



Winning & Losing

LESSON

LEARNING & DEVELOPMENT OUTCOME

Participants will explore how they feel when they win, lose, or tie, while learning reasons why they should be respectful no matter what the outcome.

MATERIALS

Poster paper/markers OR whiteboard/markers, worksheet, and writing utensils

AGE ADJUSTMENTS

This lesson is designed with a younger audience in mind, however, the premise of discussing winning and losing can be relevant with any age group. To adjust, have participants play tic-tac-toe regularly with X's and O's and have a discussion after about how our reactions to winning and losing affect others.

Lesson Plan

Introducing the Lesson

- Explain how to play tic-tac-toe. (See Resources section)
- Allow participants to choose their own symbol. Encourage participants to choose a symbol they can draw quickly like a *Heart, Smiley face, Star, or Flower*.

Experiencing the Lesson

- Each participant will roam around the room and play nine rounds with nine different opponents. They should track the number of games they win, lose, or tie.

Closing the Lesson

- Ask participants to show with their thumbs how it felt to win. Thumbs up if it felt good, thumbs down if it felt bad, thumbs in the middle if they are indifferent.
- Have them look around to see everyone's answers before asking them to show with their thumbs how it felt to lose.
- Allow participants to share how they feel when they lose or win. Then ask each participant to think about how they should treat others when they win or lose.
- Remind participants that we should all treat each other nicely because sometimes we lose and sometimes we win and that is okay. Additionally, it is okay to express feelings of happiness and sadness in an appropriate manner.

After the Lesson

- Our reactions to winning and losing are complex! This lesson just scratches the surface of this topic. Repeat this activity at different times throughout the year to reinforce and practice winning and losing appropriately.



What if someone wins all the time?

"Good for them! Though be mindful and prepared if participants are winning OR losing a lot. This isn't something you can control as the facilitator, but be mindful of the building of reactions and provide guidance to help settle the process if necessary."



Further Exploration

- Challenge participants to teach three other people how to play tic-tac-toe and play the game with each of those people.



Get Creative

- Have participants develop a list of five positive and appropriate things you can say when you win and five positive and appropriate things you can say when you lose.
- Provide time for them to decorate these lists and make titles that will help them to remember to use these phrases. For example, "Kim's winning phrases" or "What to say when I lose".

Online

- Facilitator will need to create a shared document for each pair of participants. On each slide, there should be at least six tic-tac-toe boards. If needed, here is a template: [Google Jamboard template](#).
- After explaining the rules, put participants in break out rooms of two, and give them about five minutes to play three games with the same opponent.
- At the end of the five minutes, assign new breakout rooms so participants have a new partner and will play the remaining three games.
- If there is more time, facilitator can provide more than six tic-tac-toe boards and play multiple rounds.

Resources

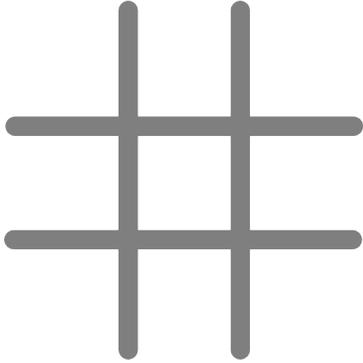
- How to play tic-tac-toe: [Online Resource](#)
 - The game is played on a grid that's three squares by three squares.
 - Player One is X, Player Two is O. Players take turns putting their marks in empty squares.
 - The first player to get three of their marks in a row (up, down, across, or diagonally) is the winner.
 - When all nine squares are full, the game is over. If no player has three marks in a row, the game ends in a tie.



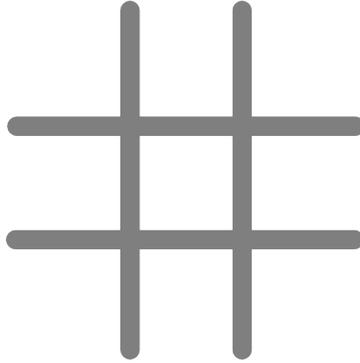


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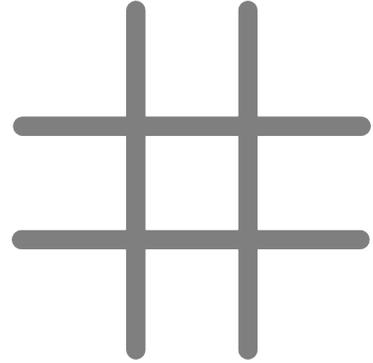
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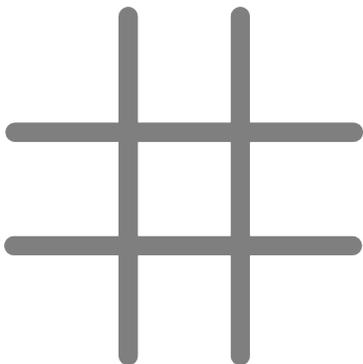
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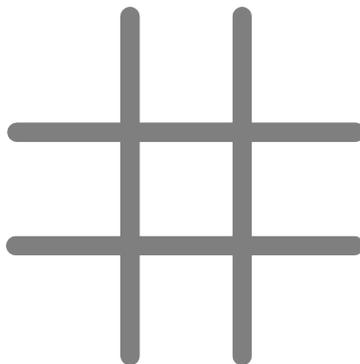
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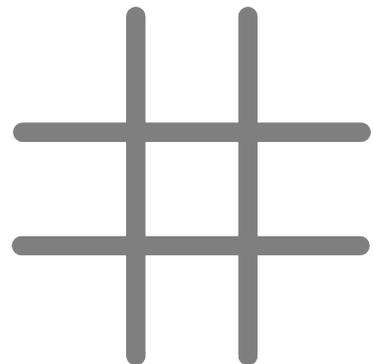
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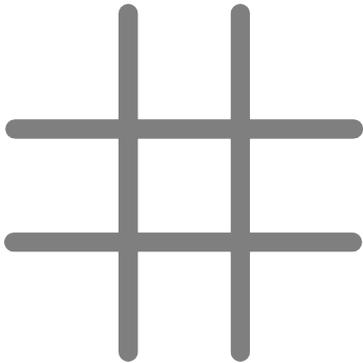
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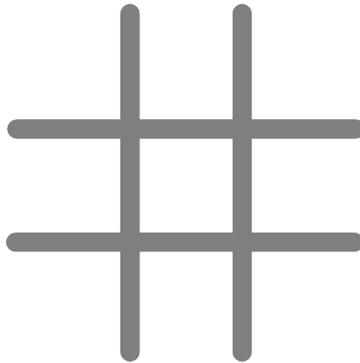
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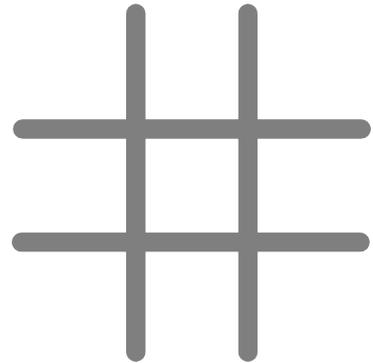
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Worksheet for: Winning & Losing