


# What If You Lose When You Play to Win?

Teacher's Guide



SUNBURST

# ***What If You Lose When You Play To Win?***

*Grades 2-4*

*0929-03*





Credits

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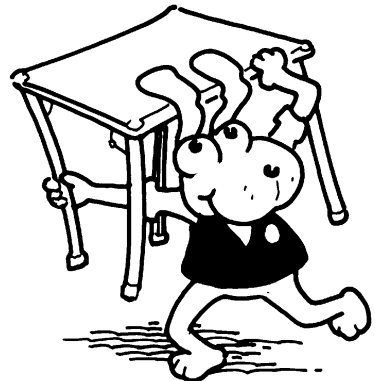
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Running Time.....16 minutes

***This program includes:***

- 1 Teacher's guide
- 1 video
- 1 game board, game pieces,  
and 2 game card sheets
- 1 poster





# ***Program Overview***

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## ***Why Should Children View This Program?***

Nobody likes a sore loser or a bad sport. But many young children are so anxious to win every time they compete against someone that they are unable to handle their feelings when they lose. They may become angry at the person who defeated them; they may refuse to finish a game if they think they are going to lose; they may even resort to cheating rather than risk being a loser. *What If You Lose When You Play to Win?* deals with the emotions of children in various types of competitions and reassures children there is nothing wrong with wanting to win. It also stresses the point that there are different ways to behave when you don't win. By identifying with the characters and the familiar situations, and by having an opportunity to discuss each situation that is presented, children will be better able to understand the benefits of losing and how to lose, or win, gracefully.

## ***Learning Objectives***

Children will:

- understand that it is okay to want to win.
- understand that they cannot always win at every game they play.
- understand the meaning of good sportsmanship and various ways of displaying it.
- recognize that cheaters may win a game, but they often lose friends and self respect.
- be aware that they can often learn something from losing a game.

## ***Video Content***

- In the style of a TV talk show, the host shows a clip of a checkers match and invites “viewers” to comment on the outcome.
- Viewers call in to offer their comments on the competition. Their calls are interspersed with vignettes about “poor losers ” and “good sports .”

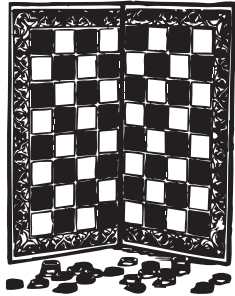
## ***Preview Questions***

- What games do you like to play? Why do you like them?
- Do you enjoy playing the game even when you lose? Why or why not?
- What can you learn from losing a game?

# Viewing the Video

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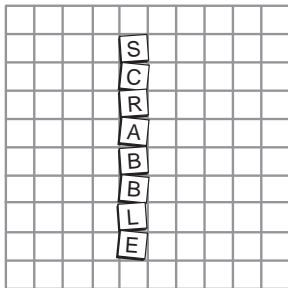
## Part 1



A simulated TV talk show begins with a clip of a checkers match between Bobby and Lisa. Just when Bobby seems certain to win, Lisa makes a surprise move and takes the lead. Bobby, enraged at the thought of losing, knocks all the pieces off the checker board and storms off, refusing to finish the game. Back on the TV set, the host takes phone calls from viewers commenting on the game and on

Bobby's bad behavior. Each caller gives an example of an experience they had with someone who did not know how to lose gracefully; these are presented as vignettes within the script: Sam and Eric decide to have a race. When Eric sees that he is losing he calls time and complains that he has a stone in his shoe; when Janie doesn't get to pick the topic she wants for a school project she storms off and asks to work with a different group. The hosts asks viewers how they feel about kids who quit or refuse to play when they think they can't win, and the video is stopped for discussion.

## Part 2



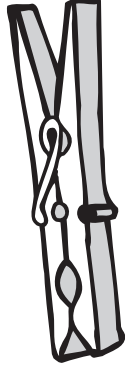
The host introduces the idea that some people will do anything to win, even if it means cheating, and then takes some more phone calls. Allen tells about the time he played Scrabble with Greg and caught Greg peeking at the tiles so that he could get the best letters. After that, Allen did not want to be friends with Greg. Andrea tells how she cheated on a spelling test and got 100, but did not feel good about herself afterward.

The host asks viewers if they've ever played against a cheater, or if they themselves have ever cheated themselves, and makes the point that cheaters may win games but they lose in other ways. The video is stopped for discussion.

# Viewing the Video

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## Part 3



The host makes the point that sometimes good things can come from wanting to win and then losing. A vignette shows Alice, Emily and Jerry competing in a Clothespin Drop to see who can get the most clothespins inside a bottle in 30 seconds. Jerry is the winner, and the other two react very differently. Alice accuses Jerry of cheating and angrily walks away. Emily is a good sport and congratulates Jerry, and then she asks for help in learning how to play the game so she might win next time. The host notes that Emily didn't let losing get in her way, and then reviews the main points made in the video:

- Being a good loser is just as important as being a winner.
- Cheaters lose friends and self respect, too.
- Even if you don't win you, can still have fun and even learn from your loss.

# Discussion Questions

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## Part 1

- Is it possible to predict in advance who is going to win a game? Why or why not?
- Have you ever quit in the middle of a game because you thought you were going to lose? How did your partner feel about this? Were you glad that you did it?
- When Eric lied about having a stone in his shoe, did it make him look good? What did this tell Sam about the kind of person Eric was?
- Janie walked away from her group because she couldn't get her own way. Do you think she did better with another group? How do you think the teacher felt about Janie's request?

