## Contents

- Introduction .................................................................................................................. 5
- Role plays ..................................................................................................................... 8

### Getting around your community ............................................................. 11
- Riding in a car ............................................................................................................. 12
- Riding the bus ........................................................................................................... 15
- Taking a taxi ................................................................................................................. 19
- Crossing the street ....................................................................................................... 22
- Asking for help ............................................................................................................... 25
- Unit test ......................................................................................................................... 28

### At home with friends ............................................................................... 31
- Answering the door ...................................................................................................... 32
- Ordering a pizza ............................................................................................................ 36
- Being a dinner guest ..................................................................................................... 40
- Unit test ......................................................................................................................... 44

### Being with other people ....................................................................... 47
- In a waiting room .......................................................................................................... 48
- In line .............................................................................................................................. 52
- In an elevator ................................................................................................................. 56
- At the table .................................................................................................................... 60
- In a restaurant ............................................................................................................... 63
- Unit test ......................................................................................................................... 66

### Out shopping .................................................................................................. 69
- Grocery store ................................................................................................................... 70
- Department store .......................................................................................................... 73
- Clothing purchase ......................................................................................................... 76
- Vending machine .......................................................................................................... 79
- ATM ................................................................................................................................. 83
- Unit test ......................................................................................................................... 87

### Around town ................................................................................................... 89
- Hairdresser ..................................................................................................................... 90
- Library ............................................................................................................................. 94
- Movie theater .................................................................................................................. 97
- Fast food ......................................................................................................................... 100
- Laundromat ................................................................................................................... 103
- Pharmacy ....................................................................................................................... 106
- Unit test ......................................................................................................................... 110
The Explore Your Community (EYC) curriculum is designed for adolescents and adults with developmental disabilities who read at a second grade level or below. Instruction can occur in large or small group formats or one-to-one. Students read text that is heavily illustrated with symbols to aid comprehension. Alternatively, the teacher may read all text aloud.

The purpose of EYC is to provide an in-class supplement to a community-based instruction program. The Instructor’s Guide includes a Community Challenge worksheet for each lesson, which extends instruction into community settings.

Components

Explore Your Community has three components: Student Book, Instructor’s Guide with PDF, and Video on DVD. Contents from each are used during teacher-led lessons.

Student Book

The full-color Student Book is organized into five units: Getting Around Your Community, At Home with Friends, Being with Other People, Out Shopping, and Around Town. Each of the 25 lessons includes activity pages as listed in Table 1. (Some lessons do not include Social Skills pages).

### TABLE 1. STUDENT BOOK ACTIVITY PAGES

<table>
<thead>
<tr>
<th>Getting Started</th>
<th>Vocabulary</th>
<th>Facts</th>
<th>Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>An anticipatory set of four open-ended questions.</td>
<td>Six terms with a picture and definition. The final vocabulary item is a common sign or symbol aligned to the activity.</td>
<td>An essay that includes illustrations and highlighted vocabulary terms.</td>
<td>Recommendations on how to prepare for and perform the community outing.</td>
</tr>
</tbody>
</table>

(Table continues on next page.)
A glossary of vocabulary terms at the end of the book includes the corresponding symbol, definition, and referenced page number.

**DVD**
The DVD features a video for each of the 25 lessons. The videos are about two minutes long. Community activities are shown step by step and supplemented with on-screen and voice-over narration.

**Instructor’s Guide**
The Instructor’s Guide (the volume you’re reading) includes a CD-ROM with PDF files of this guide plus the entire Student Book. Read the Classroom License Agreement, stored with the CD-ROM, to review your licensing rights and responsibilities.

The CD also provides an Image Library of illustrations so you can create personalized worksheets, vocabulary lists, and augmentative and alternative communication (AAC) overlays.

For each lesson, the Instructor’s Guide includes three pages linked to the corresponding lesson in the Student Book. In addition, a Unit Test is included at the end of each unit. (See Table 2.)

---

### Table 1. (Continued)

<table>
<thead>
<tr>
<th>Step by Step</th>
<th>Social Skills</th>
<th>Quiz</th>
<th>Problem Solving</th>
</tr>
</thead>
<tbody>
<tr>
<td>Photographs with captions that illustrate activities one step at a time.</td>
<td>Common social behavior expectations when engaged in the activity.</td>
<td>Three illustrated multiple choice questions that assess student comprehension.</td>
<td>“What would you do?” questions that address common problem scenarios.</td>
</tr>
</tbody>
</table>

---

**Step by Step**
Department store

1. **Step 1:**
   - ![Image 1](https://via.placeholder.com/150)
   - Role play: “Help a customer find an item in the store.
   - How can you help them?

