

Sidekick Sandy

Roundsquare Sidekick

By Alexandra Pickels

Character: Communication Cara

Sidekick: Sandy: a pair of talking head phones with eyes.

What does Sidekick Sandy do?

When you put on the talking headphones. They give you encouragement, confidence, and tell you that you should share your ideas with the group. If you were accidentally mean or did something wrong to someone the headphones tell you what you should say to help them feel better.

Sidekick Sandy also has a speaker that gets people's attention so that everyone will stop yelling. For example, "give me 5", or "hocus pocus everybody focus." Lastly, Sidekick Sandy will give a speaker shaker to a person to pass around so that only one person talks at a time.

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Story:

One day in class everyone was talking about what they thought the school dance theme should be. Jeremiah wanted to share his idea but he was afraid that people would not like it and he would get embarrassed. When Communication Cara sees this, Cara goes up to Jeremiah and gives him Sidekick Sandy. Jeremiah puts on the headphones and listens to her advice. She gave the courage and communication skills to share his idea and everyone LOVED it! After that, he was glad he shared his thoughts because that will most likely be the theme for the school dance.

Later that day, August accidentally spilled her grape juice on Emma's white shirt. That made Emma furious, so she yelled at August. The two of them separated and didn't talk to each other for the rest of lunch. After a couple hours, Emma was feeling awful for shouting at August. She asked Communication Cara what to do and Cara gave her Sidekick Sandy. Once she put Sandy on her ears, she realized she needed to say "I'm sorry" for yelling at August. When Emma went to apologize, August did too. August also gave Emma her extra shirt to wear from her cubby. Then the two girls rode the bus

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back to their stop, walked to their house, and were kind to each other again.

The next day, everyone was talking about what they wanted to play in the gym for PE. Everyone kept shouting Kickball! No basketball! Soccer! Tag! It was getting louder and louder. It was getting so rowdy that no one could hear anything anyone was saying. Finally, Communication Cara took out Sidekick Sandy and Sandy said into her amplifier, "Give me five." Everybody stopped talking, so Sandy stated her idea. I am going to pass around a speaker shaker and the only person that can say their idea is the person with the shaker. After everyone shared their idea, they took a vote on which game to play. Soccer had 6 votes, kickball had 7, playing tag had 3, and playing basketball had 5 votes. There was a little quarrel at the beginning, but the kids played kickball because it had the most votes. Not everyone was excited at first, but they all had barrels of fun in the end.

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