## Part 2

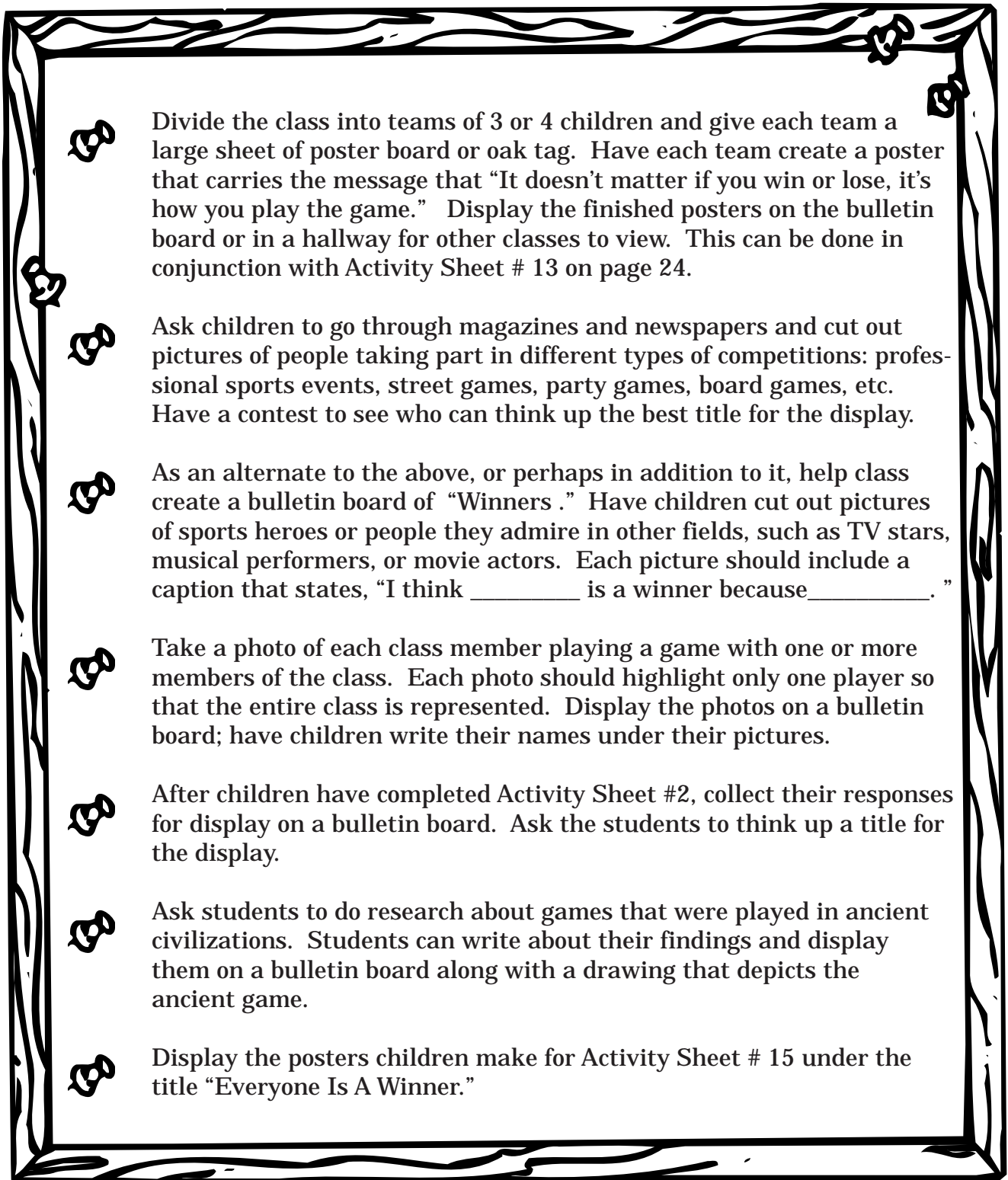
- How do you think Andrea's dad would have felt if he knew she had cheated on the test?
- Why do people who cheat in school often learn less than those who don't cheat? Do final grades always tell how smart a student is?
- Is it fun to play a game when one of the players is cheating? What takes away the fun?

## Part 3

- Has losing a game ever made you want to work harder at learning how to play that game? What did you do to try to become a better player?
- Why do you think Alice accused Jerry of cheating, even though he won the game fairly?
- What is the main reason you play a game? Can a game be fun even when you lose? Do you think it would be as much fun if you won every single game you played?

# Bulletin Board Starters

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# ***Suggested Activities***

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## ***Language Arts; Art***

Have students create their own finger puppets with construction paper, felt, yarn and any other materials on hand. Children can use the puppets to role play situations from the video; they can also make up their own situations that show the wrong—and right—way to lose.

## ***Language Arts; Creative Expression***

Assign the roles from the video and have children dramatize the “talk show ” in the classroom. Encourage children to “call in ” their own comments and examples about poor losers in addition to those already given in the video.

## ***Creative Expression; Music***

Work with children to compose an original song about being a good loser. You might include some poems from Activity Sheet # 11 on page 21 set to the music of either an original or a familiar tune. Any musical instrument available in the classroom can be used to help the children “compose” their tune. Make a recording of the class singing the completed song, or have them sing it for another class.

## ***Language Arts***

Ask each child to read one of the books listed in the Suggested Reading List in this Teacher’s Guide, and report on how it relates to the subject of this video. Reports may be written, oral, taped, or presented in any other way that is appropriate.

## ***Math; Language Arts***

Ask children to record how many incidents of sore losing or cheating they notice in a week’s worth of TV viewing. Children can bring in their results and create their own graph or add to a whole class graph about “poor losers” in TV programs. Children may also be asked to write a report on their TV observations.

## ***Creative Expression***

Set aside a corner of your classroom as an indoor recess area. Ask children to bring in any extra games they may have at home; furnish the area with as many different types of games as you can gather. On rainy days when outdoor recess is not possible, or at any other appropriate times, encourage the children to play together in the game center.

## ***Language Arts***

Have children practice positive responses to losing in different types of competitions. Invite students to brainstorm as many phrases as they can think of to compliment a competitor on winning and to show a lack of anger or jealousy on the part of the loser. Phrases such as “You’re really great at this ,” “That was a terrific game ,” “I’ll have to work harder to beat you,” etc. can be listed on the chalkboard as they are offered, and ultimately copied into a class book on good sportsmanship.

## ***Language Arts***

Write the word COMPETITION on a sheet of poster board. Tell the children that many small words can be made from the letters in “competition .” Ask them to think of words that they can spell with these letters and write them on the poster board. This can be an ongoing activity, with children adding new words to the list as they think of them.

## ***Language Arts; Art***

Ask students to think about different things they can do to keep themselves from getting angry or upset when they lose a game. Encourage them to write down their ideas; put all the ideas together in a book and title it, *How I Handle Losing*. Write one suggestion on each page and have children draw or cut out pictures to illustrate each suggestion.

## ***Language Arts***

Have students practice giving a “play-by-play ” description of a game being played by two or more children in the class. Invite volunteers to take turns being the “announcer ” and giving an oral description of the game to the “audience .” You may tape record the “play-by-play .”

# Send-Home Page

Dear Family Member,

Your child has viewed a video called *What If You Lose When You Play to Win?* This video explores the idea that playing a game should be fun for all the players, including those who lose, and that it's not possible to be a winner all the time. The importance of playing fairly, not being a sore loser, and learning from losing are points that you might wish to discuss with your child.

Ask your child to explain what he or she learned from the video. Here are some important points that were made.

