SEL · PROBLEM SOLVING AND DECISIONS · GRADES 2–5

Five Steps to Solve a Problem

Number the five problem-solving steps in order, then use them on a forgotten-homework problem.

Name: _____ **Date:** _____



Write 1 to 5 to put the problem-solving steps in order.

- ☐ Pick the best solution.
- ☐ Name the problem.
- ☐ Try it, then check: did it work?
- ☐ Think about what could happen with each one.
- ☐ Think of different solutions.

The problem: It is 8:00 at night and Eli just remembered his math homework is at school. It is due tomorrow.

1. The problem is: _____

2. Solutions: _____

3. What could happen: _____

4. The best solution: _____

5. How he can check it worked: _____

Art © Kevin Coulston

SEL · PROBLEM SOLVING AND DECISIONS · GRADES 2–4

Many Ways to Solve It

Brainstorm three solutions for three everyday problems and star the best one for each.

Name: _____ **Date:** _____



Problem 1: You forgot your lunch at home.

☆ **Solution 1:** _____

☆ **Solution 2:** _____

☆ **Solution 3:** _____

Problem 2: Two friends want to use the same computer.

☆ **Solution 1:** _____

☆ **Solution 2:** _____

☆ **Solution 3:** _____

Problem 3: It rained, and your class can't go outside for recess.

☆ **Solution 1:** _____

☆ **Solution 2:** _____

☆ **Solution 3:** _____

Art © Kevin Coulston

SEL · PROBLEM SOLVING AND DECISIONS · GRADES 2–5

Stop, Think, Choose

Use the red, yellow and green light to stop, think of choices and pick one for two problems.

Name: _____ **Date:** _____



Color the lights red, yellow and green.

You are building a block tower and a little kid knocks it over.

red

yellow

green

Stop.

What is the problem? How do I feel?

_____

Think.

What could I do? Write two choices.

_____

_____

Choose.

My best choice, and why:

_____

Write a problem of your own: _____

red

yellow

green

Stop.

What is the problem? How do I feel?

_____

Think.

What could I do? Write two choices.

_____

_____

Choose.

My best choice, and why:

_____

Art © Kevin Coulston

SEL · PROBLEM SOLVING AND DECISIONS · GRADES 3–5

Choices and Consequences

Match eight choices to what will probably happen next, then write about a choice you made.



Name: _____ **Date:** _____

A **consequence** is what happens because of a choice. Good choices often lead to good consequences, and some choices lead to problems.

Draw a line from each choice to what will probably happen.

study for the test	it gets wet and rusty
stay up very late	you get better at playing songs
leave your bike out in the rain	you feel ready and calm
share your snack	you can buy something you really want
skip brushing your teeth	your friend feels happy and thankful
practice piano every day	you feel tired and grumpy the next day
run in the hallway	you could slip and get hurt
save your allowance	you might get a cavity

A choice I made this week and what happened:

Art © Kevin Coulston

SEL · PROBLEM SOLVING AND DECISIONS · GRADES 2–4

What Is the Best Choice?

Read six problem scenarios and circle the best choice for each one.

Name: _____ **Date:** _____



Circle the letter of the best choice.

1. **You find a wallet on the playground.**
   - (a) Keep the money.
   - (b) Give it to a teacher.
   - (c) Leave it there.

2. **You don't understand the directions.**
   - (a) Raise your hand and ask.
   - (b) Guess and hope.
   - (c) Copy your neighbor.

3. **Your friend wants you to skip your chores to play.**
   - (a) Skip your chores.
   - (b) Tell a fib to your parents.
   - (c) Finish your chores first, then play.

4. **You broke your sister's toy by accident.**
   - (a) Tell her and say sorry.
   - (b) Hide it.
   - (c) Blame the dog.

5. **Someone online asks for your address.**
   - (a) Tell them.
   - (b) Don't answer, and tell a grown-up.
   - (c) Ask for their address first.

6. **You have a test tomorrow and want to play video games.**
   - (a) Play all night.
   - (b) Skip the test.
   - (c) Study first, then play a little.

Art © Kevin Coulston

ANSWER KEY · PROBLEM SOLVING AND DECISIONS · GRADES 2–5

Answer Key: Five Steps to Solve a Problem

Answers for grown-ups. Many questions have more than one good answer, so the key shows one example.



Write 1 to 5 to put the problem-solving steps in order.

4 Pick the best solution.

1 Name the problem.

5 Try it, then check: did it work?

3 Think about what could happen with each one.

2 Think of different solutions.

The problem: It is 8:00 at night and Eli just remembered his math homework is at school. It is due tomorrow.

1. The problem is: Eli's homework is at school and it is due tomorrow.

2. Solutions: call a classmate for the page, tell the teacher in the morning, go to school early

3. What could happen: a classmate might help; the teacher might let him finish at school

4. The best solution: tell the teacher first thing and offer to do it at lunch

5. How he can check it worked: the homework gets done and handed in

Art © Kevin Coulston

ANSWER KEY · PROBLEM SOLVING AND DECISIONS · GRADES 3–5

Answer Key: Choices and Consequences

Answers for grown-ups. Many questions have more than one good answer, so the key shows one example.



A **consequence** is what happens because of a choice. Good choices often lead to good consequences, and some choices lead to problems.

Draw a line from each choice to what will probably happen.

study for the test	you feel ready and calm
stay up very late	you feel tired and grumpy the next day
leave your bike out in the rain	it gets wet and rusty
share your snack	your friend feels happy and thankful
skip brushing your teeth	you might get a cavity
practice piano every day	you get better at playing songs
run in the hallway	you could slip and get hurt
save your allowance	you can buy something you really want

A choice I made this week and what happened:

Art © Kevin Coulston

ANSWER KEY · PROBLEM SOLVING AND DECISIONS · GRADES 2–4

Answer Key: What Is the Best Choice?

Answers for grown-ups. Many questions have more than one good answer, so the key shows one example.



Circle the letter of the best choice.

1. **You find a wallet on the playground.**
   - (a) Keep the money.
   - **(b) Give it to a teacher.**
   - (c) Leave it there.

2. **You don't understand the directions.**
   - **(a) Raise your hand and ask.**
   - (b) Guess and hope.
   - (c) Copy your neighbor.

3. **Your friend wants you to skip your chores to play.**
   - (a) Skip your chores.
   - (b) Tell a fib to your parents.
   - **(c) Finish your chores first, then play.**

4. **You broke your sister's toy by accident.**
   - **(a) Tell her and say sorry.**
   - (b) Hide it.
   - (c) Blame the dog.

5. **Someone online asks for your address.**
   - (a) Tell them.
   - **(b) Don't answer, and tell a grown-up.**
   - (c) Ask for their address first.

6. **You have a test tomorrow and want to play video games.**
   - (a) Play all night.
   - (b) Skip the test.
   - **(c) Study first, then play a little.**

Art © Kevin Coulston