2. **Step 2:**
   - ![Image 2](https://via.placeholder.com/150)
   - Create a dialogue: “Customer: ‘I need help finding a shirt.’
   - Salesperson: ‘Sure, what size do you wear?’
   - Customer: ‘Size medium.’

3. **Step 3:**
   - ![Image 3](https://via.placeholder.com/150)
   - Practice the scene: “Customer: ‘I need help finding a shirt.’
   - Salesperson: ‘Sure, what size do you wear?’
   - Customer: ‘Size medium.’

**Social Skills**
Department store

1. **Step 1:**
   - ![Image 4](https://via.placeholder.com/150)
   - Discuss the social behavior: “Customer: ‘I need help finding a shirt.’
   - Salesperson: ‘Sure, what size do you wear?’
   - Customer: ‘Size medium.’

2. **Step 2:**
   - ![Image 5](https://via.placeholder.com/150)
   - Analyze the social behavior: “Customer: ‘I need help finding a shirt.’
   - Salesperson: ‘Sure, what size do you wear?’
   - Customer: ‘Size medium.’

3. **Step 3:**
   - ![Image 6](https://via.placeholder.com/150)
   - Salesperson: ‘Sure, what size do you wear?’
   - Customer: ‘Size medium.’

**Quiz**

1. **Question 1:**
   - ![Image 7](https://via.placeholder.com/150)
   - Multiple choice: “In a store, what should you do if you can’t find what you’re looking for?”
   - Options: A) Ask another customer, B) Ask a salesperson, C) Look for a different store.

2. **Question 2:**
   - ![Image 8](https://via.placeholder.com/150)
   - Multiple choice: “When a salesperson asks you a question, what is a good response?”
   - Options: A) ‘I don’t know,’ B) ‘I have no idea,’ C) ‘I’ll check.’

3. **Question 3:**
   - ![Image 9](https://via.placeholder.com/150)
   - Multiple choice: “If you see someone getting angry in a store, what should you do?”
   - Options: A) Ignore them, B) Go to the manager, C) Offer to help them.

**Problem Solving**

1. **Scenario:**
   - ![Image 10](https://via.placeholder.com/150)
   - “In a store, you see someone getting angry and yelling at the salesperson.
   - What do you do?”

2. **Scenario:**
   - ![Image 11](https://via.placeholder.com/150)
   - “If you see someone in the store with a disability, what can you do to help?”

3. **Scenario:**
   - ![Image 12](https://via.placeholder.com/150)
   - “When shopping, you realize you left your wallet at home.
   - What do you do?”
Lesson sequence

Table 3 lists the recommended sequence for presenting each lesson. The content is found in the Student Book and Instructor’s Guide, and on the DVD.

Each participant would benefit by having their own Student Book. Alternatively, you can print lesson pages as needed from the PDF files. A description of how to implement the role plays follows on page 8.

Completed Quiz, Problem Solving, and Community Challenge activities would be excellent additions to an alternate assessment portfolio. Consider using the PDF files to print out pages.

<table>
<thead>
<tr>
<th>Activity</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>Getting Started</td>
<td>Student Book</td>
</tr>
<tr>
<td>Vocabulary</td>
<td>Student Book</td>
</tr>
<tr>
<td>Facts</td>
<td>Student Book</td>
</tr>
<tr>
<td>Tips</td>
<td>Student Book</td>
</tr>
<tr>
<td>Video</td>
<td>DVD</td>
</tr>
<tr>
<td>Step by Step</td>
<td>Student Book</td>
</tr>
<tr>
<td>Social Skills</td>
<td>Student Book</td>
</tr>
<tr>
<td>Role Play</td>
<td>Instructor’s Guide</td>
</tr>
<tr>
<td>Quiz</td>
<td>Student Book</td>
</tr>
<tr>
<td>Problem Solving</td>
<td>Student Book</td>
</tr>
<tr>
<td>Supplemental Activities</td>
<td>Instructor’s Guide</td>
</tr>
<tr>
<td>Community Challenge</td>
<td>Instructor’s Guide</td>
</tr>
<tr>
<td>Unit Test (follows completion of all lessons in unit)</td>
<td>Instructor’s Guide</td>
</tr>
</tbody>
</table>
If experience is the best teacher, as the proverb says, it’s valuable for students to have experience in a real community setting. Unfortunately, there can be logistic and administrative hurdles that make this difficult. Role play is the next best thing: an opportunity to simulate experience in a controlled setting. Role play has the added advantage of permitting repeated practice of a skill, which is not usually possible in the outer world.