- It's okay to want to win.
- It's okay to feel bad when you lose.
- It's important to behave like a good loser even if you feel bad about losing.
- Even when you lose a game, it's possible to learn from the experience.
- Sore losers, or people who cheat at games, may lose friends, as well as their own self-respect.

Here are some things you can do at home to reinforce what your child learned in the video.

- Play games with your child and discuss your child's feelings when he or she loses.
- If your child wants to stop playing because he or she is losing, explain why it's important that the game be played to completion.
- When your child wins a game, offer congratulations and praise; show your child what it's like to lose gracefully. But don't allow him or her win unfairly—children need to learn how to lose.
- If you see your child cheating or being unsportsmanlike, find a convenient time to discuss this behavior with your child. Tell your child about your own experiences with and feelings about losing a competition that you really wanted to win.

Here are some suggests for reading about winning and losing with your child:

*Tough Loser* by Barthe DeClemente.

*Good Sports: Winning, Losing, and Everything In Between* by Therese Kauchak.



# Take-Home Book

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Cut and staple the pages to make a book. Then draw pictures to go with the words.

Jake's brother Al was teaching Jake how to play chess. 1.

Jake wanted to learn, but he thought the game was really hard. 2.

Every time the two boys played, Al won. 3.

Jake was tired of losing all the time. He felt like never playing again. 4.

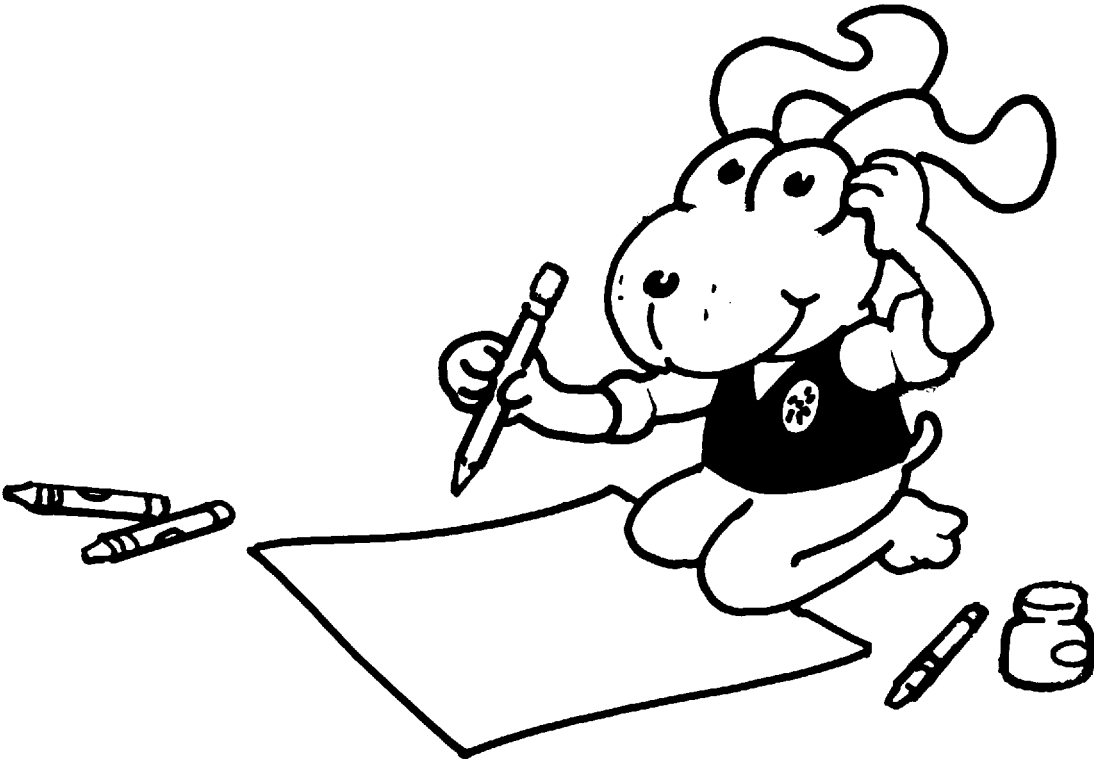
Finally he asked his brother for help learning how to play. 5.

Afterward he won sometimes, but he felt like a winner even when he lost. 6.



# Activities

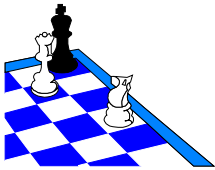
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# Games, Games, Games

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There are lots of different kinds of games: Board games, card games, outdoor sports, even “thought” games like spelling bees. What games do you like the most? Write about your favorite game. Then draw a picture that shows how this game is played.



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## Sore Loser, Good Sport

A “sore loser” is a person who behaves very badly when he or she loses a game. A “good sport” is someone who can lose gracefully, without getting upset or angry. We’ve all played with sore losers and good sports.

Draw a picture of a “Sore Loser” in the left-hand box; give your character a made-up name. Draw a picture of a “Good Sport” in the right-hand box; give that character a made-up name, too. Under each picture, write five adjectives that could be used to describe that person.

<p style="text-align: center;"><u>                    </u> <i>is a Sore Loser.</i></p> <p>(Name)</p> <div style="border: 2px solid black; border-radius: 15px; height: 200px; margin: 10px 0;"></div>	<p style="text-align: center;"><u>                    </u> <i>is a Good Sport.</i></p> <p>(Name)</p> <div style="border: 2px solid black; border-radius: 15px; height: 200px; margin: 10px 0;"></div>
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Adjectives that describe \_\_\_\_\_

