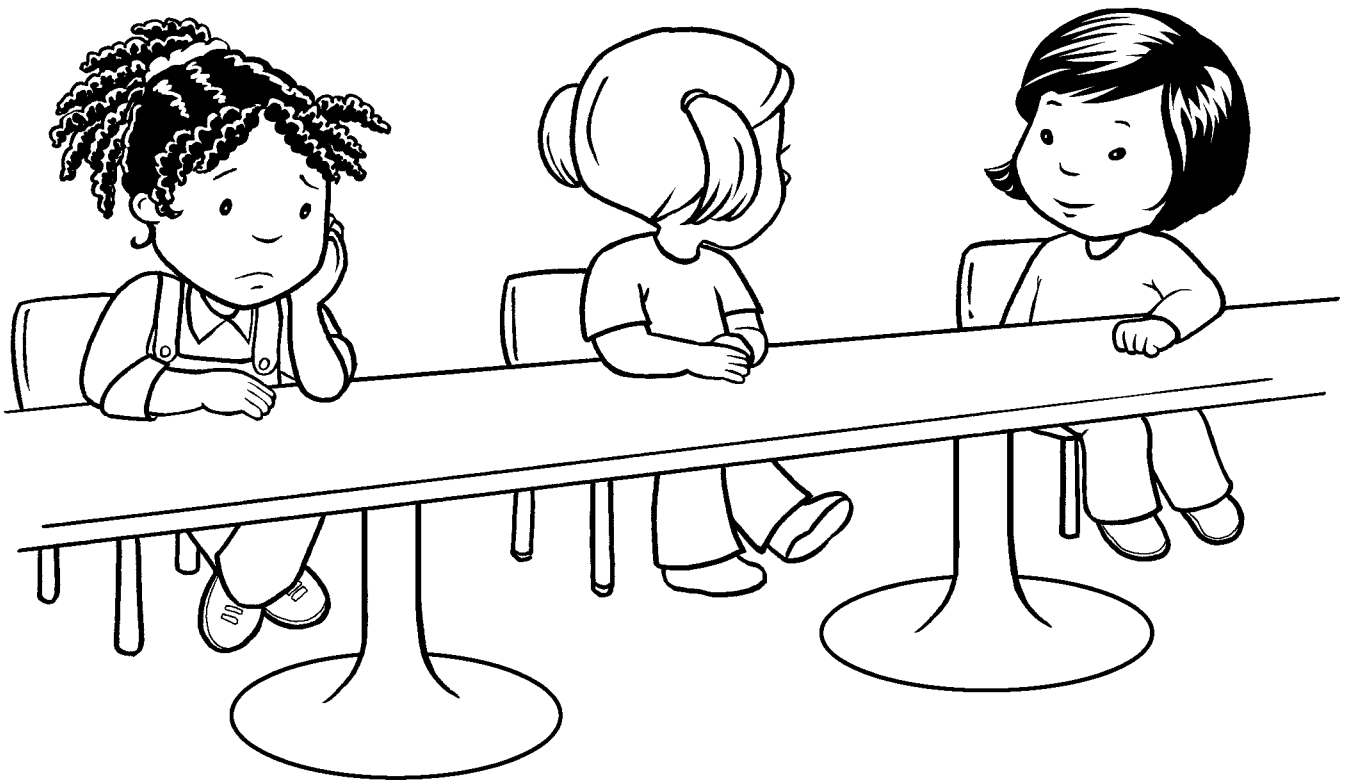


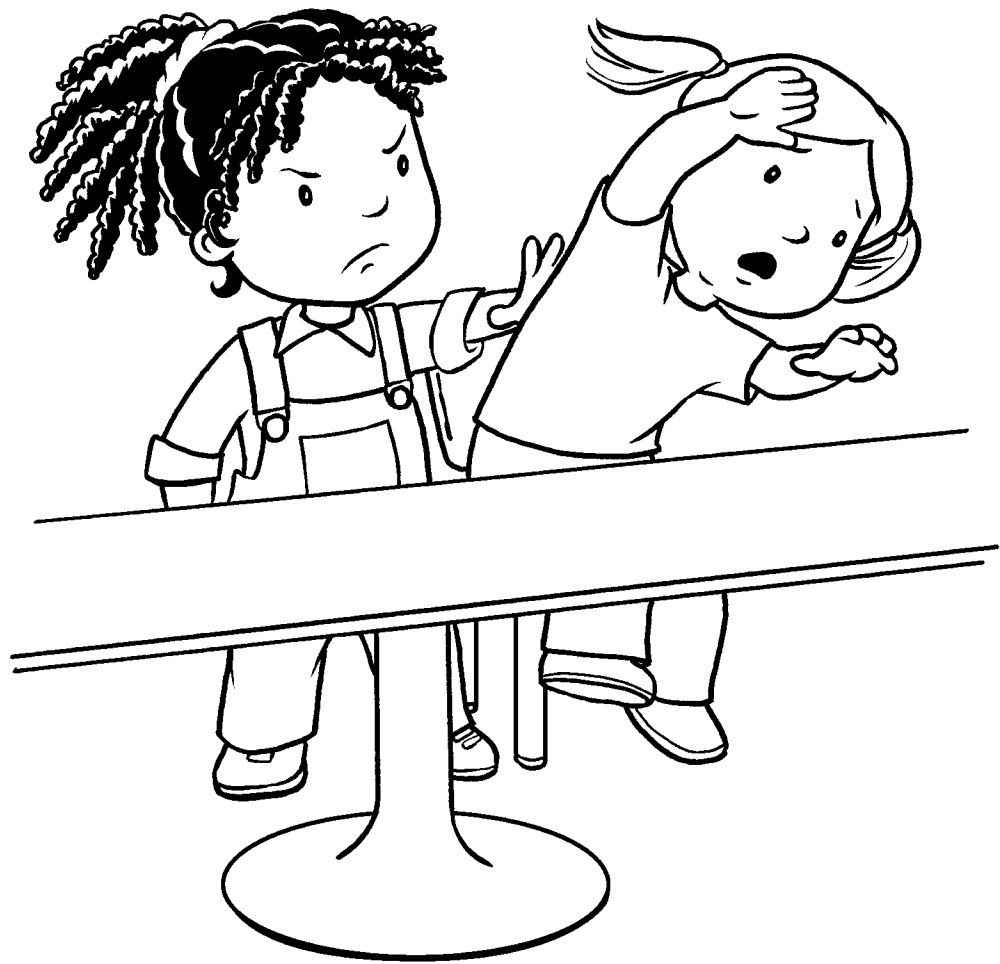
Dr 26-1a



Dr 26-1b



Dr 26-1c



Dr 26-2a



