

Good Sportsmanship Win or Lose a Game

SECTION 1 · THE THREE STORIES IN COLOR

SPORTSMANSHIP

STORY

Winning the Game, Staying Kind (Color)

THIS STORY BELONGS TO _____

DATE _____

1



OUTSIDE

My class plays a game outside.

2



TROPHY

Sometimes my team wins the game.

3



CALM

When I win, I stay calm instead of bragging about it.

4



MEDAL

I remember that everyone on both teams tried their best.

5



BALL

I stay a good teammate, even when I win.

6



HAPPY

Staying calm and kind when I win can help everyone feel happy.

STORIES IN COLOR

Story Strips (Color)

SPORTSMANSHIP

Story in order, as cut-apart cards. Print, cut on the dashed lines, and the story travels in a numbers keep the order. This is the color set; the same three strips in the ink-saver set are

1. STAYING KIND



2. STAYING CALM



3. LOSE



the handshake
game," then
nest picture
the card, not
other card
full
es 6-8).

FOUR QUICK WAYS TO USE A STRIP

- ☐ Clip it to a lanyard or keyring so it travels between rooms with the student.
- ☐ Tape it inside a folder or desk lid for a quiet, private reminder.
- ☐ Hand one card at a time as the story is retold, in order, one to six.
- ☐ Send the set home in an envelope the week that story is new (page 25).

at each row as one strip before cutting the six cards apart — that
ands are still learning scissors. A laminated strip holds up to a
on.

Game

Page 9 of 29

+ BRIGHT PATH SPED

+ BRIGHT PATH SPED

What Is Inside, and Where

Before you begin

PAGE 4



Start Here —
Three Steps
START HERE

4

01 The Three Stories in Color

PAGES 6–10



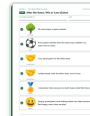
Winning the
Game, Staying
Kind (Color)
STORY

6



Losing the Game,
Staying Calm
(Color)
STORY

7



After the Game,
Win or Lose
(Color)
STORY

8



Pocket Story
Strips (Color)
CARDS

9



Write Your Own
Story (Type or
Draw)
STORY

10

02 The Ink-Saver Stories

PAGES 12–15



Winning the
Game, Staying
Kind (Ink-Saver)
STORY

12



Losing the Game,
Staying Calm (Ink-
Saver)
STORY

13



After the Game,
Win or Lose (Ink-
Saver)
STORY

14



Pocket Story
Strips (Ink-Saver)
CARDS

15

03 Practice, Data and Home

PAGES 17–28



Practice: Winning
the Game, Staying
Kind
PRACTICE

17



Practice: Losing
the Game, Staying
Calm
PRACTICE

18



Practice: After the
Game, Win or
Lose
PRACTICE

19



How to Use the
Stories
REFERENCE

21



Story and
Moments Log
LOG

22



Weekly Roll-Up
and Graph
TRACKER

23



Filled Example
EXAMPLE

24



Family Page
NOTES

25



Hand-Off to
Another Adult or
Room
NOTES

26



Phrase Bank for
Writing a New
Story
REFERENCE

27



Storage and
Binder Labels
REFERENCE

28

Start Here — Three Steps



1

Print one story

Pick the story that fits what this student needs most right now and print it from the color set (pages 6–8) or the ink-saver set (pages 12–14). Type the student's name on it first if you like.

The pocket strips (page 9) put the same six pictures on cut-apart cards; the blank page (page 10) is for a story of your own.



2

Read it, then practice

Read the story in a calm moment, pointing to each picture, the same way every time. After a read, do that story's practice page (pages 17–19): three "what can I do?" moments, a Monday-to-Friday strip, and three things to try with an adult.

The how-to page (page 21) has the rest: which story first, what counts as a moment, and reading it the same way in every room.



3

Log it, roll it up, send it home

One row on the log (page 22) each school day: was the story read, by whom, how many moments came up, and in how many the student did what the story says.

Total the week on the roll-up (page 23) and dot the graph. Send the family page (page 25) home the week a story is new; the hand-off page (page 26) goes with the story to any other adult.