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

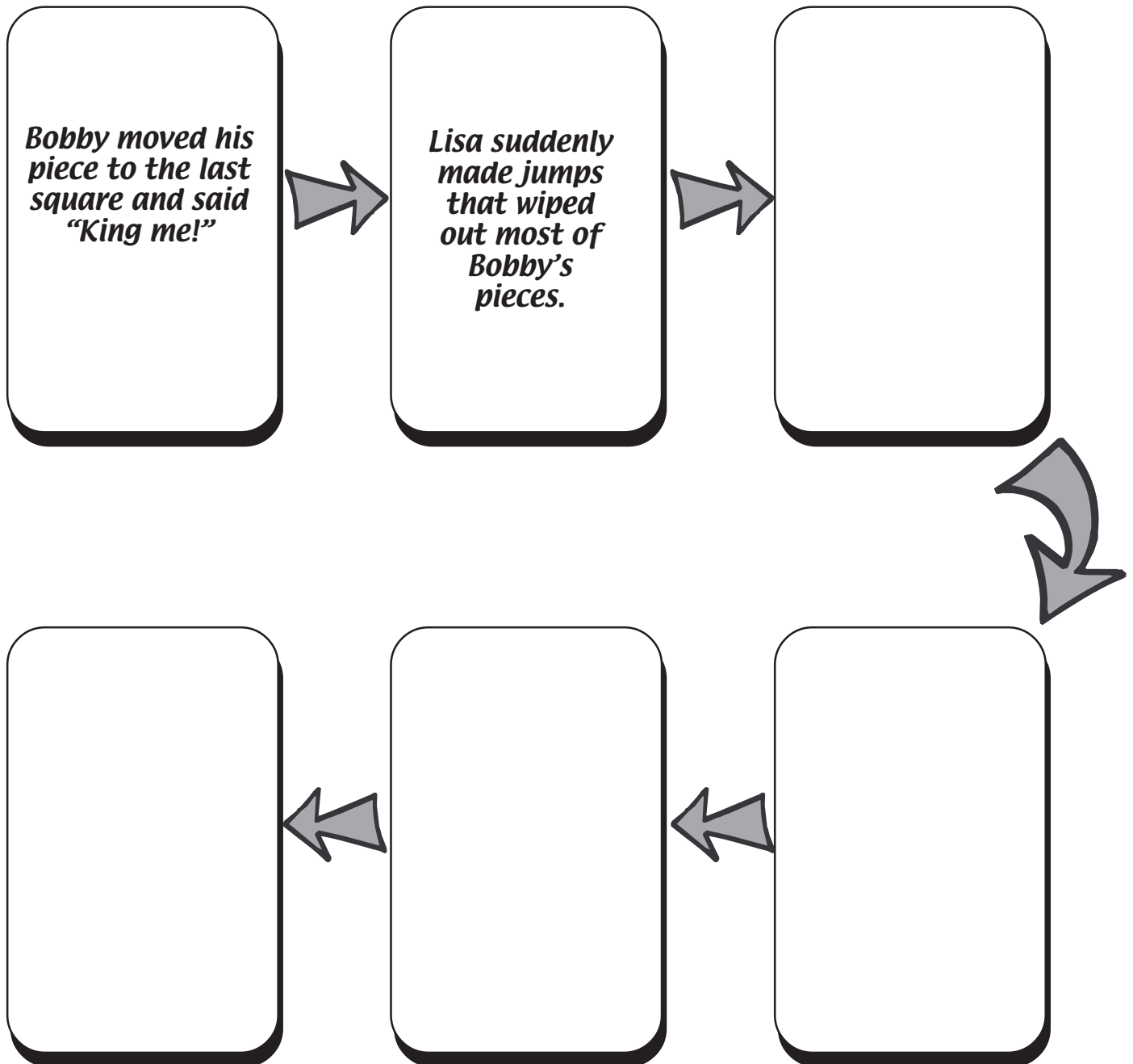
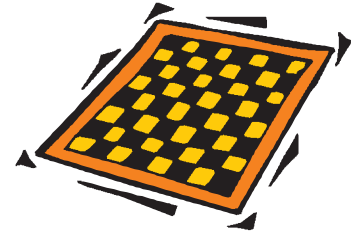
Adjectives that describe \_\_\_\_\_

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

# Map It!

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A flow map shows what happened first, second, third, etc. Make a flow map about the checkers game between Bobby and Lisa. Add more boxes if you need them. The first part is done for you.



## ***Winners and Losers***

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Draw a picture of Max's face when Kelly beat him for the third straight time at Chinese Checkers. Use a cartoonist's balloon to write what you think Max should have said to Kelly.

Draw a picture of Tammy's face when she lost the election for class president. In a cartoonist's balloon write what you think Tammy should have said to the person who won.

Draw a picture of Gary's face when Lionel caught Gary copying his test answers. In a balloon write what you think Gary should have said to Lionel.

# Be A Cartoon Artist

Invent two characters who are playing a game, and both of them are “sore loser” types. Draw them in action. What are they doing? What are they saying to each other?

1.

2.

3.

4.

5.

6.

## Agree or Disagree?

Read each sentence below and check *agree* or *disagree* next to each one. Not everyone will answer in the same way. Get together with a partner or small group and discuss your answers.



	<i>Agree</i>	<i>Disagree</i>
1. There can only be one winner in a game.	_____	_____
2. You ever know how things will turn out.	_____	_____
3. It's always better to quit while you're ahead.	_____	_____
4. It always hurts when you lose at something.	_____	_____
5. No one wins all the time.	_____	_____
6. Kids who win a lot are usually very popular.	_____	_____
7. Everyone cheats at something sooner or later.	_____	_____
8. Wanting to get a good grade on a test is the same as wanting to win.	_____	_____
9. Cheating and lying can make you lose your self-respect.	_____	_____
10. If you lose all the time, no one will like you.	_____	_____
11. Every time you lose, you learn something new.	_____	_____
12. Most people don't like to play with a sore loser.	_____	_____

# All Kinds of Losers

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The word “lose” has many meanings. Losing a game is only one meaning. Fill in the blank in each sentence with some form of the word “lose.”

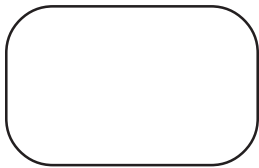
1. Every fall, many trees \_\_\_\_\_ their leaves.
2. Tom \_\_\_\_\_ his watch at the swimming pool.
3. People who are unpopular are sometimes called \_\_\_\_\_.
4. Carrie \_\_\_\_\_ the bicycle race by a few seconds.
5. Shawna was really upset when she \_\_\_\_\_ her new sweater.
6. It's easy to \_\_\_\_\_ track of time when you're having fun.
7. My neighbor often \_\_\_\_\_ his temper.
8. Kim was disappointed about \_\_\_\_\_ the contest.
9. Ron climbed on the counter, \_\_\_\_\_ his balance, and fell off.
10. Pia never \_\_\_\_\_ a chance to be first in line.

Can you think of some more things that can be lost? Draw pictures of three things below. Write a sentence for each that includes some form of the word “lose.”



\_\_\_\_\_

\_\_\_\_\_



\_\_\_\_\_

\_\_\_\_\_



# How's Your Game?

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Look up the word “game” in a dictionary. On the lines below, write all the meanings you find for this word.

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In each sentence, underline the word that has approximately the same meaning as “game.”

