🔑 Teacher Key: Friday, Oct 30, 2026 (🔵 Blue)

For Grant and staff only. Not for students or the sub plan.

SEL L1: 🔁 Last Time review (slides 5–6)

Reviews Wed 10/28 (Self-Management S8, half day): 🏆 Goal Share + Toolkit Celebration ("My tool is ___", Name That Tool, Toolkit Champion). ⚠️ Planned, not yet confirmed taught; if 10/28 changed, swap in what was taught. 1. 🧰 "Show me your tool." → **Shows their goal tool (for example Five-Finger Breathing or smell the flower). Pointing to the pocket card counts.** 2. 🗣️ "My tool is ___." → **Says, points to, or uses AAC to name their goal tool.**

SEL L1: How Do They Feel? cards (slides 9–17)

Card	Clues	Answer	Why
1	😁 Big smile.	**happy 😊**	smile
2	😭 Mouth down. Tears.	**sad 😢**	mouth down + tears
3	😡 Eyebrows down. Red face.	**mad 😠**	eyebrows down
4	😮 Big eyes. Mouth makes an O.	**surprised 😮**	big eyes + O mouth

Reduced set: cards 1 and 3. Accept a close feeling when the student names or points to a matching clue (that's the skill).

SEL L1: Casebook (no single right answer)

Check that the cover has a name and Case 1 has a face and a feeling face. Record completion by two-letter code only.

SEL L1: 🎮 Game answers (Face Clues)

Rounds: Match the Face (open, 4) · How Do They Feel? (3) · Face Clue? (2). Match: 😊 happy, 😢 sad, 😠 mad, 😮 surprised. Quiz: 😁 happy, 😭 sad, 😡 mad. Face Clue?: eyes 👍, shoes 👎. The game shows the answer and why after every tap; its Teacher button opens the full answer list. Link: https://grantdriver.github.io/games/sel-social-awareness-face-clues-L1.html