A role play differs from a stage play in two ways: (1) education is its primary purpose, and (2) there are no lines to learn. Role play is really a form of improvisation, in which the student actors are told their character’s situation or problem, but decide for themselves what the character will say and do.

Theater engages visual, auditory, and kinesthetic learning styles, so it’s especially effective for people with disabilities. Students with autism can practice social skills that encourage independence. Nonverbal students can participate in nonspeaking roles or preprogram an AAC device with appropriate phrases.

Each lesson in the teacher’s manual contains one or more role play suggestions. These are only suggestions. All aspects—the problem, the materials, and the discussion—can be easily modified to suit your students’ particular needs.

To begin, designate the setting, the characters, and the problem. Student actors act out the problem and try a solution. Student observers discuss what they have seen and make suggestions for the actors.

Time spent on the initial role play is usually less than a minute. Discussion and subsequent reenactments will extend the session by 5 to 15 minutes.

Preparing for a role play

Role play designed for practicing skills is focused on a setting or situation. This can be created using everyday classroom materials. For example, a doctor’s waiting room can be created with three chairs in a row for the seats, the teacher’s desk for the receptionist’s desk, and the classroom door for the office door.

The characters are the people involved in the problem. There have to be at least two, for example, a bus driver and a bus rider who needs help with directions. The characters’ names should be different from the names of the students playing them.

Every story has a problem, but the problem isn’t necessarily dramatic. It does need to provide some interaction between the characters. For example, a bus rider needs a transfer from the driver (basic or everyday problem), or one bus rider wants to talk and another wants to read (advanced or special problem).

THE TEACHER’S JOB

- Set up the scene, assign the characters, explain the situation, and start and end the scene.
- Coach actors during the scene to keep it on track, if necessary.
- Lead the discussion with the players and observers.
- If an activity needs to be modeled, play one of the roles yourself.
Facilitating a role play

The story of the scene should happen quickly. You can leave a little latitude, but if the actors aren’t moving the story forward, encourage them to do so by giving direction (“Put the money in the box”) or asking questions (“What do you need?”). If you need to stop the action, say “Freeze” (see sidebar).

At a good stopping point in the scene, talk about it with the observers. Ask: “What was the problem? What did [the character’s name] do about it? Was that successful? If not, what should he do instead?”

If you get one or more suggestions from the observers, you can have the actor follow one suggestion and see what happens. Or have the observer making the suggestion take the place of the actor and try it out.

Keep the discussion focused on the role play itself (“Do you think the two passengers are friends or strangers? Why do you think so?”), rather than relating the scene to the students’ lives (“What do you talk about with people on the bus?”). Focusing attention on the scene itself helps minimize getting sidetracked on other topics.

Refer to the students by their character’s name and in the third person (“What would George do with his transfer after he got it from the driver?”), rather than in the first person (“Tommy, you’d better do something with that transfer you got—it could get lost”). This is a way for everyone, including the actor, to comment freely on what the character is doing and why, without defensiveness.

When the scene and discussion seem complete, have the actors sit down and encourage the observers to applaud them.

THEATER TERMS FOR ROLE PLAYS

- **Places**—Characters go to the place where you start the scene.
- **Go**—When everyone is ready, start the scene or restart it if it was stopped.
- **Freeze**—Actors stop the scene temporarily and stay where they are, ready to restart it.
Getting around in your community . . .

Take the Beltline to Odana Road exit.
Riding in a car

Getting started

Do you ride in a car every day? Who usually drives the car? Do you listen to music as you ride? What safety rules do you follow in the car?

Vocabulary

| van | a box-shaped vehicle large enough to carry a group of people |
| seat belt | a safety belt used to hold you in your seat in case of an accident |
| adjust | to make a small change or correction |
| permission | approval to do something |
| distract | to take someone’s attention away from something |
| PARKING sign | a sign that shows you where you can park your vehicle |

Supplemental activities

- Practice safely getting in and out of a parked car. Show how to safely cross the street after getting out of the car by walking where the driver can see you instead of behind the car.
- Locate and use car door locks. Practice unlocking and opening car doors.
- Practice adjusting seat belts.
But I like it loud!

