🔑 Teacher Key: Friday, Nov 6, 2026 (🟡 Gold)

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

SEL L2: 🔁 Last Time review (slides 4–5)

Reviews Wed 11/4 (S2): Body Clues (4 body clues, Which Feeling? cards, One Clue Isn't Enough, notebook Page 2). 1. **Explain:** Why is one clue not enough? → **One clue can mean more than one feeling (crossed arms = mad or cold).** 2. **Apply:** Shoulders slump. Head is down. What might they feel? What else would you check? → **Sad or tired. Check the face, the voice, or what just happened.**

SEL L2: Read the Situation cards (slides 9–17)

Card	Clues	Answer	Why
1	📍 The team lost the game. Voice is quiet. Head is down.	**disappointed / sad 😞 (accept mad with 2 clues)**	losing + quiet voice + head down
2	📍 It's test day. Voice is shaky. Hands tap the desk.	**nervous 😟**	test day + shaky voice + tapping
3	📍 They got picked for a job. Voice is loud and fast. Big smile.	**excited / proud 🤩**	good news + loud, fast voice + smile
4	📍 Someone cut in line. Voice is loud. Arms are crossed.	**mad / frustrated 😠**	unfair + loud voice + crossed arms

SEL L2: 🗂️ Clue Sort: What Kind of Clue? (slides 19–21; paper backup printables p2)

Card	Clue	Goes in
1	🤨 Eyebrows pull together.	😀 **Face**
2	💪 Arms are crossed.	🧍 **Body**
3	〰️ Voice is shaky.	🗣️ **Voice**
4	📄 They just got a test back.	📍 **Place**
5	😊 Big smile that reaches the eyes.	😀 **Face**
6	🦵 Knee bounces.	🧍 **Body**
7	⏩ Talks loud and fast.	🗣️ **Voice**
8	💼 They are waiting for a job interview.	📍 **Place**

Strong guesses use 2 or more kinds of clues. Accept another column if the student gives a sensible reason. **Apply:** Partners: pick 1 card from 2 different columns. Say: "I think they feel ___ because ___ and ___."

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

SEL L2: Notebook (no single right answer)

Check that each page has a clue **and** a feeling and an evidence sentence. Record completion by two-letter code only.

SEL L2: 🎮 Game answers (Read the Situation)

Rounds: Voice Clues (memory, 3) · Read the Situation (3) · Place Clue? (2) · Read It in Order (order). 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-voice-place-clues-L2.html