

Action Reaction Activity

Name of instrument	Action Reaction Activity
Use case and Target Audience	Suggest for use with summer camps: Ages Kindergarten graduates to 2nd grade
Theme	Activity to learn to take the perspective of different animals based on various scenarios.
Scheduled implementation	Post program: conducted at or near the end of the last day of camp or after activities relating to empathy outcomes.
Evaluation questions addressed with assessment	Does program participation develop the child's ability to accurately predict or infer an animal's emotional state?
Outcomes being measured	<ol style="list-style-type: none"> 1. Child can take perspective of animals <ol style="list-style-type: none"> a. Accuracy of student's emotion selection in response to scenarios 2. Child can predict or infer the state of an animal and identify what informed this prediction <ol style="list-style-type: none"> a. Depth of reasoning behind emotion choice. 3. Child can predict or infer the state of an animal based on an understanding of the animal's needs (min. grade level 2-3)
Materials needed	<ol style="list-style-type: none"> 1. Action Reaction evaluation sheet (attached) 2. Emotion Cards (sad, angry, fear, happy) 3. Action Reaction scenario cards (attached)
Data analysis plan	<ul style="list-style-type: none"> • Code student responses for empathy indicators including demonstration of understanding and concern for animals.(see section below)
Staffing requirements	<ul style="list-style-type: none"> • One staff member required to introduce the activity and facilitate. Two staff members if available, one as a facilitator the other as a recorder.
Time needed for activity	<ul style="list-style-type: none"> • Minimum of 15 minutes

Protocol of Assessment Implementation:

1. Fill out the top portion of the Action Reaction evaluation sheet.
2. Place the emotion cards evenly throughout the room making sure they are visible to students.
3. Gather the group in the middle of the space and go over the activity.
 - Start with an emotions warm up. Go through the following prompt to have students express their representation of the four emotional responses of the activity.
 - i. I want everyone to think about something that makes them (happy, sad, scared, angry). [Call on a few students to give an example on what

makes them (happy, sad, scared, angry)]. Ok now show me what you look like when you feel (happy, sad, scared, angry). [Go through each emotion separately].

- ii. Practice calling out different emotions (happy, sad, scared, angry) and have all students act out the emotion as a human.
 - Tell the group that they are now to imagine they are an animal (clarify the animal depending on what scenario card set you are using). You will read a scenario and they will need to respond how they think that animal would respond.
 - Each scenario will begin with “Imagine.....” and end with “How do you feel?”
 - Once the facilitator says: “How do you feel?” students should quickly move to the area closest to the emotion card that best represents what they think the animal would feel, given the scenario.
 - i. To avoid “followers” give a few seconds for students to think of a response after you read a scenario but before you say “How do you feel?”. Once students have a few seconds release them by saying “How do you feel?” and encourage them to select quickly.
4. Ask students if they have any questions, if not gather the group in the middle of the space and begin the activity.
5. Shuffle the scenario cards and draw one. Read the card aloud and finish the scenario with “How do you feel?”
 - Make sure to mark the scenario number located at the bottom of each scenario card on the evaluation sheet.
6. Once students have all decided which emotion best represents the animal's response, tally and record on the evaluation sheet.
7. Ask random students in each emotion location to share why they chose that emotion for the scenario. Record responses in the notes section.
8. Once completed, repeat steps 5-7 until you are out of cards or are out of time.

Comments or notes about instrument (to be filled out by facilitator after implementation):

Analysis

Analysis should be done via coding of student responses. Coding is a process in which tags or labels are assigned to words, phrases, sentences, or larger chunks of text. Once all text has been coded, then different meanings of the response can be identified in order to determine themes or patterns. These themes or patterns help show what ideas are most prevalent throughout the data.

Using the empathy indicators, coding of student responses should fall into four categories:

Code	Example
Demonstrates understanding of needs (food, water, habitat)	"There's no more food and nowhere to hide."
Demonstrates understanding of needs (social, emotional)	"I am angry - someone is touching me and it is not gentle, it doesn't feel good."
Demonstrates concern for animal (generally life and death)	"I would be scared of being killed."
Unrelated responses	"Sea otters can fly."

As you read through your participant responses, mark if the responses fall into any of these categories. Comments by participants can be coded in more than one category, if applicable. This can be done in Excel or using the highlight/comment function in Word.

Once you have completed your coding, go back through and see which of the codes you used most often. Codes that are not present can be specifically prompted for in future activities, if relevant to your program.

