

K

Each lesson plan is accompanied by
popular educational episodes found on:

KidDoodLeTV™



Teachers' Corner

Social & Emotional Development

Doggyland Please & Thank You Part 1



Curriculum Connection:

Social and Emotional Development:

This lesson focuses on helping students develop important social skills, emotional awareness, and the ability to form positive relationships with others.

Students will learn about good manners, specifically using "please" and "thank you".

Learning Goals:

Social and Emotional Development:

Students will learn and practice good manners, specifically using "please" and "thank you," through a fun and interactive video from Doggyland, role-playing scenarios, and the Manners Monitor role.

Students will understand the importance of good manners and how they contribute to positive interactions.

[Play episode](#) 



Scan to watch the episode:



Materials:

S01 E22

Access this episode free on:

KidoodleTV™



Play episode 

DoggyLand Please & Thank You Part 1

Lesson Supplies:

- ☒ **Doggyland**
S01 E22: Please & Thank you Part 1
- ☐ **“Please & Thank You” lyrics** (provided)
- ☐ **Role-playing scenarios** (provided)
- ☐ **Props** (optional) for role-playing scenarios
- ☐ **Stickers or rewards for the Manners Monitor**



Lesson:

Scan to watch
the episode:



Introduction (5 minutes):

Gather students in a circle. Explain that today, they will learn about being polite and using nice words. Ask them if they if they know what polite means. Discuss which words they can use to show that they are polite. Emphasize “please” and “thank you”.

Viewing the Episode:

Display the lyrics of Doggyland’s “Please & Thank You” song (provided) where students can see it.

Show students **Kidoodle.TV's episode "Doggyland: Please & thank you (Part 1)"**. While students watch the episode, point to the lyrics and encourage students to follow along and sing. Repeat one or two more times until students catch on to the lyrics.

Discussion:

After watching the episode, ask simple questions like, “*Did you see the doggies saying 'please' and 'thank you'?*” and “*Why do we use these nice words?*”

Role-Playing Scenarios:

Introduce the role-playing scenarios to the students, using props and actions to make it fun.

Scenario 1: Asking for a Toy

One student is holding a toy.

Another student pretends to want the toy and says,
“*Can I have it, please?*”

The first student shares and the other student says,
“*Thank you!*”

Scenario 2: Sharing Snacks

Set up a play snack area with toy snacks.

One student points to a snack and says,
“*I want this, please.*”
Another student gives the snack and says,
“*Here you go.*”

Student says, “*Thank you!*” and the other student responds, “*You're welcome!*”

Scenario 3: Requesting Help

Use a jacket or shoes as props.

Student asks, “*Help, please!*” The other student helps.

Student says, “*Thank you!*” and the other student responds,
“*You're welcome!*”

Scenario 4: Inviting a Friend

One student says, “*Come play with me, please.*”

The other says, “*Sure, let's play!*”

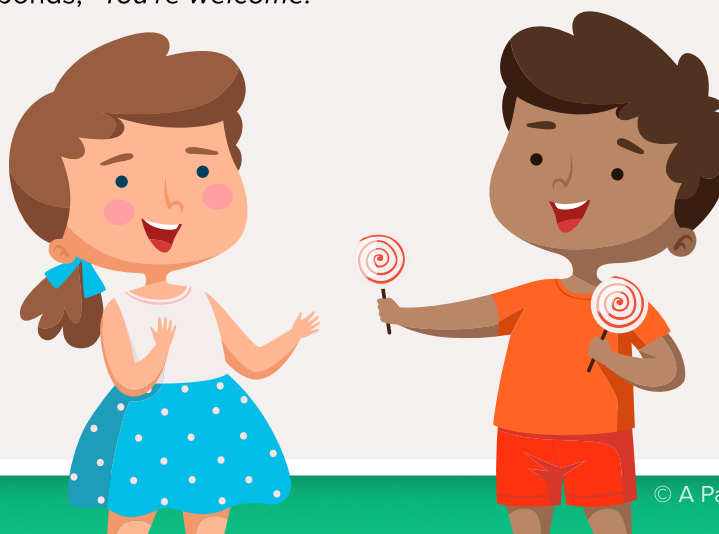
Scenario 5: Saying “Please” at Home

Use pretend bedtime or story props.

One student says,
“*Read a story, please.*”

The other student reads.
Student says, “*thank you.*”

Other student responds,
“*You're welcome!*”



Manners Monitor Role:

Introduce the Manners Monitor Role. Explain that the Manners Monitor's job is to listen for nice words and give stickers as rewards. When the Manners Monitor hears nice words, they can give stickers as rewards. You can choose a new Manners Monitor each day.



Conclusion:

Summarize the lesson by saying that using "please" and "thank you" makes people happy and shows that they are being polite. Encourage students to keep being polite and using these nice words every day.

Extension Activity:

Role-Playing Game: "Manners Cafe": Set up a pretend "Manners Cafe" with play food and tables. Let students take turns being customers and servers. Customers can practice saying "please" when ordering, and servers can respond with "You're welcome" when serving the food. Use stickers or rewards for good manners.

Assessment

Assess students by observing their participation, such as using gestures and simple phrases during the role-playing scenarios and repeating "please" and "thank you."



Scan to watch the episode:

This lesson was
brought to you by:

KidoodleLe^{tv}™

Safe Streaming



Start watching for
free on [**kidoodle.tv**](https://www.kidoodle.tv)

[Click to watch now](#)