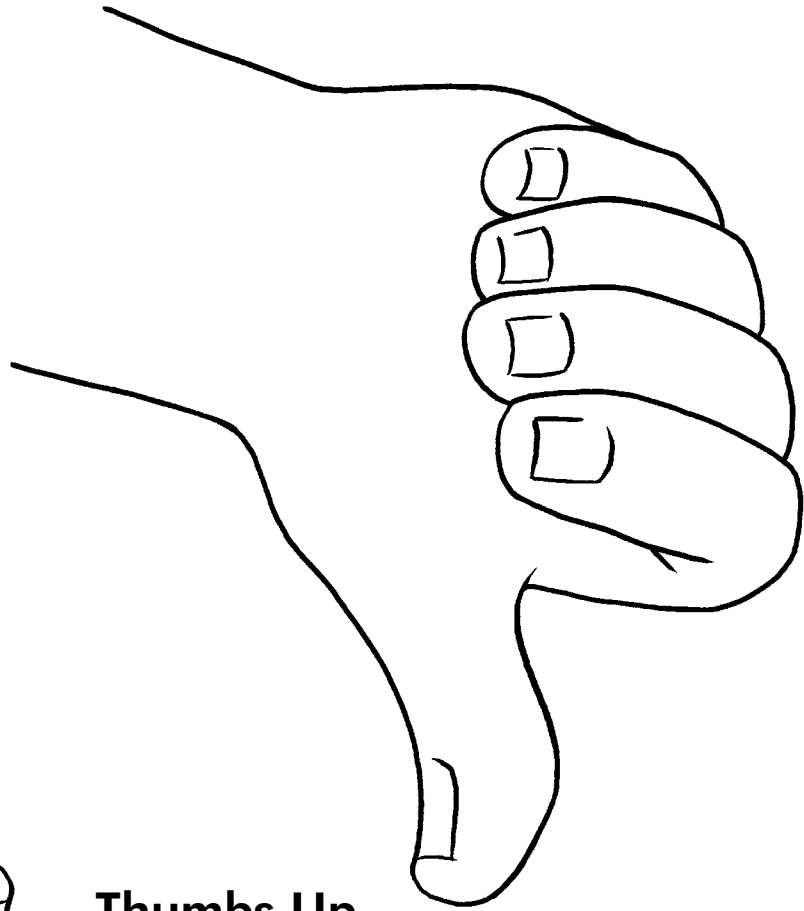
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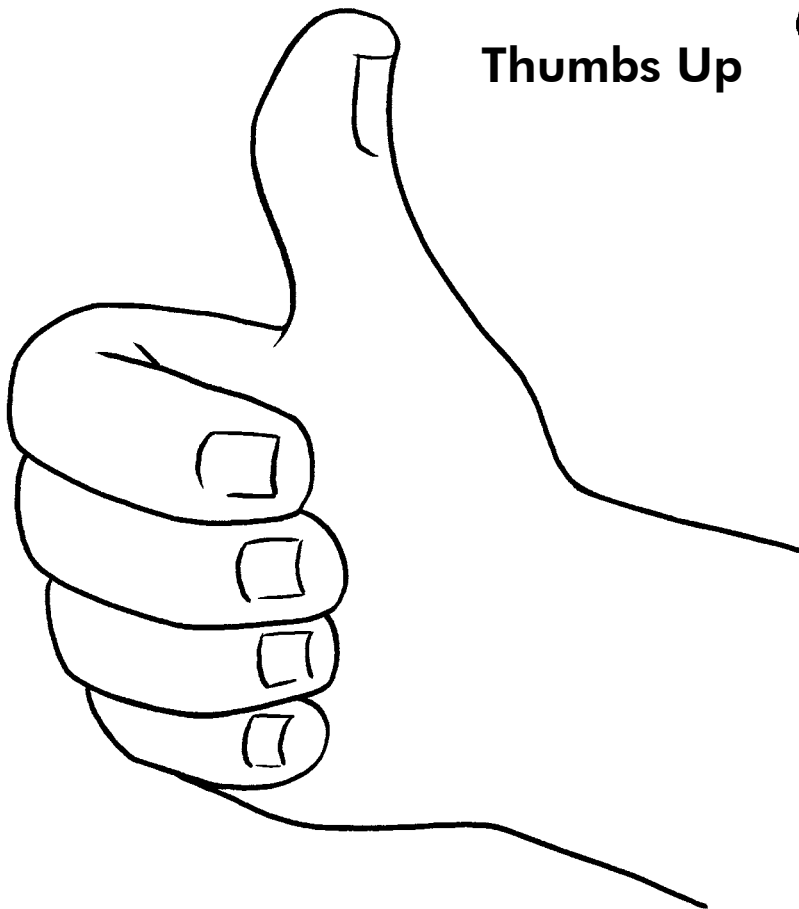
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