1. Football is one sport that I really don't understand.
2. The tennis match lasted for over two hours.
3. Jenny and Liz both decided to enter the skating contest.
4. Since ancient times, people have hunted animals for food.
5. Andy is always ready for any kind of fun.



Put an X next to each sentence that the word “game” doesn't fit.

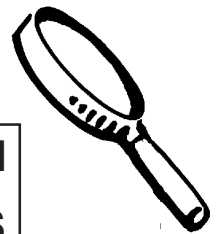
1. They put the parts of the game back in its box.
2. Wild turkeys were popular game for the early settlers in America.
3. Two players cannot game with the same piece.
4. Jackie studied very hard to pass the math game.
5. You have to understand the game before you can play it.

# Word-Find Puzzle

In the puzzle below, find as many of the words from the box as you can.

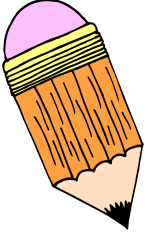
<i>contest</i>	<i>winner</i>	<i>game</i>	<i>loser</i>
<i>cheat</i>	<i>respect</i>	<i>sport</i>	<i>match</i>
<i>competition</i>	<i>conversation</i>	<i>rules</i>	<i>learn</i>
<i>board</i>	<i>truth</i>	<i>race</i>	<i>safe</i>
<i>rimshot</i>	<i>ball</i>	<i>dice</i>	<i>out</i>
		<i>out</i>	<i>fail</i>

C	L	W	I	N	N	E	R	N	F	T	N
V	O	E	T	S	D	K	J	I	A	O	S
K	G	M	A	B	A	L	L	E	I	E	G
R	B	Y	P	R	W	P	H	T	L	A	A
E	O	A	D	E	N	C	A	U	D	F	M
S	A	F	E	O	T	S	R	R	A	C	E
P	R	Q	A	R	R	I	M	S	H	O	T
E	D	H	E	E	K	S	T	A	W	K	R
C	J	S	V	C	D	A	P	I	T	L	U
T	O	N	U	O	I	Q	B	O	O	C	T
L	O	I	P	U	C	C	M	D	R	N	H
C	C	O	N	T	E	S	T	F	H	T	S



# Good Loser, Poor Loser

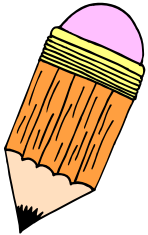
Write one thing you learned in this video about how sore losers sometimes act.



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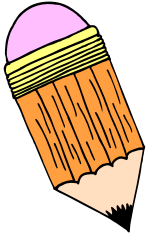
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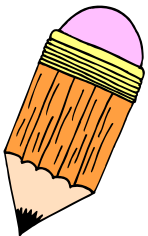
Now write about a good way for a winner to act.



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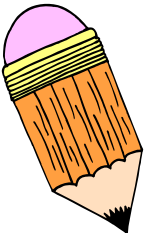
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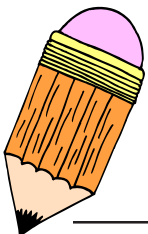
Now write one thing that shows how a good loser might behave.



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## How Well Do You Lose?

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Read the questions. Then write your answer on the lines by using the following numbers:

- 4**    *Always*  
**3**    *Usually*  
**2**    *Sometimes*  
**1**    *Never*

Be honest with yourself.

1. Have I ever cheated on a test because getting a good mark was really important to me? \_\_\_\_\_
2. Do I ever get angry at somebody who beats me in a game? \_\_\_\_\_
3. Have I ever refused to finish a game because I was losing? \_\_\_\_\_
4. Have I ever gotten angry at my friends because they didn't want to do what I wanted? \_\_\_\_\_
5. Have I ever refused to play a game because I knew I didn't play that game very well? \_\_\_\_\_
6. Have I ever accused someone of cheating because they beat me in a game? \_\_\_\_\_
7. Do I ever feel really unhappy after losing a game? \_\_\_\_\_
8. Do I ever ask someone to play a game just because I know I'm a better player than he is? \_\_\_\_\_

Now add up your score.

- If your score is 8 to 10, you're a pretty good loser.  
If your score is 11 to 16, you could use a little improvement.  
If your score is 17 to 24, you could use a lot of improvement.  
If your score is 25 to 32, are you pretty unpopular?

## *Everyone's A Winner*

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Being a “winner” can mean different things to different people. Maybe it means being good at sports. Maybe it means being a good student. Maybe it means being a person that everyone likes. But in some way, everyone is a winner, including you.

Design a poster that tells what it is about you that makes you a winner. These questions can help you think about what to put in your poster.

1. What are you really good at?
2. How do you treat other people?
3. What 3 things do you like best about yourself?
4. What makes you different from everyone else?

Make a poster using any materials you like. The title of your poster could be:

***I'M A WINNER***

# Be A Problem Solver

	Read each letter. Then write back and tell the person what you think should be done.	
	Dear Problem Solver,	
	I'm new in this school and so far I don't know many kids.	
●	There is only one boy who will play with me. But it seems that no matter what game we play, he always cheats. I want someone to play with, but it's no fun to play with a cheater. What should I do?	
	From,	
	Keisha	
	Dear Keisha:	
	Dear Problem Solver,	
●	I like to play Scrabble, and I'm a good player. But lately my friends have been getting mad at me for winning so much. Last week I played a game with Lloyd, and when I beat him he said he never wanted to play with me again. Yesterday I played with Carla and Frank and I got a real high score. They both called me a big show-off and stormed out of my house. What should I do?	
	From,	
	Andy	
	Dear Andy,	
●		



# Suggested Reading

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## *Reading for Educators and Parents*

Kohn, Alfie. *No Contest: The Case Against Competition*. Houghton Mifflin, 1992. Argues that not only is competition not basic in human nature, but actually poisons our relationships, damages our self-esteem, and keeps us from doing our best.

Margenau, Eric. *Sports Without Pressure: A Guide for Coaches and Parents of Young Athletes*. Brunner/Mazel, 1992. Offers advice on the importance of sportsmanship for children up to 11 years old, the problems faced by young athletes, and how best to facilitate a healthy sports experience for kids.

Potter, Stephen. *The Theory and Practice of Gamesmanship: Or the Art of Winning Games Without Actually Cheating*. Moyer Bell, Ltd., 1998. A deadpan but absolutely comic treatise on the subject of gamesmanship as a civilized art as old as man's competitive spirit.

Ragan, Andrew. "Coping With Competition." *Creative Classroom*, March/April, 1995. Addresses how teachers can help children cope with competition in an increasingly stressful and competitive world.