**Situation**
Passenger wants to play radio.

**Action of scene**
Passenger asks to turn on radio. Driver says okay. Passenger turns on radio. Driver asks for a change (e.g., volume, kind of music). Passenger doesn’t want to make change and has to be convinced.

**Sample dialogue**

**PASSENGER:** Hey [Driver], can I turn on the radio?

**DRIVER:** Okay. *(Passenger turns on radio.)* That’s too loud for me! Please turn it down.

**PASSENGER:** But I like it like this.

**DRIVER:** I have to concentrate on driving, and this music is too loud for me.

**PASSENGER:** Okay. *(Passenger turns down volume.)*

**DRIVER:** Thank you, that’s better.

**Sample discussion questions**
1. Who gets to decide about the radio: [Passenger] or [Driver]? Why?
2. If [Passenger] doesn’t do what [Driver] wants, what can [Driver] do? *(Take ideas and have driver try one or more.)*

---

**Tips for role plays**

- Let students choose their characters’ names, and refer to those names during discussion.
- You may play a character if needed, but it’s better only to facilitate.
- The characters improvise their dialogue. The lines provided are only an example.
- If the actors need help, you can give instructions while the scene is in progress.
- If the scene goes off track or you wish to discuss what just happened, stop the action with “Freeze!” and start the scene again with “Go!”
- If the actors, audience, or you think something in the scene should be different, do it again with the same or different actors.
- When you’re ready to end the lesson, thank the role players and give them a round of applause.
COMMUNITY CHALLENGE | Riding in a car

Discuss these community skills and try them out with your student. Write an S, SH, or D on each line.

**S** = Student demonstrated the skill without your help.

**SH** = Student needed help.

**D** = You discussed the skill, but did not practice it.

1. Decide whether to sit in the front seat or back seat.

2. Open the door.

3. Sit in the car and close the door. Watch out for your fingers.

4. Fasten your seat belt.

5. Lock your door.

6. Ask the driver before adjusting the radio.

7. When you arrive at your destination, unfasten your seat belt.

8. Open the door and get out.

9. Close the door. Watch out for your fingers.
Riding the bus

Getting started

What do you know about riding a bus? What would you like to know about riding a bus? Have you ridden on a bus? Were you by yourself or with someone?

Vocabulary

<table>
<thead>
<tr>
<th>driver</th>
<th>a person who drives a vehicle</th>
</tr>
</thead>
<tbody>
<tr>
<td>passenger</td>
<td>a person traveling in a vehicle</td>
</tr>
<tr>
<td>bus stop</td>
<td>a place on a bus route where buses stop to let passengers on and off</td>
</tr>
<tr>
<td>transfer</td>
<td>a pass that lets a passenger ride on another bus</td>
</tr>
<tr>
<td>token</td>
<td>a special coin that lets you use public transportation</td>
</tr>
<tr>
<td>BUS sign</td>
<td>a sign that shows where buses will stop</td>
</tr>
</tbody>
</table>

Supplemental activities

- Look at a city map that shows bus routes. Identify the bus routes you might take to get around town.
- Use a local bus schedule to plan a pretend bus trip that requires a transfer.
- Examine a bus transfer pass and explain how the transfer is time-stamped and when it can be used.
Hold onto that transfer

PHYSICAL SETTING
• Chairs for bus seats, in rows
• Chair in front for driver
• Chair or table next to driver to hold coin box

MATERIALS
• Piece of paper for bus transfer
• Play money
• Box for money

CHARACTERS
• Bus passenger
• Bus driver
• Optional: additional bus passengers (nonspeaking)

CHARACTERS’ PLACES AT START
• Driver: driver’s seat
• Passenger: front door of bus

Situation
Passenger needs to take two buses to get to destination and requires a transfer.

Action of scene
Passenger gets on bus, puts money in box, and explains situation to driver. Driver provides transfer. Passenger takes transfer and sits down on bus.

Sample dialogue
DRIVER: Hi, how are you today?
PASSENGER: I’m fine. Today I have to switch to another bus downtown.
DRIVER: You need a transfer. Here, hold onto it. It’s good for 2 hours.
PASSENGER: Thank you.

Sample discussion questions
1. Does [Passenger] explain what he needs?
2. Does [Driver] understand?
3. What does [Passenger] do with the transfer?