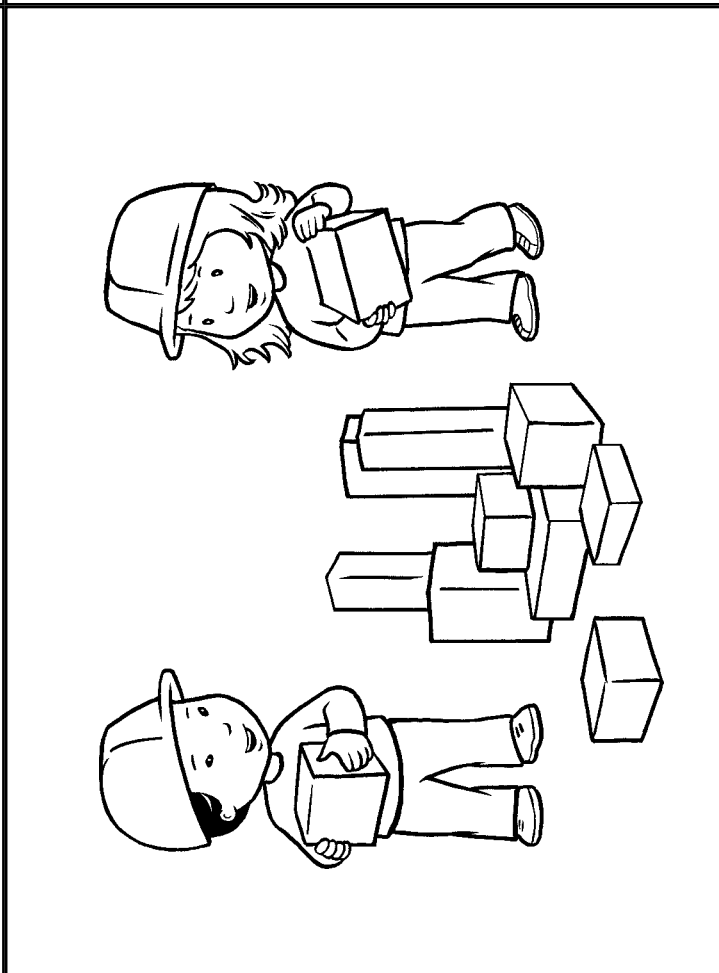
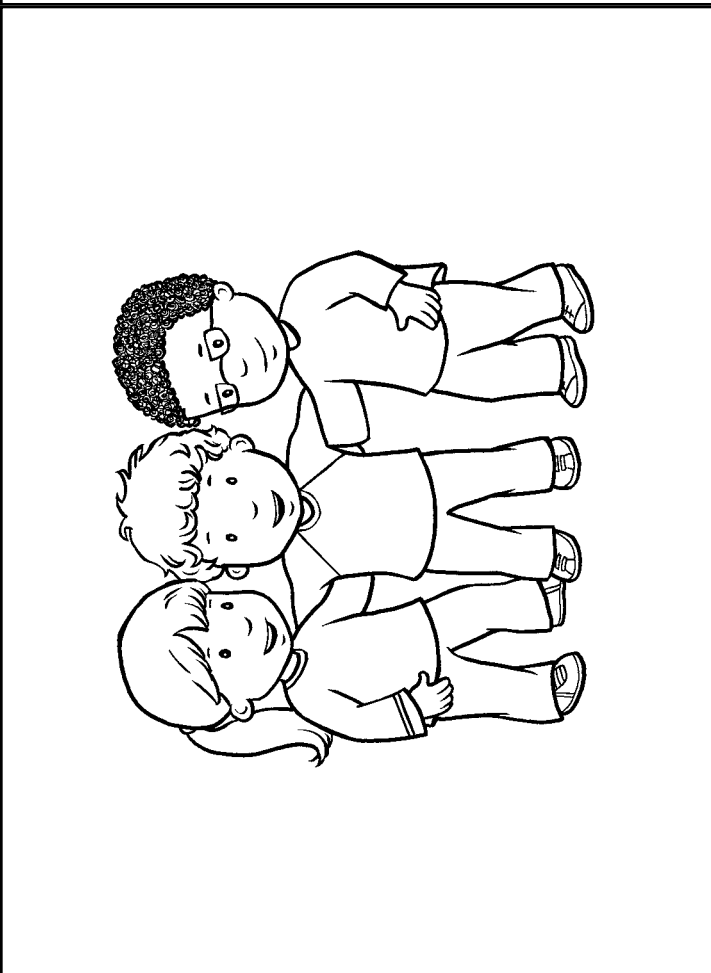
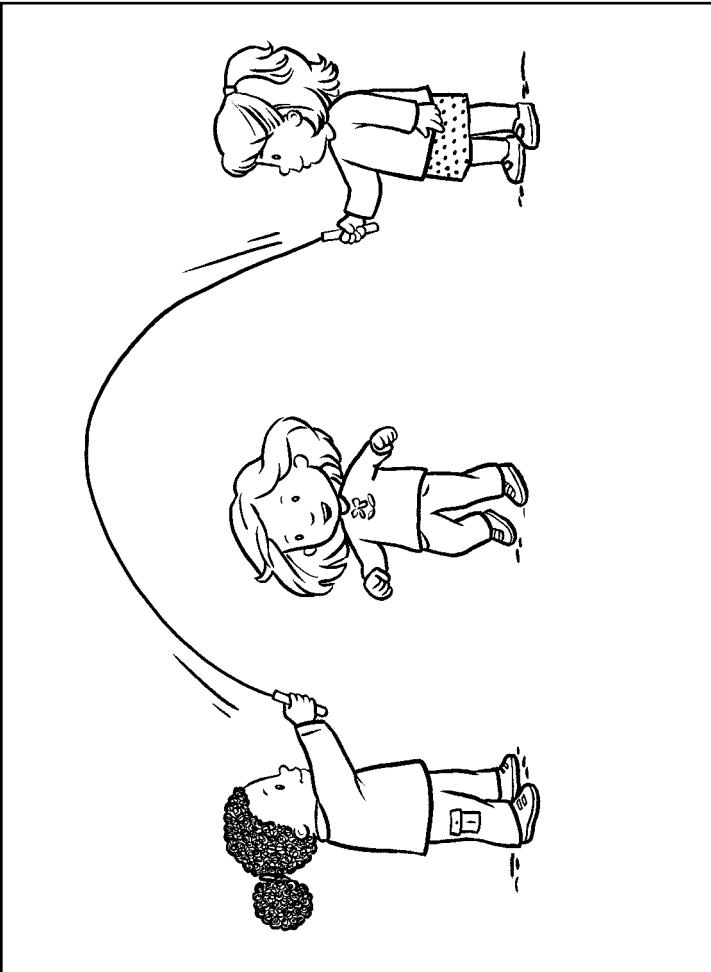