Voors, Rob. "Do Sports Build Character? Putting Ethics Back Into Athletic Programs." *Education Week*, June 25, 1997, p.45. In analyzing some unacceptable behavior by athletes and coaches, the author asks what standard of behavior we are willing to accept.

Wolff, Rick. *Good Sports: The Concerned Parent's Guide to Competitive Youth Sports*. Sagamore Press, 1997. Helps parents and coaches avoid the pitfalls of the increasingly competitive environment of youth sports and focus on safety, good sportsmanship, the dangers and merits of competition, and building self-esteem.

## *Fiction for Grades 2-4*

Adler, C.S. *Winning*. Clarion Books, 1999. Vicky's intense concentration on winning at tennis threatens to destroy her relationship with her best friend.

- Barrett, John M. *Daniel Discovers Daniel*. Human Sciences Press, 1980. Daniel tries to satisfy his father's need for a sports-minded son.
- Bowen, Fred. *Playoff Dreams*. Peachtree Publishers, 1997. Brendan is one of the best players in the league, but no matter how hard he tries, he can't make his team win. Only when he realizes that it's the love of the game, not winning, that counts, does he begin to see himself and his team in a new light.
- Clark, Catherine. *Flamingoes Forever*. Minstrel Books, 1999. Competing in a tough race against competitive campers, Stephanie must decide: Should she save someone on the opposing team, or save the race for her team?
- DeClements, Barthe. *Tough Loser*. Viking Children's Books, 1994. As the only decent player on the school hockey, Mark is also a bad loser.
- Hallinan, P.K. *Let's Play As a Team!* Ideals Children's Books, 1996. A book about sportsmanship for younger readers.
- Holohan, Maureen. *Friday Nights By Molly*. Broadway Ballplayers, Inc., 1997. As the Broadway Ballplayers, girls from the inner city, take on the arrogant Hawks team and win the championship, they also learn about teamwork, friendship, and putting forth their best efforts.
- Holohan, Maureen. *Sideline Blues*. Broadway Ballplayers, Inc., 1998. Wil was an excellent athlete in the fourth grade, but now finds herself spending more and more time on the bench. Should she keep worrying about being on the team, or winning an academic competition?
- Hughes, Dean. *Home Run Hero*. Atheneum, 1999. Wilson could be the team's best slugger, but he misses as many balls as he hits. Now the coach wants him to work on a new swing, but Wilson slowly realizes that who he is and how he swings is his decision to make.
- Kauchak, Therese. *Good Sports: Winning, Losing, and Everything In Between..* Pleasant Company Publications, 1999. Advice on being a great teammate, a good winner, and a gracious loser.
- Kessler, Leonard. *The Worst Team Ever*. Greenwillow Press, 1985. The Green Hoppers are the worst swampball players in the world.

# Game - Good Sport, Poor Sport

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## Rules:

2-6 players. Game board, game pieces, die and game cards enclosed.

1. Each player rolls the die; highest roll starts first.

Play goes to the left.

2. Each player moves the number of spaces of the throw.

3. Players who land on a “Smiley” face may take a shortcut across the bridge unless they are already moving backward.

4. Players who land on a “Frowney” face must go back across the bridge unless they are moving backward.

5. Players who lands on a DRAW A CARD space pick up a card, read it out to the other players, then follow the directions on the card. Players who are moving back five spaces do not draw another card if they land on DRAW A CARD space. If the card says DISCUSS, other players talk about the situation, then vote whether the player should go back or roll again.

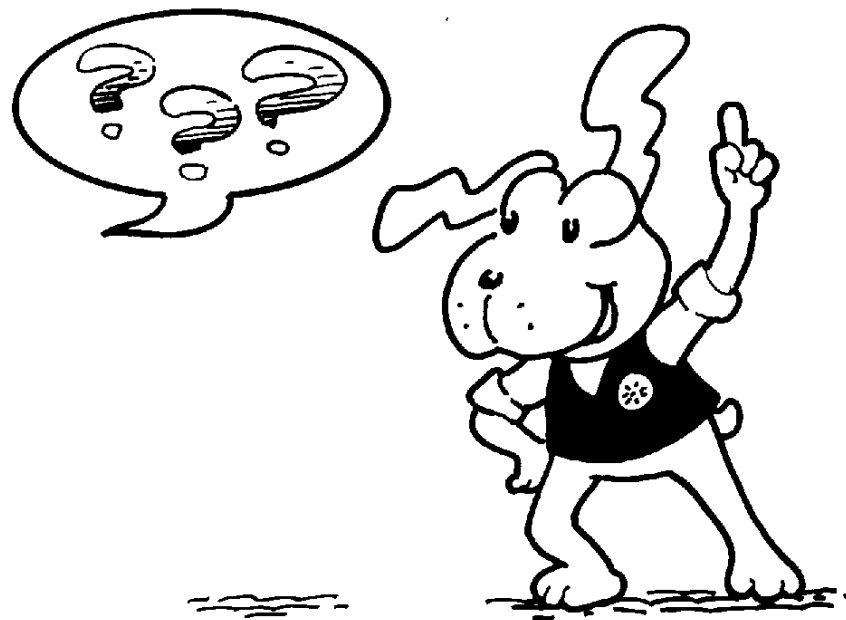
(Note: cut cards on dotted lines. Shuffle and place on the board. Blank cards may be filled in with directions of your choice.)





# *Answer Keys*

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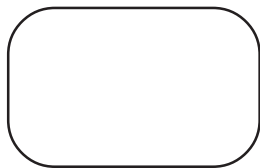
# All Kinds of Losers

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The word “lose” has many meanings. Losing a game is only one meaning. Fill in the blank in each sentence with some form of the word “lose.”

1. Every fall, many trees lose their leaves.
2. Tom lost his watch at the swimming pool.
3. People who are unpopular are sometimes called losers.
4. Carrie lost the bicycle race by a few seconds.
5. Shawna was really upset when she lost her new sweater.
6. It's easy to lose track of time when you're having fun.
7. My neighbor often lost his temper.
8. Kim was disappointed about losing the contest.
9. Ron climbed on the counter, lost his balance, and fell off.
10. Pia never loses a chance to be first in line.

Can you think of some more things that can be lost? Draw pictures of three things below. Write a sentence for each that includes some form of the word “lose.”



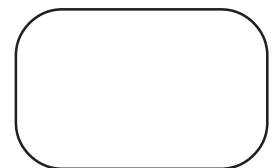
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## How's Your Game?

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Look up the word “game” in a dictionary. On the lines below, write all the meanings you find for this word.