Tips for role plays
● Let students choose their characters’ names, and refer to those names during discussion.
● You may play a character if needed, but it’s better only to facilitate.
● The characters improvise their dialogue. The lines provided are only an example.
● If the actors need help, you can give instructions while the scene is in progress.
● If the scene goes off track or you wish to discuss what just happened, stop the action with “Freeze!” and start the scene again with “Go!”
● If the actors, audience, or you think something in the scene should be different, do it again with the same or different actors.
● When you’re ready to end the lesson, thank the role players and give them a round of applause.
What’s your problem?

**Physical setting**
- Chairs for bus seats, in rows
- Chair in front for driver
- Chair or table next to driver to hold coin box

**Materials**
- Play money
- Box for money
- Book or magazine

**Characters**
- 2 bus passengers
- Bus driver
- Optional: additional bus passengers (nonspeaking)

**Characters’ places at start**
- Driver: driver’s seat
- Passenger 1: window seat on bus
- Passenger 2: front door of bus

**Situation**
Passenger 1 sits beside Passenger 2, who is reading. Passenger 1 wants to talk.

**Action of scene**
Passenger 1 gets on bus, pays, and sits down next to Passenger 2. She starts a conversation with Passenger 2.

**Sample dialogue A: Problem solved**
PASSenger 1: Hi, how are you doing? Boy, is it cold! What’s that you’re reading?
PASSenger 2: Hi. I’m sorry, I’m reading and can’t talk.
PASSenger 1: Okay.

**Sample dialogue B: Passenger 2 overreacts**
PASSenger 1: Hi, how are you doing? Boy, is it cold! What’s that you’re reading?
PASSenger 2: Shut up! Leave me alone!

**Sample dialogue C: Passenger 1 overreacts**
PASSenger 1: Hi, how are you doing? Boy, is it cold! What’s that you’re reading?
PASSenger 2: Hi. I’m sorry, I’m reading and can’t talk.
PASSenger 1: I’m just trying to be friendly. You’re a jerk!

**Sample discussion questions**
1. **If characters have solved problem:** What does [Passenger 1] want? Does she get it? What does [Passenger 2] want? Does she get it?
2. Is there a way they could both get what they want?
3. **If characters have not solved problem:** What could [Passenger 2] try now?
4. Does this problem affect the bus driver? How?
COMMUNITY CHALLENGE | Riding the bus

Discuss these community skills and try them out with your student. Write an S, SH, or D on each line.

S = Student demonstrated the skill without your help.
SH = Student needed help.
D = You discussed the skill, but did not practice it.

______ 1 Know which route to take.
______ 2 Locate your bus stop.
______ 3 Wait for passengers to exit.
______ 4 Get on the bus. Have the correct change or your bus pass ready.
______ 5 Tell the driver your destination. Ask for a transfer if you need one.
______ 6 Find an empty seat.
______ 7 Ride quietly and protect your belongings.
______ 8 Signal your stop.
______ 9 Exit the bus with your belongings.
Taking a taxi

Getting started

Are there taxis in your community? What do you know about taking a taxi? Have you ever ridden in a taxi? Is taking a taxi expensive or cheap?

Vocabulary

<table>
<thead>
<tr>
<th>taxi meter</th>
<th>a device in a taxi that figures the fare</th>
</tr>
</thead>
<tbody>
<tr>
<td>fare</td>
<td>money paid by a passenger to use public transportation</td>
</tr>
<tr>
<td>hail</td>
<td>to call out or signal in order to stop</td>
</tr>
<tr>
<td>address</td>
<td>the name and number of the place where something is located</td>
</tr>
<tr>
<td>destination</td>
<td>the place a person travels to</td>
</tr>
<tr>
<td>TAXI STAND sign</td>
<td>a sign that shows where taxis wait for passengers.</td>
</tr>
</tbody>
</table>

Supplemental activities

- Practice explaining where you live, for example, saying your address, knowing which part of town you’re in, and describing a nearby landmark.
- Act out different ways to hail a taxi on the street.
- Figure tip amounts for different taxi fares.
How much money?