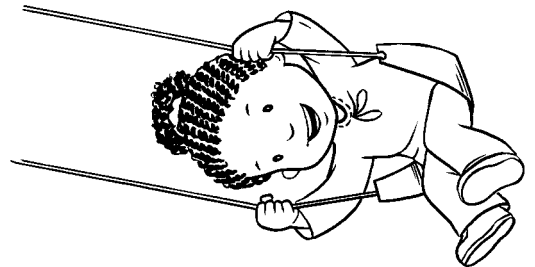
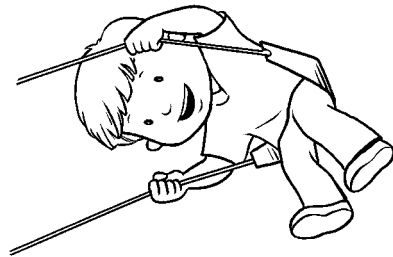
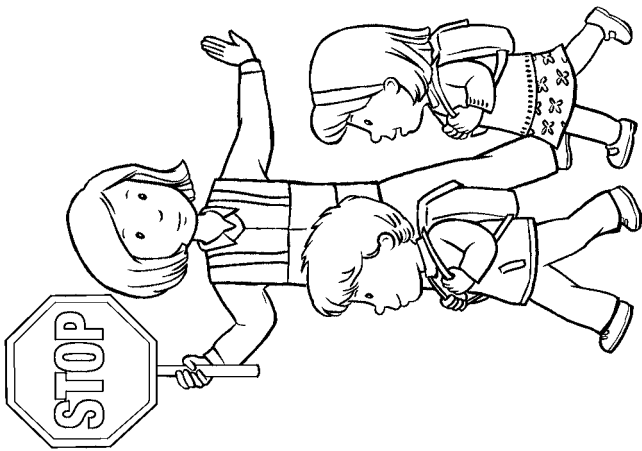