WHAT THIS FILE IS

A fillable PDF: 3 short picture stories (18 sentences, 8 pictures) about playing a game, winning and losing it well, in a color set and an ink-saver set, a practice page for each, pocket strips, a write-your-own page and the data pages behind them, with type-in fields throughout. It works offline, no account needed.

WHAT THIS FILE IS NOT

Not an editable online slideshow or word-processor document, and not a behavior plan or a legal or clinical procedure of any kind. It follows no named method, supplies no prompt hierarchy, fading schedule or mastery rule and promises no outcome; it tells a student, in pictures, what a game moment looks like and what they can do, and counts what happened.

WHICH PAGE, WHEN

YOUR SITUATION	GO TO
A student's team wins a game	Winning the Game, Staying Kind, page 6; practice, page 17
A student's team loses a game	Losing the Game, Staying Calm, page 7; practice, page 18
A game has just ended, either way	After the Game, Win or Lose, page 8; practice, page 19
A situation none of the three stories covers	Blank story, page 10; phrase bank, page 27
The IEP meeting or a family conference	Roll-up and graph, page 23; example, page 24

IF SOMETHING DOES NOT WORK, AND WHERE THIS FILE LIVES

A field will not hold my typing. Open the file in Acrobat Reader or Preview, not a browser tab. **A picture reads as a different word.** Cover it and use the blank page instead; the **Ask a Question** tab reaches me for a free update.

Confidentiality: initials only on anything that leaves your hands, first name only on the family page.

STORY

Winning the Game, Staying Kind (Color)

THIS STORY BELONGS TO

DATE

1



OUTSIDE

My class plays a game outside.

2



TROPHY

Sometimes my team wins the game.

3



CALM

When I win, I stay calm instead of bragging about it.

4



MEDAL

I remember that everyone on both teams tried their best.

5



BALL

I stay a good teammate, even when I win.

6



HAPPY

Staying calm and kind when I win can help everyone feel happy.

STORY

Losing the Game, Staying Calm (Color)

THIS STORY BELONGS TO

DATE

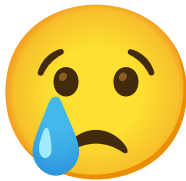
1



OUTSIDE

My class plays a game outside.

2



SAD

Sometimes my team loses the game, and it can make me feel sad.

3



CALM

When that happens, I can take a slow breath and stay calm.

4



MEDAL

I remember that everyone on both teams tried their best.

5



BALL

I stay a good teammate, even when my team loses.

6



HAPPY

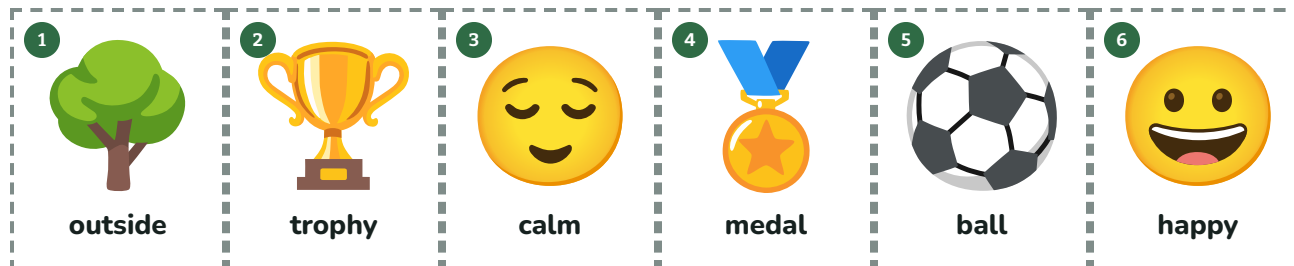
Staying calm when I lose can help me feel happy again.