**PHYSICAL SETTING**
- Chair and desk for taxi dispatcher
- *Optional:* chair for caller

**MATERIALS**
- Two telephones
- *Optional:* pen and paper or computer
- *Optional:* phone book

**CHARACTERS**
- Taxi dispatcher
- Caller who needs ride

**CHARACTERS’ PLACES AT START**
- Taxi dispatcher: sitting at desk
- Caller: sitting in chair or standing

**Situation**
Caller needs to find out how much taxi ride will cost.

**Action of scene**
Caller finds taxi phone number and punches number on phone. Dispatcher answers phone. Caller asks for cost. Dispatcher asks for “from” and “to” information and provides estimate. Both hang up.

*(Sound effect: Teacher or student can make phone-ring sound.)*

**Sample dialogue**

**Dispatcher:** Good evening, Checker Cab.

**Caller:** Can you tell me how much money I have to pay?

**Dispatcher:** Where are you coming from?

**Caller:** 123 Park Street.

**Dispatcher:** Where are you going?

**Caller:** The grocery store on Main Street.

**Dispatcher:** What’s the address?

**Caller:** I don’t know. It’s near First Avenue.

**Dispatcher:** That will be about six dollars.

**Caller:** Okay, thank you.

**Dispatcher:** You’re welcome.

**Sample discussion questions**
1. If [Caller] doesn’t know the address of the place he’s going, what can he do? Can [Dispatcher] help?
2. If [Caller] has exactly six dollars, is that enough money?

---

**Tips for role plays**
- Let students choose their characters’ names, and refer to those names during discussion.
- You may play a character if needed, but it’s better only to facilitate.
- The characters improvise their dialogue. The lines provided are only an example.
- If the actors need help, you can give instructions while the scene is in progress.
- If the scene goes off track or you wish to discuss what just happened, stop the action with “Freeze!” and start the scene again with “Go!”
- If the actors, audience, or you think something in the scene should be different, do it again with the same or different actors.
- When you’re ready to end the lesson, thank the role players and give them a round of applause.
COMMUNITY CHALLENGE | Taking a taxi

Discuss these community skills and try them out with your student. Write an S, SH, or D on each line.

**S** = Student demonstrated the skill without your help.

**SH** = Student needed help.

**D** = You discussed the skill, but did not practice it.

1. **Call the taxi company to find out the cost. Give them your address.**
2. **Wait for the taxi.**
3. **Hail the taxi.**
4. **Sit in the back seat.**
5. **Fasten your seat belt.**
6. **Tell the driver your destination.**
7. **When you arrive at your destination, pay the fare and tip the driver.**
8. **Exit the taxi with your belongings.**
Crossing the street

Getting started

Do the streets you cross have marked crosswalks? How many of them have traffic signals? What is the busiest street you cross? How can you be a safe pedestrian?

Vocabulary

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>pedestrian</td>
<td>a person who travels by foot</td>
</tr>
<tr>
<td>intersection</td>
<td>a place where streets meet</td>
</tr>
<tr>
<td>crosswalk</td>
<td>a path where you can cross a street to get from one side to the other</td>
</tr>
<tr>
<td>traffic signal</td>
<td>a signal to control the flow of traffic at intersections</td>
</tr>
<tr>
<td>jaywalk</td>
<td>to cross the street on a red light or outside the crosswalk</td>
</tr>
<tr>
<td>DON'T WALK sign</td>
<td>a sign at an intersection that tells you to wait on the sidewalk</td>
</tr>
</tbody>
</table>

Supplemental activities

- Think of different kinds of WALK and DON'T WALK symbols. Draw pictures of them.
- Create a two-column chart with the columns titled “Safe” and “Unsafe.” List safe and unsafe actions when crossing a street.
Hey, you’re in the street!

**Physical Setting**
Designate each side of street with chairs. Leave gap for sidewalk curb.

**Materials**
None

**Characters**
- Friend 1
- Friend 2

**Characters’ Places at Start**
Both three steps back from curb

**Situation**
One friend starts to cross street without looking.

**Action of Scene**
Friends are walking and talking. When they get to street, one friend keeps walking. Second friend stops her. Both friends look both ways, then cross.

**Sample Dialogue**

**FRIEND 1:** I had the best time on Saturday night.

**FRIEND 2:** What did you do?

**FRIEND 1:** Dee and I went bowling and we . . . (starts walking across the street).

**FRIEND 2:** Stop! You didn’t check for cars coming. (Both friends look both ways, then at each other, and walk across street.)

**Sample Discussion Questions**
1. What does [Friend 1] do that is dangerous?
2. How does [Friend 2] stop her? Does it work?
3. If Friend 1 doesn’t stop, what could [Friend 2] do?
4. What if a car is coming?

