



Arthur Interactive Media (AIM) Buddy Project / Second Step Program Crosswalk Alignment

GRADE 1



The *Arthur Interactive Media (AIM) Buddy Project* is a supplemental curriculum designed to help promote social, emotional, and character development in elementary school children. The AIM program offers educators opportunities to go into more depth and fill in gaps around specific topics or to offer additional practice and reinforcement for students.

Use the **Crosswalk Alignment Charts** to incorporate the AIM program components with the *Second Step* program for Grades 1, 2, 4, and 5. The crosswalk focuses on the AIM preferred grade pairings: Grades 1/4 and Grades 2/5. (NOTE: The *AIM Buddy Project* is a cross-grade buddy program that can be used throughout Grades K–5 and educators are encouraged to adapt the program to fit their individual school or classroom needs.)

The alignment charts are arranged by grade. The key *Second Step* lessons are listed below (blue area) and the corresponding AIM components (gray area) are identified with a dot where they directly align to the *Second Step* lessons.

Second Step Lesson Topics												
Skills for Learning				Empathy						Problem Solving		
Learning to Listen (Lesson 1)	Focusing Attention (Lesson 2)	Following Directions (Lesson 3)	Being Assertive (Lesson 5)	Identifying Feelings (Lesson 6)	Looking for More Clues (Lesson 7)	Similarities and Differences (Lesson 8)	Feelings Change (Lesson 9)	Accidents (Lesson 10)	Showing Care and Concern (Lesson 11)	Solving Problems, Parts 1 and 2 (Lessons 17, 18)	Fair Ways to Play (Lesson 19)	Handling Name-Calling (Lesson 21)
AIM Buddy Project Components												
Little Buddy/Big Buddy Prep Sessions												
• Getting Ready to Meet Your Buddy	•	•	•	•			•					
• Training the Buddies	•	•	•	•						•		
• Meet and Greet	•	•	•	•								
Topic Buddy Sessions/Interactive Features												
• So Funny I Forgot To Laugh			•	•	•	•	•		•	•		•
• Francine's Tough Day	•											
• Buster's Growing Grudge	•			•			•	•	•			
• Arthur's Giving and Keeping Game				•			•				•	
• Dear Adil							•		•			



Arthur Interactive Media (AIM) Buddy Project / Second Step Program Crosswalk Alignment

GRADE 2

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	Second Step Lesson Topics									
	Skills for Learning			Empathy						Problem Solving
	Being Respectful (Lesson 1)	Focusing Attention and Listening (Lesson 2)	Being Assertive (Lesson 3)	Identifying Feelings (Lesson 5)	Learning About More Feelings (Lesson 6)	Feeling Confident (Lesson 7)	Respecting Different Preferences (Lesson 8)	Showing Compassion (Lesson 9)	Predicting Feelings (Lesson 10)	Taking Responsibility (Lesson 19)
AIM PROGRAM COMPONENTS										
Little Buddy/Big Buddy Prep Sessions										
• Getting Ready to Meet Your Buddy	•	•	•	•	•		•			
• Training the Buddies	•	•	•		•					•
• Meet and Greet	•	•	•		•					
Topic Buddy Sessions/Interactives										
• <i>So Funny I Forgot To Laugh</i>	•		•	•	•	•	•	•		•
• <i>Francine's Tough Day</i>	•									•
• <i>Buster's Growing Grudge</i>				•					•	•
• <i>Arthur's Giving and Keeping Game</i>				•				•	•	
• <i>Dear Adil</i>							•	•		•



Arthur Interactive Media (AIM) Buddy Project / Second Step Program Crosswalk Alignment

GRADE 4



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	Second Step Lesson Topics							
	Empathy and Skills for Learning						Problem Solving	
	Empathy and Respect (Lesson 1)	Listening with Attention (Lesson 2)	Being Assertive (Lesson 3)	Respecting Similarities and Differences (Lesson 4)	Understanding Complex Feelings (Lesson 5)	Understanding Different Perspectives (Lesson 6)	Showing Compassion (Lesson 9)	Making a Plan (Lesson 18)
AIM PROGRAM COMPONENTS								
Little Buddy/Big Buddy Prep Sessions								
• Getting Ready to Meet Your Buddy	•	•	•	•	•			•
• Training the Buddies	•	•	•	•	•			
• Meet and Greet	•	•	•	•	•			
Topic Buddy Sessions/Interactives								
• <i>So Funny I Forgot To Laugh</i>	•		•		•	•		•
• <i>Francine's Tough Day</i>			•	•				•
• <i>Buster's Growing Grudge</i>					•		•	•
• <i>Arthur's Giving and Keeping Game</i>	•					•		
• <i>Dear Adil</i>			•		•			•