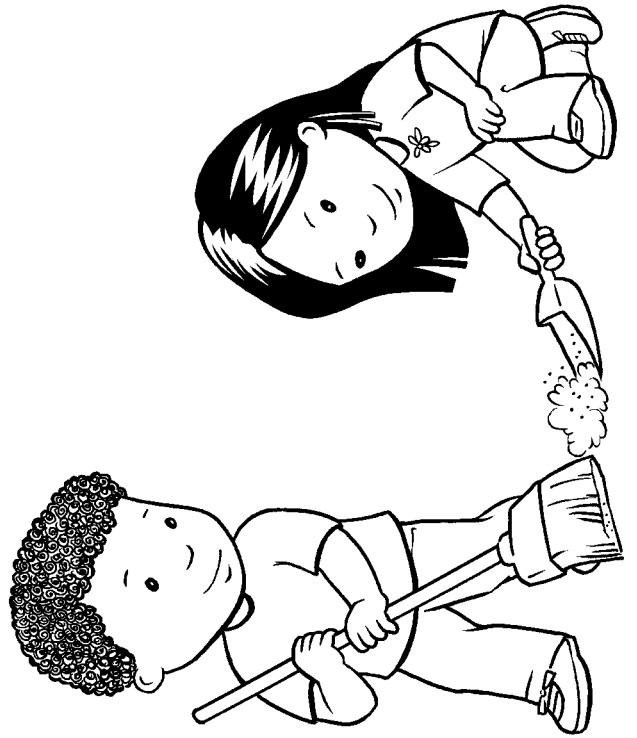
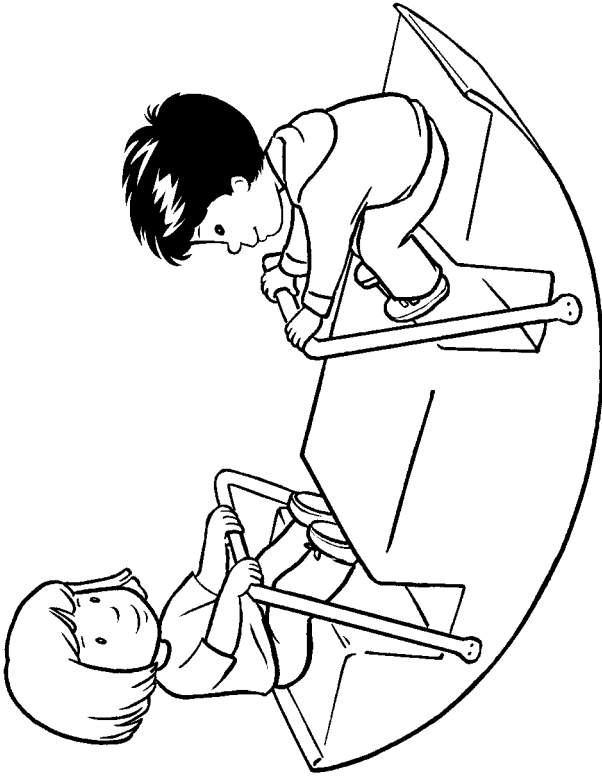
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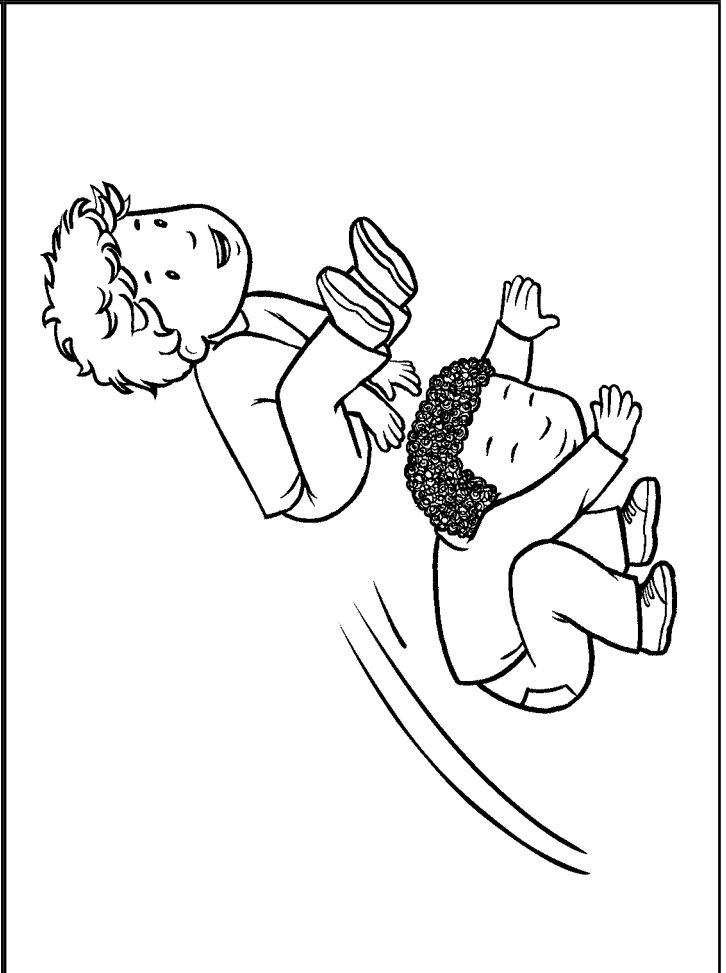
