

The Hero's Story

(Year 4 - Ages 9-10):

Lesson 7 of 9

Name: _____ Class: _____

Teacher Preparation

Introduction for Teachers

This lesson is a significant and beautiful turning point. It adapts the senior curriculum's "Writing for Life" (which uses real, complex case studies) into a safe, positive, and age-appropriate listening activity. This is the first time students will bridge the gap from all the metaphors we've built ("Helping Hero," "Repair Shop," "Hero's Echo") to a real, positive, human story.

The goal is to frame students as "Story Keepers" or "Kindness Journalists." Their job is to listen with empathy to a single, controlled, positive story of a recipient, and to understand how the "Hero's Pledge" gave someone the "Treasure of More Time." The creative task is to celebrate the joyful outcome of this act of kindness.

Teacher Resources

- Resource: "A Hero's Story: The Gift of a New Game" (The specific, 1-page, teacher-read story).
- Student Worksheet: "My Story Snapshot."
- Markers and coloured pencils.
- The "Echo Stone" prop (from Lesson 5, to remind students of the theme).



Key Concepts & Language for Teachers

- **The "Story Keeper" Metaphor:** This is the central theme. It frames the lesson as an important, respectful act of listening and sharing.
 - **Say:** "Today, we are going to do something very special. For the past few lessons, we've talked about 'Helping Heroes,' the 'Hero's Echo,' and the 'Treasure of Time.' Today, we get to be 'Story Keepers.' Our job is to listen with our hearts to a real story about how all those pieces came together to give someone an amazing gift."
- **Defining the Real-Life Story (The "Problem" & "Solution"):** Use the teacher-created story (e.g., "The Gift of a New Game") and connect it back to our metaphors.
 - **The Problem:** "In our story, we'll meet a real person. Their 'Treasure Map' (from Lesson 4) was almost empty. They couldn't plan 'Dream Adventures' because a part of their body, like their kidneys, had stopped working. The 'Super-Mechanics' (from Lesson 1) couldn't fix it. They were stuck, waiting for a hero."
 - **The Solution:** "But then, an amazing 'Hero's Echo' (from Lesson 5) happened. Somewhere else, a 'Helping Hero' family made the brave, 'opt-in' 'Hero's Pledge' (from Lesson 6). Because they had shared their wish, the 'Helping Hero Team' (from Lesson 3) could perform their amazing relay..."
 - **The Outcome (The "Echo"):** "And now... that person's 'Treasure Map' is full! They were given the 'Treasure of More Time.' They can run, play, and plan their own 'Dream Adventures.' Our job today is to hear their story and celebrate that wonderful, happy ending."
- **Connecting to the Bigger Idea (Gratitude):** The focus is on the outcome of the gift.
 - **Say with a sense of joy and awe:** "This is the 'echo' we talked about. It's the real, happy, beautiful sound of a hero's kindness. When we listen to this story, we are hearing the 'Hero's Echo' in real life. Our job as 'Story Keepers' is to capture all the joy and gratitude in that story."



Safety and Sensitivity Considerations

- **CRITICAL: USE THE PREPARED STORY ONLY.** This is the most important rule. The 16+ curriculum's case studies are not suitable for this age group. You must use the provided, safe, age-appropriate, positive story (e.g., "The Gift of a New Game") that focuses on "before" (being tired) and "after" (playing again).
- **FOCUS 100% ON THE POSITIVE OUTCOME:** This lesson is about joy, life, and gratitude. The entire focus must be on the "after"—the recipient's new-found health, the "Dream Adventures" they can now plan, and the "Treasure of More Time" they received.
- **USE METAPHORS FOR THE DONOR:** The story must not include any details about the donor, their family, or how they passed. Refer to them only with our established, safe, and heroic language: "It was all possible thanks to a 'Helping Hero' family who made the brave 'Hero's Pledge' and 'started their echo.'"
- **Acknowledge Student Feelings:** This is the first "real" story. Be mindful that students may connect this to their own experiences with illness. Acknowledge any personal stories with empathy, validate their feelings, and gently guide the focus back to the kindness and positive outcome of the lesson's story.

Magical Body Facts for Year 4 (Ages 9-10)

- **Brain Power!** Your brain is more creative and complex than the world's most powerful supercomputer. It generates enough electricity to power a small lightbulb!
- **The 7-Meter Maze:** Your small intestine (where your body absorbs food) is curled up inside you, but if you stretched it out, it would be almost 7 meters long—that's as long as a giraffe is tall!
- **Morning Stretch:** You are actually about 1cm taller in the morning when you first wake up than you are at night. This is because gravity gently squashes the cartilage in your spine during the day.
- **Super Sight:** Your eyes are so advanced, they can distinguish between about 10 million different colours, helping you see the beautiful, detailed "treasure map" of the world around you.
- **You are a Cell Factory!** Your body is a non-stop factory. It produces about 25 million new cells every single second to keep your 'Helping Hero Team' strong and healthy.