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In each sentence, underline the word that has approximately the same meaning as “game”.

1. Football is one sport that I really don't understand.
2. The tennis match lasted for over two hours.
3. Jenny and Liz both decided to enter the skating contest.
4. Since ancient times, people have hunted animals for food.
5. Andy is always ready for any kind of fun.

**X** Put an X next to each sentence that the word “game” doesn't fit.

1. They put the parts of the game back in its box.
2. Wild turkeys were popular game for the early settlers in America.
3. Two players cannot game with the same piece.
4. Jackie studied very hard to pass the math game.
5. You have to understand the game before you can play it.

# Word-Find Puzzle

In the puzzle below, find as many of the words from the box as you can.

<i>contest</i>	<i>winner</i>	<i>game</i>	<i>loser</i>
<i>cheat</i>	<i>respect</i>	<i>sport</i>	<i>match</i>
<i>competition</i>	<i>conversation</i>	<i>rules</i>	<i>learn</i>
<i>board</i>	<i>truth</i>	<i>race</i>	<i>safe</i>
<i>rimshot</i>	<i>ball</i>	<i>dice</i>	<i>out</i>
		<i>out</i>	<i>fail</i>



C	L	W	I	N	N	E	R	N	F	T	N
V	O	E	T	S	D	K	J	I	A	O	S
K	G	M	A	B	A	L	L	E	I	E	G
R	B	Y	P	R	W	P	H	T	L	A	A
E	O	A	D	E	N	C	A	U	D	F	M
S	A	F	E	O	T	S	R	R	A	C	E
P	R	Q	A	R	R	I	M	S	H	O	T
E	D	H	E	E	K	S	T	A	W	K	R
C	J	S	V	C	D	A	P	I	T	L	U
T	O	N	U	O	I	Q	B	O	O	C	T
L	O	I	P	U	C	C	M	D	R	N	H
C	C	O	N	T	E	S	T	F	H	T	S

# Script

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## ***Narrator***

Hello there, and welcome to another edition of Competition Conversations, where we talk and take your calls about winning and losing in today's world. We begin today's show with a video clip from a match everybody's still buzzing about. Why? You'll see. Let's go to the video tape.

## ***Announcer***

Oh, what a move! This has been one heck of a contest folks—a superbly played match—hard fought by both sides—it's a shame that only one can walk away a winner. Right now Bobby has the upper hand and he's ready to make a move.

My goodness, what a brilliant play!

## ***Bobby***

King me.

## ***Announcer***

Look at the intensity, the concentration in Lisa's eyes. I think she realizes that this game is just about over. She's been quite a competitor.

Wait a minute! Can it be? Holy Cow! I don't believe it.

Bobby never saw that move coming. What's he going to do?

## ***Lisa***

What are you doing?

## ***Bobby***

Congratulations!

## ***Host***

I can't believe it. What a bad sport! Have you ever played a game with someone like that—someone who just doesn't know how to lose? What if you lose when you play to win? Well, that's the focus of today's program. We're going to take some phone calls, but first, let's go to our reporter in the field for some post-game interviews with Bobby and Lisa.

## ***Announcer***

That was quite a game. You really pulled that one out.

## ***Lisa***

Thanks.

***Announcer***

How do you feel about how the game ended?

***Lisa***

I couldn't believe it. What a sore loser!

***Announcer***

If Bobby wants a rematch will you play him again?

***Lisa***

Probably not. I don't like to play with poor sports.

***Announcer***

Bobby, it was quite a match. Why did you end the game the way did?

***Bobby***

I knew I was gonna lose.

***Announcer***

But the game wasn't over. You still had some moves left.

***Bobby***

What was the point of finishing if I couldn't win?

***Host***

Everybody likes to win—and there's nothing wrong with that. But no one wins all the time—and face it—losing is really a part of the game. But some kids just don't know how to lose. They get mad and stomp around or quit instead of finishing the game and losing like a good sport. Like Bobby. Do you know anyone like that? Let's take some calls.

***Host***

This is Sam from Washington. Go ahead Sam.

***Sam***

Yeah, I had this friend, Eric, and if it looked like he was gonna lose, he'd just stop playing. We'd never finish a game.

***Host***

Can you give us an example, Sam?

***Sam***

Well, one time we were at the park.

**Eric**

I bet I can run faster than you.

**Sam**

No you can't.

**Eric**

I'll race you.

**Sam**

To where?

**Eric**

To that jungle gym. On go. Ready, set, go!

**Eric**

Time out. Time out.

**Sam**

Time out? Why?

**Eric**

Why? Because, um, I think I have a stone in my shoe and it hurts.

**Host**

Did Eric have a stone in his shoe?

**Sam**

No. He did stuff like that all the time. Just like Bobby.

If he couldn't win, he'd just stop playing. And, if there were guys he knew he couldn't beat, sometimes he wouldn't even play at all.

**Host**

Thanks for your call, Sam. Here's another caller, Kate from Clinton. Go ahead Kate, you're on Competition Conversations.

**Kate**

I'm not sure if this is competition, but it's kind of the same thing.

**Host**

Well—let's hear it.

**Kate**

I have a friend Janie who always has to get her own way. If she doesn't she just walks away.

**Host**

Tell me more.

**Kate**

Like just last week Janie, me, and Keisha were working on a school project. We had tons of information on erosion. But, Janie didn't like the topic.

**Keisha**

Oh, come on, Janie. We've been over these topics a zillion times already.

**Janie**

I know.

**Keisha**

Well, why don't we just do it on erosion.

**Janie**

I don't really like that. How about we do it on magnetism.

**Keisha**

Let's just vote. I pick erosion. Kate, which one do you want?

**Kate**

Erosion. We have lots of stuff on that already.

**Keisha**

There. Two to one. It's decided.

**Kate**

Where are you going?

**Janie**

I'm going home. And tomorrow I'm going to ask Miss Adams if I can work in a different group.

**Kate**

That's kind of the same thing. Isn't it?

**Host**

I think it is. Janie wasn't getting her way. So she was losing. So she just walked away. Good call, Katie, thanks.

Say, we're going to take a short break here. Before we come back, here are some questions I'd like you to think about.

How do you feel about kids who quit or refuse to play when they think they can't win? What do you do when you think you can't win? Talk about it.

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**Host**

Okay, we are back talking about winning and losing. You know some people will do anything to win and they don't play by the rules. Now, rules are important—they let everyone know what they can and cannot do. It keeps a game fair and safe. Some people don't care about fair—they only care about winning. They'll even cheat so they can win. Here's a call from Allen in Hillside. Hi, Allen.