CARDS

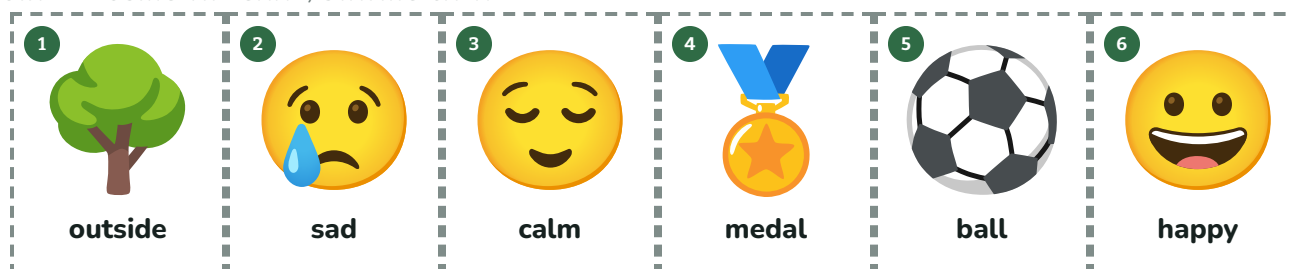
Pocket Story Strips (Color)

The six pictures of each story in order, as cut-apart cards. Print, cut on the dashed lines, and the story travels in a pocket or on a keyring; the numbers keep the order. This is the color set; the same three strips in the ink-saver set are on page 15.

STORY 1 • WINNING THE GAME, STAYING KIND



STORY 2 • LOSING THE GAME, STAYING CALM



STORY 3 • AFTER THE GAME, WIN OR LOSE



A NOTE ON THE REPEATED PICTURE

After the Game, Win or Lose shows the handshake twice (cards 3 and 4): saying “good game,” then shaking hands. Both cards are the honest picture for their sentence, so the number on the card, not the picture, keeps them in order. Every other card in every strip is a different picture. The full sentences are on the story pages (pages 6–8).

FOUR QUICK WAYS TO USE A STRIP

- ☐ Clip it to a lanyard or keyring so it travels between rooms with the student.
- ☐ Tape it inside a folder or desk lid for a quiet, private reminder.
- ☐ Hand one card at a time as the story is retold, in order, one to six.
- ☐ Send the set home in an envelope the week that story is new (page 25).

PRINTING AND CUTTING TIP

Print on cardstock if it is available, and cut each row as one strip before cutting the six cards apart — that keeps the numbers in order while little hands are still learning scissors. A laminated strip holds up to a backpack or a keyring for the whole season.

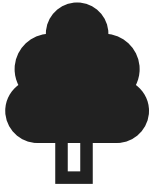
STORY

After the Game, Win or Lose (Ink-Saver)

THIS STORY BELONGS TO

DATE

1



OUTSIDE

My class plays a game outside.

2



BALL

Every game outside ends the same way, whether my team wins or loses.

3



HANDSHAKE

I say 'good game' to the other team.

4



HANDSHAKE

I shake hands with the other team, win or lose.

5



MEDAL

I remember that everyone on both teams tried their best.

6



HAPPY

Saying 'good game' and shaking hands can help everyone feel happy, every time we play.

PRACTICE

Practice: Losing the Game, Staying Calm

Goes with Losing the Game, Staying Calm (page 7). Read the story together, then do this page.

NAME

DATE

READ THE STORY WITH

WHAT CAN I DO? (READ THE STORY FIRST)

#	WHEN THIS HAPPENS...	WHAT CAN I DO?	I DID IT (Y / N)
1	My team loses a game.		
2	I feel like yelling or crying because we lost.		
3	I do not want to keep playing because we are losing.		

I DID THIS TODAY (MARK THE DAY)

THIS WEEK	MON	TUE	WED	THU	FRI
I read the story					
I did what the story says					

PUT THE STORY IN ORDER

1

2

3

4

5

6

Cut the strip cards for this story (page 9) and put them in order, one to six. Then tell the story.

TRY IT WITH AN ADULT

☐ Show me how you would take a slow breath.

☐ Practice saying 'good game' even when you feel sad.

☐ Tell me one thing you can look forward to for next time.

MY OWN WORDS ABOUT THIS STORY

LOG

Story and Moments Log

One row per school day. It counts two things: whether the story was read, and how many of the day’s moments the student did what it says.