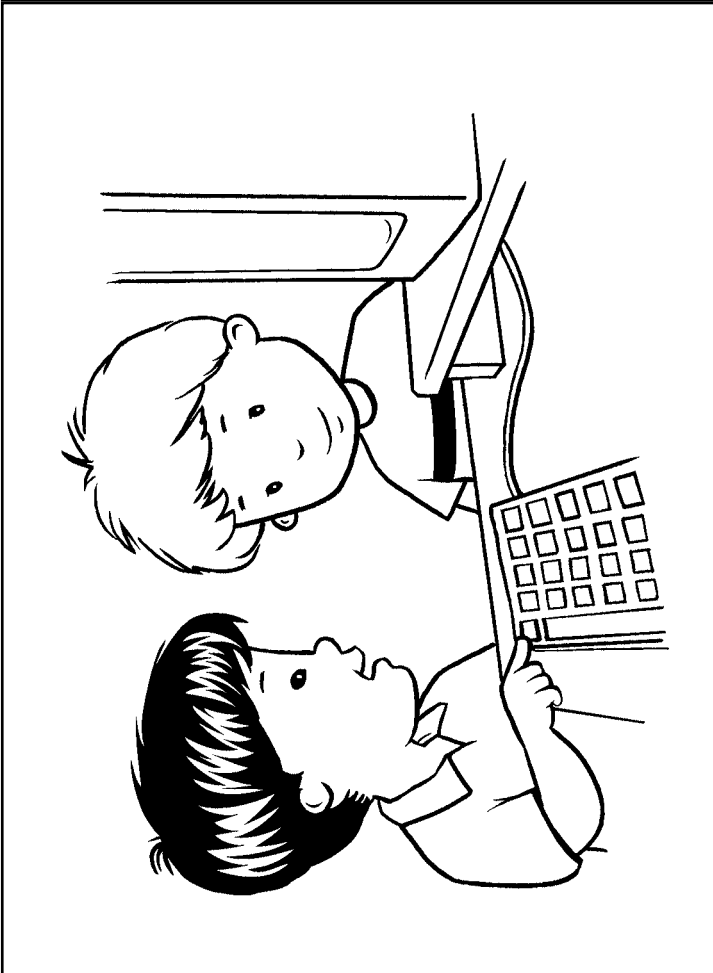
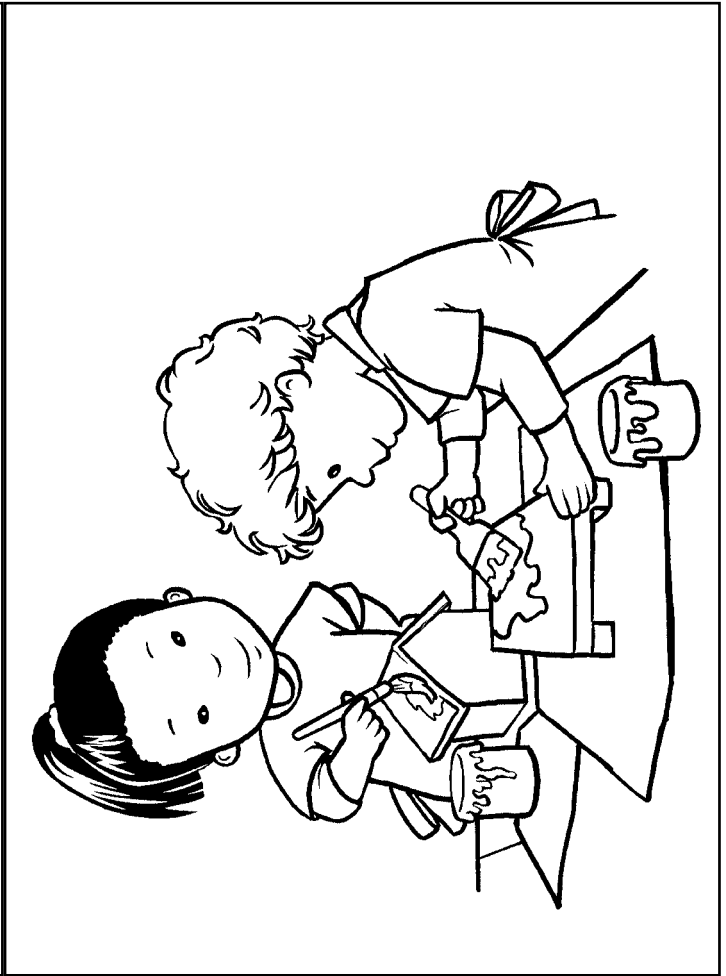
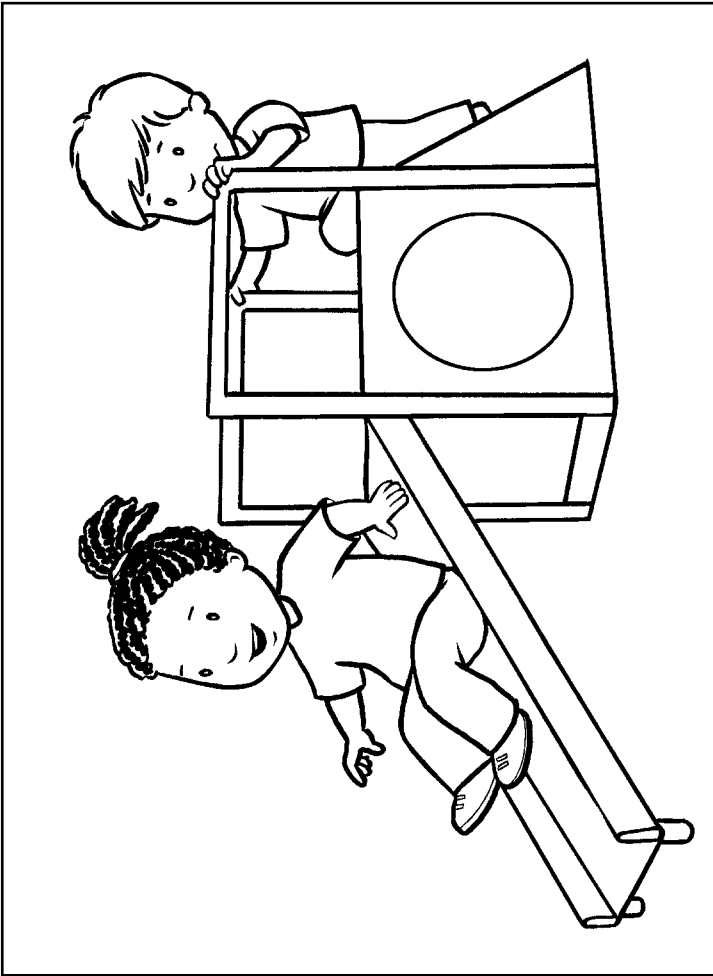