Arthur Interactive Media (AIM) Buddy Project / Second Step Program Crosswalk Alignment

GRADE 5

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	Second Step Lesson Topics							
	Empathy and Skills for Learning						Problem Solving	
	Empathy and Respect (Lesson 1)	Listening with Attention (Lesson 2)	Being Assertive (Lesson 3)	Predicting Feelings (Lesson 4)	Taking Others' Perspectives (Lesson 5)	Accepting Differences (Lesson 6)	Responding with Compassion (Lesson 8)	Making a Plan (Lesson 18)
AIM PROGRAM COMPONENTS								
Little Buddy/Big Buddy Prep Sessions								
• Getting Ready to Meet Your Buddy	•	•	•		•	•	•	
• Training the Buddies	•	•	•		•	•		
• Meet and Greet	•	•	•					
Topic Buddy Sessions/Interactives								
• <i>So Funny I Forgot To Laugh</i>	•		•		•		•	•
• <i>Francine's Tough Day</i>				•	•			
• <i>Buster's Growing Grudge</i>					•		•	
• <i>Arthur's Giving and Keeping Game</i>	•					•		
• <i>Dear Adil</i>	•				•	•		



Arthur Interactive Media (AIM) Buddy Project Resource Summary Sheet

The *Arthur Interactive Media (AIM) Buddy Project* is a supplemental curriculum designed to help promote social, emotional, and character development in elementary school children. At the center of the AIM program are five interactive features (stories and games). Each feature is based on an episode of PBS's award-winning children's show ARTHUR and is focused on one of the AIM topics—empathy, honesty, forgiveness, generosity, and learning from others.

The **Resource Summary Chart** gives you a brief summary of each interactive. Use this resource to get a general overview of how the interactive features align with the **Second Step** concepts and lessons.

AIM Interactive Feature	AIM Topic	Related ARTHUR Episode	Summary
<i>So Funny I Forgot to Laugh</i>	Empathy • understanding how others feel and think	<i>So Funny I Forgot to Laugh</i>	Arthur makes fun of Sue Ellen, but his teasing goes too far. Can he truly apologize to Sue Ellen and save their friendship? <i>So Funny I Forgot to Laugh</i> explores: • teasing and bullying • understanding other people's feelings and perspectives • resolving conflicts • forgiveness
<i>Francine's Tough Day</i>	Honesty • telling the truth even when it's difficult to do	<i>MacFrensky</i>	Francine is tempted to lie about her missing homework; exaggerates her part in a soccer game; and can't decide how to tell the truth when she's invited to a sleepover but a friend is excluded. <i>Francine's Tough Day</i> explores: • being honest • identifying and understanding feelings • telling the truth in difficult situations • showing empathy when deciding to tell the truth or not
<i>Buster's Growing Grudge</i>	Forgiveness • letting go of a grudge when someone has hurt your feelings	<i>Buster's Growing Grudge</i>	Buster thinks Binky stole his joke and just can't get over being upset and annoyed with his friend, until his growing "grudge" begins to weigh him down. <i>Buster's Growing Grudge</i> explores: • identifying and understanding feelings • hurting someone by accident • understanding other people's perspectives
<i>Arthur's Giving and Keeping Game</i>	Generosity • sharing things (including time) with others even when it might be hard to do	<i>Spoiled Rotten</i>	When Arthur shares his chocolates, money, and time with his friends, the effects of his generosity change depending on the decisions he makes. <i>Arthur's Giving and Keeping Game</i> explores: • what it means to share with others • how it feels to share with others • sharing with others is sometimes hard to do • identifying feelings
<i>Dear AdW</i>	Learning from Others • asking questions rather than making assumptions; being respectful of others	<i>Dear AdW</i>	When Arthur starts writing to a pen pal from Turkey, he realizes that his ideas about another culture may need to be re-examined. <i>Dear AdW</i> explores: • being respectful to others from another culture • using stereotypes may be hurtful to other people • admitting and apologizing for making mistakes about someone or their culture • being able to admit to a mistake • being able to ask for help about something you don't know