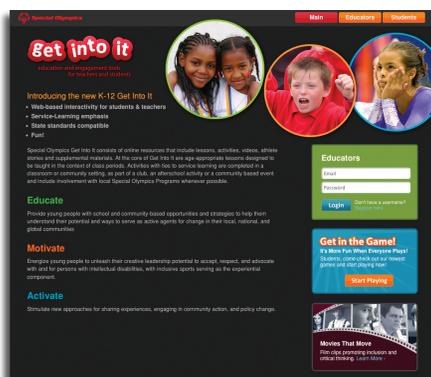




Respect through sports—that's what Project Unify is all about. Project Unify offers multiple ways to reach students of all ages to make them agents of change, fostering respect and acceptance for those with intellectual disabilities.

Take a look at the **free programs and resources** from Special Olympics. All materials are designed for use in general education classrooms. To learn more about the programs, visit <http://www.specialolympics.org/educators>.



Get Into It

Get Into It is a web-based, interactive curriculum for students in grades K–12. This unique program delivers free lessons, activities, videos, athlete stories, and supplemental materials. Get Into It is designed to

- educate students on how they can become change agents in their communities
- motivate young people to use their creative energy in leadership roles to work toward acceptance and respect for persons with intellectual disabilities
- activate young people with new approaches for sharing experiences, engaging in community action, and making a difference.

Get Into It Active

This condensed version of the Get Into It curriculum highlights the activities specific to sports and physical activities. Get Into It Active is designed for use during recess, physical education classes, or after-school programs.

R-Word

“Spread the Word to End the Word” is a campaign to end the use of the terms “retard(ed)” and “mental retardation”. The R-Word campaign is a grass roots and social-media effort that engages young people across the country to pledge to end the use of the R-Word.



Online Games

Combine students' love of technology with important lessons about perseverance, respect, and acceptance. These free online games teach important skills, address standards, and demonstrate to students how to treat one another. You'll find these five games and others:

Heading Down the Perseverance Trail

Grades K-5

Goal of the game: Collect items along the trail. Learn about the mindsets and attitudes that contribute to the quality of perseverance.

With this game, students spin the spinner and head down the trail. As they move, thought-provoking bonus questions pop up to get students thinking about their own actions. For example, bonus questions ask students if they've ever requested extra help when they needed it, provided help to someone who needed a hand, or reached out to a student who was different than them. Students who have demonstrated these behaviors move ahead extra spaces on the gameboard as they head down the trail!



Get in the Game!

Grades K-5

Goal of the game: Search the scenes and help the athletes get ready for their events.



The next Special Olympics event is about to start! But the athlete still needs his or her equipment. Your students help the swimmers, basketball players, and tennis players find what they need in time for the competition. They'll build visual discrimination skills and learn fascinating facts about Special Olympics along the way.

We're More Alike Than We Are Different

Grades 3-8

Goal of the game: Identify subtle differences between photos and build visual discrimination skills

Students get a glimpse into Special Olympics events, all while studying pairs of photos to find the differences between them. Some differences are easy to spot, while others take close examination. Don't worry about students getting stuck, though; if they can't find a difference, there's a handy Hint button to help! After each successful level, students receive encouragement to get to know those who are different from them.



The Right Words to Spread

Grades 3–8

Goal of the game: Unscramble the letter tiles to discover positive words.
Includes three levels of play.

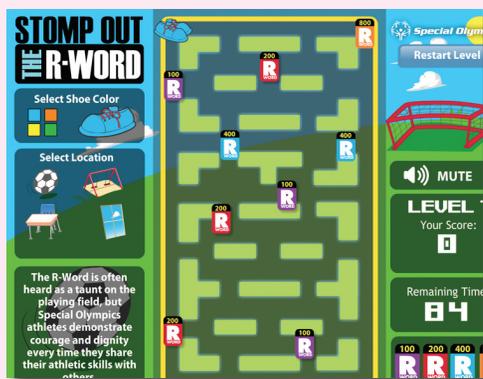
Put a positive spin on word skills practice with this game. Students start out at the easy level, unscrambling terms like *help*, *hope*, and *laughter*. Then they advance to more difficult words, such as *practice*, *respect*, and *cooperation*. If they get stumped, they can shuffle the letter tiles or click the Hint button. All along they'll be reinforcing the right words to use every day.



Stomp Out the R-Word

Grades 3–8

Goal of the game: Navigate the maze to earn points and gobble up *R*-word icons. Provides students with a concrete reminder of why they shouldn't use offensive terms.



What is the *R*-word? It's the word *retard* or *retarded*, and it's hurtful to people with intellectual disabilities and their families. Students advance through three levels of this game and gain points as they gobble up the *R*-word icons. But they'll need to hurry—the clock is ticking!

Fans in the Stands

No one likes competing in front of empty bleachers. Fans in the Stands makes it easy for students to rally together to support Special Olympics athletes at competitive events. Fans in the Stands brings groups of friends to design posters, gather at a local Special Olympics or Unified Sports® game or tournament, and cheer like crazy!

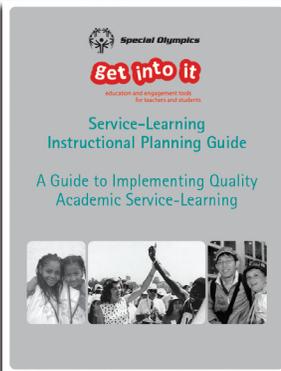


Youth Summits

Special Olympics Youth Summits pair students ages 12–17, with and without intellectual disabilities, and gather them as delegates to discuss ways to reverse negative stereotypes and attitudes about intellectual disability. Youth Summits are often student-led and student-designed, making the content age-appropriate and engaging to all participants.

Partners Clubs®

Partners Clubs are a new school club that brings together high school students with Special Olympics athletes. These clubs are officially recognized by the school administration. The clubs team students with and without intellectual disabilities through sports training and competition. Members may also spend time together enjoying other social and recreational opportunities.



Service-Learning Instructional Planning Guide

The guide to service learning assists educators in developing and implementing ideas to empower youth voices and leadership. You'll find step-by-step lessons and extensions that challenge and expand students' knowledge of Special Olympics, its goals, and the difference students can make in their community through participation in Special Olympics events.

Movies That Move

The Movies That Move project, designed through a partnership between Special Olympics Project UNIFY® and Film Clips for Character Education, uses popular films and TV shows to spark meaningful discussion in the classroom. The four themes explored on the Movies That Move DVD include

- different abilities
- the power of words
- acceptance
- youth leadership

Request a free DVD with the Movies That Move film clips!

