Hadley New Horizons

It all starts with you...
What is Hadley New Horizons (HNH)?

- HNH is a comprehensive organizational improvement effort to enhance the Hadley experience for students, parents, and staff.
- The work began in the summer of 2007 and has involved many staff members as well as parents.
What is a mission statement?
Hadley Junior High School
Mission Statement

The purpose of Hadley Junior High School is to prepare our students intellectually and emotionally for their high school years and the future by providing a safe and supportive learning environment that meets the unique needs of our adolescent learners, while developing respectful relationships among students, staff, families, and community.
HNH “Intellectual” Changes Important to You

• More choice classes offered through the Exploratory program and Core Extensions.
• 60 minutes of Math per day.
• Uninterrupted LA blocks.
How do we develop and maintain respectful relationships among students and staff?

It’s all about... TEAMWORK!!
What does it mean to work as a team?

A team is a group of people:
- who work together as a cohesive unit
- with a common purpose and shared goals

Today’s activities are intended to build a sense of teamwork within each team of students and staff.
What's in a team name?

• More than we often realize.
• Let's start by exploring what's in our own names.

The Story of My Name Activity
Today’s Objective:

• Generate ideas for a team name, logo, and slogan that embodies the exciting changes created by HNH.
  - HNH is all about approaching NEW HORIZONS of change, new beginnings, more opportunities, and much more!
Giants, Wizards, & Elves

**Objective:** Foster teamwork and cooperation among a group of students (A creative team variation of “Rock, Paper, Scissors”).

**State Standards:** Social Emotional Learning Standards 2C.3a & 2C.3b

**Materials Needed:**
- Cones to mark central line and safe zones.

**Instructions:**
- Teach everyone the following three characters:
  - Giant - tip-toes, raise hands above head, curl fingers, growling sounds
  - Wizard - crouch slightly, wave and point a magic wand, shouting “kazaam!”
  - Elf - on haunches, hands cupped for big ears, shrill screeching noises
- Teach everyone which characters triumph over the others.
  - Giant wins by ‘squishing’ an elf.
  - Elf wins by ‘outwitting’ a wizard.
  - Wizard wins by ‘zapping’ a giant.
  - Identical characters are a draw.
- Give students plenty of practice by calling out the characters and having them instantly become that character.
- Form 2 teams.
- Each team convenes to decide on a character.
- Teams then line up facing each other (have teams approximately 2 feet behind the central line).
- Facilitator announces “1...2...3...Go!” then teams adopt their poses, revealing their identity.
- Immediately, the winning characters (team) must chase the losing team and try to capture (tag) as many as possible.
- The losing characters try to reach a “safe zone” about 30-60 feet away without being captured (set up cones to indicate safe zones).
- Teams then reconvene and decide on their next character.
- Continue play until one team entirely consumes the other.
Dead Ant Activity

Objective: To foster team building relationships and communication for problem-solving.

State Standards: Social Emotional Learning Standards 2C.3a & 2C.3b

Materials Needed:
- 3-5 hula hoops
- 10 cones

Instructions:
- Position the hula hoops randomly around the play area - these are the Ant Hills (determine play area utilizing the cones).
- Choose 4-5 students as the exterminators.
- The remaining students are the ants.
- The goal of the game is to keep yourself and your fellow ants alive.

Rules:
- Once an ant has been tagged, he/she must lay dead on the ground with legs and arms in the air.
- A dead ant can be revived by its fellow ants by carrying the dead ant to an ant hill (dead ants must be off the ground and a minimum of 4 ants carrying the dead ant). After the dead ant has been set on the ant hill he/she is alive and can continue playing.
- Exterminators cannot tag ants when they are on ant hills.
- Exterminators cannot tag ants when they are touching or carrying a dead ant to an ant hill.
- Ants can only stay on ant hills for 5 seconds.
- Game resets after 10 minutes. Establish new exterminators.