Action Reaction Evaluation

Program Title: _____ Program Date: _____

Observers Name: _____ Facilitators Name: _____

Number of Students: _____ Grade Range: _____

Animal: _____

Emotional Responses					
Scenario #	Happy	Sad	Fear	Anger	Notes

Action Reaction Scenario Cards

<p>Imagine you find an elk carcass that will feed your entire pack. (1) Wolf</p>	<p>Imagine a storm rolls in and your pack is separated. (2) Wolf</p>
<p>Imagine a forest fire starts near your den site and it's spreading quickly. (3) Wolf</p>	<p>Imagine you and your pack work hard to take down an elk and a brown bear steals it from you. (4) Wolf</p>
<p>Imagine you return to your den site and your five pups come running to greet you. (5) Wolf</p>	<p>Imagine you come back to your den site in the spring and find that it has been covered up by a building. (6) Wolf</p>
<p>Imagine you get sick and can't hunt with the rest of your pack. (7) Wolf</p>	<p>Imagine a stray wolf wanders through your territory. (8) Wolf</p>
<p>Imagine part of your pack went off to hunt and they all returned safely. (9) Wolf</p>	<p>Imagine while chasing your prey a member of your pack trips and hurts their leg. (10) Wolf</p>

Action Reaction Scenario Cards

<p>Imagine you find many sea urchins that will feed you and your family (1) Wild Sea Otter</p>	<p>Imagine a storm rolls in and your raft (group, family) is separated (2) Wild Sea Otter</p>
<p>Imagine an octopus eats all the crabs you were going to eat (3) Wild Sea Otter</p>	<p>Imagine you return to your hunting grounds and find the kelp is gone (4) Wild Sea Otter</p>
<p>Imagine you get sick and you can't hunt with your family (5) Wild Sea Otter</p>	<p>Imagine you come back from hunting and your family swims over to greet you (6) Wild Sea Otter</p>
<p>Imagine you get an enrichment toy with clams inside (1) Aquarium Sea Otter</p>	<p>Imagine a person bangs on the glass of your exhibit (2) Aquarium Sea Otter</p>
<p>Imagine a new otter comes to join you in your exhibit (3) Aquarium Sea Otter</p>	<p>Imagine your keeper approaches with the crate she uses to take you to the vet (4) Aquarium Sea Otter</p>

Action Reaction Scenario Cards

<p>Imagine a group of people are stomping on you to get to the water (1) Barnacle</p>	<p>Imagine you are picked up and moved halfway across the beach (2) Shore Crab</p>
<p>Imagine you are hiding under a rock that is being rolled over by people (3) Gunnel</p>	<p>Imagine a person throws a rock and it lands on your head (4) Fish</p>
<p>Imagine you are being quietly observed in your tide pool (5) Anemone</p>	<p>Imagine a fresh wave rolls over you (6) Anemone</p>
<p>Imagine a person touches you gently on your tentacles (7) Anemone</p>	<p>Imagine a person sticks their finger in your mouth (8) Anemone</p>

Action Reaction Scenario Cards

<p>Imagine your keeper walks by with a bucket full of fish (1) Penguin</p>	<p>Imagine your habitat needs to be cleaned so you are moved to a new area (2) Penguin</p>
<p>Imagine a new penguin comes to your exhibit (3) Penguin</p>	<p>Imagine a new species is placed in your exhibit (4) Penguin</p>
<p>Imagine you get a new exhibit with more water and new spaces to explore (5) Penguin</p>	<p>Imagine your keeper puts your food in an enrichment toy and you have to figure out how to get to it (6) Penguin</p>
<p>Imagine a group of penguins starts fighting over a fish (7) Penguin</p>	<p>Imagine you get a new nest box in your habitat (8) Penguin</p>
<p>Imagine a new person comes to feed you (9) Penguin</p>	<p>Imagine a group of people come inside your habitat and want to pet you (10)Penguin</p>

Action Reaction Scenario Cards

<p>Imagine you find a warm rock to curl up on (1) Zoo Snake</p>	<p>Imagine someone picks you up and throws you out of the garden where you live (2) Wild Snake</p>
<p>Imagine a group of children pet you gently (3) Zoo Snake</p>	<p>Imagine you get a big new branch in your habitat (4) Zoo Snake</p>
<p>Imagine it is time to shed your skin (5) Snake</p>	<p>Imagine you are traveling in a cooler to visit a group of children (6) Zoo Snake</p>
<p>Imagine you just ate a big meal (7) Snake</p>	<p>Imagine it's getting cold outside and another animal has taken over your hole (8) Wild Snake</p>
<p>Imagine you smell a new scent in your habitat (9) Zoo Snake</p>	<p>Imagine a large bird flies overhead (10) Snake</p>

Action Reaction Scenario Cards

<p>Imagine you're chasing a pesky squirrel but just as you were about to grab it, the squirrel climbs a tree and it's just out of reach! (1) Dog</p>	<p>Imagine you are given your favorite toy to play with. (2) Dog</p>
<p>Imagine you really want to go outside for a walk but it is raining and your human does not want to go out, so you have to stay inside. (3) Dog</p>	<p>Imagine it's the middle of the night and you hear a loud sound outside. (4) Dog</p>
<p>Imagine your human has just come home after a long day away at school and you watch as they approach the front door. (5) Dog</p>	<p>Imagine you are chasing a runaway ball and then all of a sudden a car swerves nearly missing you! (6) Dog</p>
<p>Imagine you go to the dog park and get to play with a whole bunch of other dogs. (7) Dog</p>	<p>Imagine you're playing with a toy and then a much larger dog chases you and tries to steal the toy. (8) Dog</p>
<p>Imagine you search tirelessly for the bone you buried in the yard three years ago but cannot find it. (9) Dog</p>	<p>Imagine you go to rest in your bed and you find the cat sprawled out not wanting to share. (10) Dog</p>