STUDENT

STORY IN FOCUS

WEEK OF

#	DATE	STORY READ	READ BY (ADULT / TOGETHER / STUDENT)	MOMENTS SEEN	USED IT	INITIALS
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

WHAT “READ BY” MEANS ON THIS SHEET

Your own short word for how the read went: an adult read it, you read it together, or the student read it alone. Leave the row’s story column blank on a day it was not read; the moment columns still count.

WHAT THE TWO MOMENT COLUMNS MEAN

Moments seen: how many times a game came to the situation the story is about that day — a win, a loss, or the end of a game. Used it: how many of those the student did what the story says. Total both on the roll-up (page 23) at the end of the week.

TRACKER

Weekly Roll-Up and Graph

One row and one dot per week, from the log. Eight weeks across, 0 to 100 percent.

STUDENT

GOAL (YOUR DISTRICT'S OWN WORDING)

CRITERION (YOUR TEAM SETS IT)

#	WEEK OF	STORY	DAYS READ	MOMENTS SEEN	USED IT	PERCENT	NOTES
1							
2							
3							
4							
5							
6							
7							
8							

PERCENT OF MOMENTS THE STUDENT USED IT · ONE DOT PER WEEK, THEN DRAW THE LINE



FIGURING THE PERCENT

Add the log’s two moment columns (page 22) for the week. Used it divided by moments seen, times 100, rounded to the nearest whole number. Days read is how many rows that week name a story.

BRINGING THIS PAGE TO A MEETING

A rising line says the student is doing what the story says in more of the moments it is about. The criterion field above is where your team’s own number goes, so every dot is read against the same line. This page counts what is plotted; it does not decide what a flat line means.



EXAMPLE

Filled Example

SAMPLE · INVENTED STUDENT

Every number in the read-out is re-counted straight from the two tables above.

Jordan is invented, and so is every mark on this page. One week on the log, then three weeks on the roll-up, to show how the two pages read once real marks are on them.

The log, one week (page 22)

#	DATE	STORY READ	READ BY	MOMENTS SEEN	USED IT
1	10/5	Losing the Game	adult	2	1
2	10/6	Losing the Game	together	2	2
3	10/7	Losing the Game	together	1	0
4	10/8	Losing the Game	student	2	2
5	10/9	Losing the Game	together	2	2

The roll-up, three weeks (page 23)

#	WEEK OF	STORY	DAYS READ	MOMENTS SEEN	USED IT	PERCENT
1	10/5	Losing the Game	5	9	7	78%
2	10/12	Losing the Game	4	8	7	88%
3	10/19	Losing the Game	5	10	9	90%

READING THE NUMBERS

The week above: 9 moments seen across 5 days, used it in 7, 78 percent. The story was read by an adult 1 time, together 3 times and by Jordan alone 1 time. The weeks: 7 of 9 (78 percent), then 7 of 8 (88 percent), then 9 of 10 (90 percent) — a line rising week on week. Every percent is that row's own used-it count divided by its moments seen.

A LINE THIS SHEET COULD WRITE

"With Losing the Game, Staying Calm read 5 days that week, Jordan stayed calm after a loss in 9 of 10 moments seen the week of 10/19 (90 percent), up from 7 of 9 the week of 10/5."

HOW THE GRAPH WOULD LOOK

Three dots on the roll-up graph (page 23) at 78, 88 and 90, joined by a line that rises. The "read by" column on the week above shows the read shifting from an adult to the student, which the log records but does not score.

WHAT THIS EXAMPLE IS NOT

One invented child's week and three weeks of totals. It sets no typical rate, predicts nothing about a real student, and the criterion field would hold whatever Jordan's team wrote — not a number this file supplies.

THE PRACTICE STRIP THAT WEEK (PAGE 18)

On the Monday-to-Friday strip, Jordan marked "I read the story" on 5 days — every row above names the story — and "I did what the story says" on 4 days, the days whose used-it count is at least 1 (every day but 10/7). The strip is the student's own mark; the log is the adult's count. They agree here because the example was built that way, not because they must.