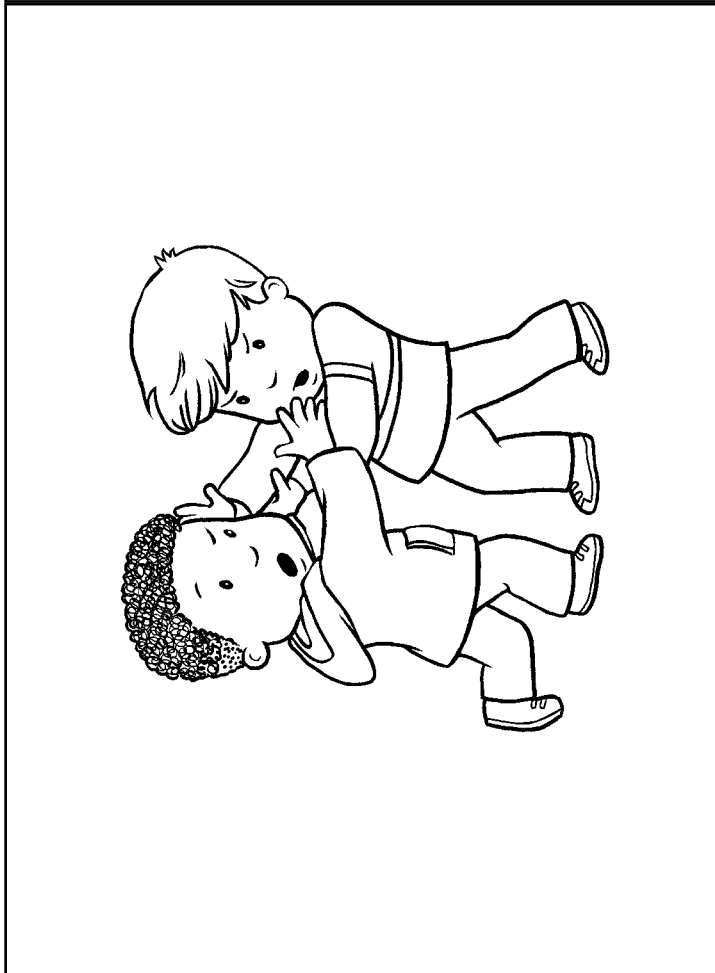
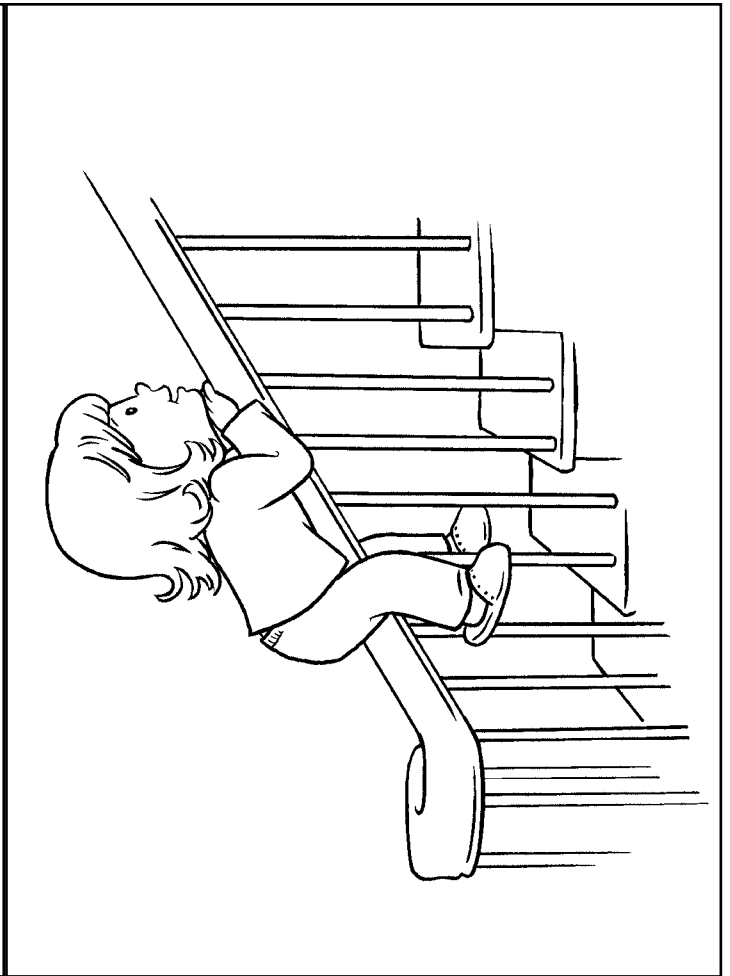
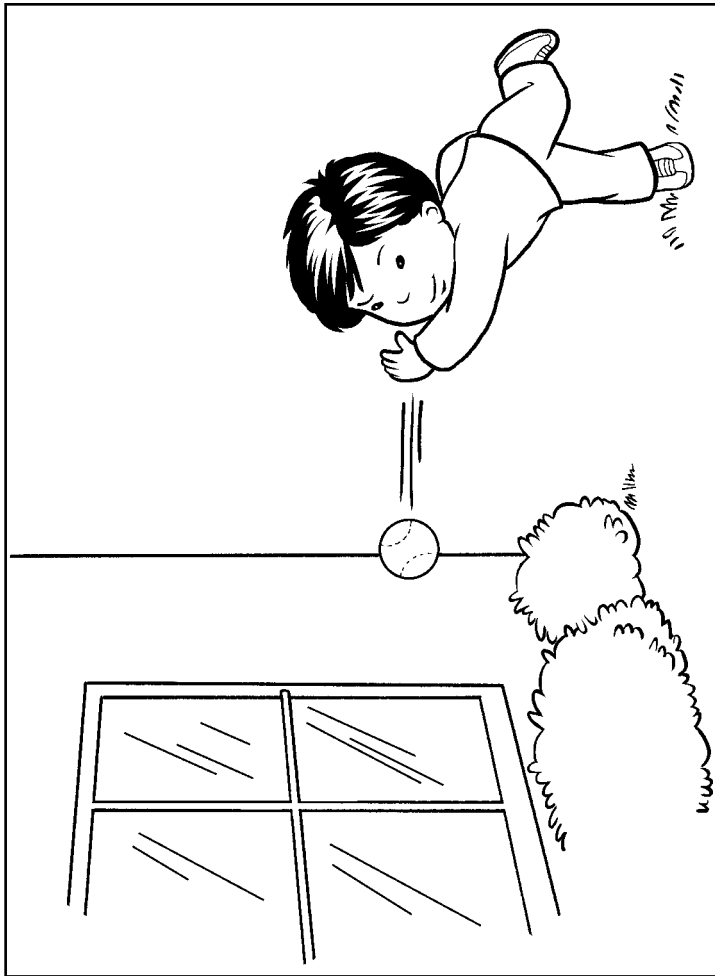
Thumbs Up