**Allen**

Hi. I know someone who is a real cheat. His name is Greg.

**Host**

Tell us about it?

**Allen**

One day we were playing Scrabble. And Greg kept on getting great letters. I mean all the time.

I got a word. Tube T.U.B.E. That's 10 points for me.

**Greg**

I've got one. B.A.Z.O.O.K.A. Bazooka. That is 20 points for me.

**Allen**

I've got a word rope. R.O.P.E.

You want some juice?

**Greg**

Sure.

**Allen**

Grape or cherry?

I thought I saw Greg sneaking a look at the tiles, but I wasn't sure, so I didn't say anything.

But then I saw him do it again!

Hey, what are you doing?

**Greg**

Nothing.

**Allen**

I saw you sneaking a look at the tile. You're cheating.

**Greg**

No, I'm not. My fingers slipped.

**Allen**

No way. I saw you.

**Greg**

You're just mad because you're losing.

**Host**

So, he cheated and lied rather than taking the chance of losing. Amazing! Let me ask you, Allen, are you still friends with him?

**Allen**

No way. I don't want to be friends with someone who cheats all the time.

**Host**

So there's an example of someone who wants to win so much that he'd risk losing his friends! Unbelievable. Here's a call from Andrea in Portsmouth. Hi, Andrea. What's on your mind?

**Andrea**

Hi—Would you say that wanting to get a good grade on a test is the same as wanting to win?

**Host**

Yeah, I think so.

**Andrea**

And so, cheating on a test is the same as cheating to win at a game?

**Host**

Why don't you tell us your story?

**Andrea**

I got a 100 on my spelling test. But, I cheated.

**Teacher**

The next word is *pollution*. Spell *pollution*. The air *pollution* in the city was becoming worse.

**Host**

So, you came out on top, you got a 100. But you weren't really winning.

**Andrea**

No.

**Host**

Let me ask you, how did you feel when you cheated?

**Andrea**

At first I felt good. Like when I got my test back—and I showed it to my dad.

Hi, Dad.

**Dad**

Hi Andrea. How was school today?

**Andrea**

Good.

**Dad**

How'd you do on that spelling test?

**Andrea**

Look! I got 100.

**Dad**

Wow! Good for you. You must have studied really hard for that.

**Andrea**

Yeah. Kind of.

**Dad**

Well you don't need to be so modest. You know hard work like that deserves a reward. I've got about another 10 minutes or so with this project. What do you say when I'm done we get some ice cream together?

**Host**

After you showed it to your dad how did you feel?

**Andrea**

Not good. He was so happy. But I couldn't tell him I cheated, so I had to lie and tell him I worked hard. I felt real icky.

## **Host**

You know what we call it when you feel that way? Losing your self-respect. That's when you know you've done something that you shouldn't do. It makes you feel bad about yourself inside.

## **Andrea**

Yeah. Well, that's just how I felt.

## **Host**

See, what you've learned, Andrea, is that cheating and lying makes you lose your self-respect. So you can't say you're a winner. Do yourself a favor, don't cheat and don't lie—try. When you try, work hard, and play by the rules—you may not always be first—but you won't lose your self-respect. In fact, you'll gain some self-respect because trying hard and doing your best make you feel good about yourself and that's kind of winning.

It's time for a short break—before we come back, here are some questions I'd like you to think about:

Have you ever played against a cheater? What was it like? Have you ever cheated? How did you feel about yourself? Talk about it.

• • • •

## **Host**

You know, sometimes good things can come from wanting to win and then losing. Here's a story that will explain what I mean.

It all happened at the Annual Fall Festival. Mr. Henry was always in charge of games for the kids. There were games of skill and Mr. Henry always had great prizes.

This year Mr. Henry introduced a new game. The Clothespin Drop. You had 30 seconds to get as many clothespins into the bottle as possible.

Alice, Emily and Jerry were ready.

## **Mr. Henry**

Everybody ready? On the count of three, then I'll say go. One. Two. Three. Go.

## **Host**

Alice was off to an early lead. She got the first two in. But, Jerry was right behind. Emily's were just missing.

**Mr. Henry**

Okay, about 6 seconds to go everybody. 5,4,3,2,1. Okay, stop everybody.

**Mr. Henry**

Let's see how many pins everybody got. Emily, you've got two. Four for Alice. Five for Jerry. Wow! Jerry with five, you're the winner.

**Jerry**

Hey! I won!

**Alice**

I can't believe I lost. Jerry cheated, I saw him.

**Mr. Henry**

That's not true, Alice. Jerry didn't cheat I was watching everyone.

**Jerry**

Maybe you lost because you were looking at me instead of the bottle.

**Alice**

Shut up! I hate playing these stupid games anyway.

**Host**

Alice was a really bad loser. She got all mad and yelled at Jerry and then wouldn't talk to anyone. Emily didn't like losing any more than Alice did. She wanted to win, too. Still, she didn't act like Alice. She congratulated Jerry, which is a sign of a good sport, and she let it go. Why? Because her attitude about losing is different. Then she did something else. Watch.

**Emily**

Mr. Henry, can you show me how to get the clothespins in the bottle?

**Mr. Henry**

Sure, Emily just give me one minute.

**Mr. Henry**

Here's the secret Emily. If you hold the pins closer to your body, then you'll have a better chance at it. Hold your arm against your belly for stability. If you hold it out here, your arm moves too much. See, watch. Go ahead. Give it a try.

## ***Host***

So, Emily listened to Mr. Henry—and learned how to get better at the game. Yes, she lost, but she didn't let it stop her. Next time, who knows, she might even win. But no matter if she wins or loses, she won't let losing get in her way.

Well, both kids lost—but both handled their losses in a different way. Alice was a poor sport. Emily was a good sport. And she'll keep on trying—and having fun. It's time for our Competition Conversations Wrap Up. Let's review what we talked about today.

We learned that there's nothing wrong with wanting to win—even wanting to win all of the time. Of course, no one does. And being a good loser is just as much a part of the game as being a winner. But some kids don't know how to be good losers. They refuse to play or quit if they think they're going to lose or not get their own way.

We learned that cheaters, though they may win the game, turn out to be losers. They lose friends and self respect, too.

We also learned that you can't always win but can still have fun—and maybe even learn from your loss.

So what if you lose when you play to win? Well as long as you've had a good time, tried hard and done your best, you're doing just fine. Thanks for watching.

## ***The End***

# *Teacher's Notes*

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