**Tips for Role Plays**
- Let students choose their characters’ names, and refer to those names during discussion.
- You may play a character if needed, but it’s better only to facilitate.
- The characters improvise their dialogue. The lines provided are only an example.
- If the actors need help, you can give instructions while the scene is in progress.
- If the scene goes off track or you wish to discuss what just happened, stop the action with “Freeze!” and start the scene again with “Go!”
- If the actors, audience, or you think something in the scene should be different, do it again with the same or different actors.
- When you’re ready to end the lesson, thank the role players and give them a round of applause.
COMMUNITY CHALLENGE | Crossing the street

Discuss these community skills and try them out with your student. Write an S, SH, or D on each line.

S = Student demonstrated the skill without your help.
SH = Student needed help.
D = You discussed the skill, but did not practice it.

1. Find the crosswalk.
2. Push the WALK button.
3. Wait if the sign says DON’T WALK.
4. Cross when the sign says WALK.
5. Look both ways.
6. Stay in the crosswalk.
7. Watch for turning cars.
8. Yield to emergency vehicles.
Asking for help

Getting started

Where in your community have you gone on your own? Did you ever need to ask for directions? Have you ever asked for help in an emergency? What kind of identification do you have?

Vocabulary

<table>
<thead>
<tr>
<th>independence</th>
<th>freedom to act on your own</th>
</tr>
</thead>
<tbody>
<tr>
<td>directions</td>
<td>instructions on how to get to a certain place</td>
</tr>
<tr>
<td>identification</td>
<td>something you carry that may have your photo and tells who you are</td>
</tr>
<tr>
<td>emergency</td>
<td>a sudden crisis that requires immediate action</td>
</tr>
<tr>
<td>police officer</td>
<td>a person who enforces the law</td>
</tr>
<tr>
<td>RESTROOM sign</td>
<td>a sign that tells you where to find a toilet in a public place</td>
</tr>
</tbody>
</table>

Supplemental activities

- Make a list of things you’ll need help with from time to time. Circle the things that you might need to ask for help with. Then discuss some guidelines for asking, for example, be polite, be specific, and ask only if you really need help.

- Make a pretend emergency phone call, describing who you are and where you’re located.

- Create an emergency phone contact list with names of people you might call for help.
Can you see for me?

**Physical Setting**
Use chairs to create hallway. Leave gaps to indicate office doors.

**Materials**
None

**Characters**
- Blind person looking for room number
- Person in hall

**Characters’ Places at Start**
- Blind person at one end of hall
- Other person at other end

**Situation**
Blind person can't find room for appointment.

**Action of Scene**
Blind person (or sighted person with eyes closed) stands at end of hall. Sighted person walks toward her. Blind person asks for help. Sighted person guides her to correct room.

**Sample dialogue**

BLIND PERSON: Excuse me. I need your help.
SIGHTED PERSON: What do you need?
BLIND PERSON: I'm looking for room 250.
SIGHTED PERSON: Let's try this way. *(They walk together.)* Here's room 220, room 230, so it should be two doors down. Here it is.
BLIND PERSON: Thank you very much. Have a good day.
SIGHTED PERSON: You too. Bye!

**Sample discussion questions**
1. What is [Blind person] trying to do?
2. Do you think [Blind person] has ever been in this office before?
3. How does she know someone is there?
4. Does she get help?
5. What could she do if she doesn’t get help?

**Tips for role plays**
- Let students choose their characters’ names, and refer to those names during discussion.
- You may play a character if needed, but it's better only to facilitate.
- The characters improvise their dialogue. The lines provided are only an example.
- If the actors need help, you can give instructions while the scene is in progress.
- If the scene goes off track or you wish to discuss what just happened, stop the action with “Freeze!” and start the scene again with “Go!”
- If the actors, audience, or you think something in the scene should be different, do it again with the same or different actors.
- When you’re ready to end the lesson, thank the role players and give them a round of applause.

26 Getting around in your community
COMMUNITY CHALLENGE | Asking for help

Discuss these community skills and try them out with your student. Write an S, SH, or D on each line.

S = Student demonstrated the skill without your help.
SH = Student needed help.
D = You discussed the skill, but did not practice it.

1. I need assistance, please.
2. I need directions, please.
3. Where’s the telephone?
4. Where are the restrooms?
5. I need medical attention.
6. I’ve lost my . . .
7. Please call the police.