PATHS[®] Extension Activities

Solving Problems

Lesson 26

**EXTENSION
MATERIALS**

See book list.

Paper plates*

String*

Craft supplies*

Two small boxes*

**Material needs to be made or obtained.*

Problem Solving with Books

The following questions are guidelines for facilitating general problem solving within the context of stories:

- What is the problem?
- How does _____ (target character) feel?
- What did he or she do?
- Was that an OK choice or a not OK choice?
- What happened? Did that solve the problem?
- What other choices did he or she have?
- What do you think would happen if he or she tried that?

(To add a math element, ask children to count how many possible solutions they can come up with.)

**TABLE/QUIET
ACTIVITIES**

Thinking Caps

Have the children make special hats to put on when it is time for them to think hard about something. The hats can be made by cutting out the middle of paper plates and attaching string to both sides. Alternatively, use inexpensive shower caps or make newspaper hats. Decorate with stickers, feathers or other colorful additions.

Card Sort

Use the picture cards of OK and not OK behaviors. Have the children sort these cards into two small boxes.

How Does the Story End?

Read a story with the children. Then encourage them to think of their own ending to the story that is a win-win situation for all characters. Traditional fairy tales, such as “Little Red Riding Hood,” “Goldilocks and the Three Bears” and “Three Billy Goats Gruff,” are good for this, as they have strong antagonists and require the children to use problem-solving skills to think of ways to help everyone win.