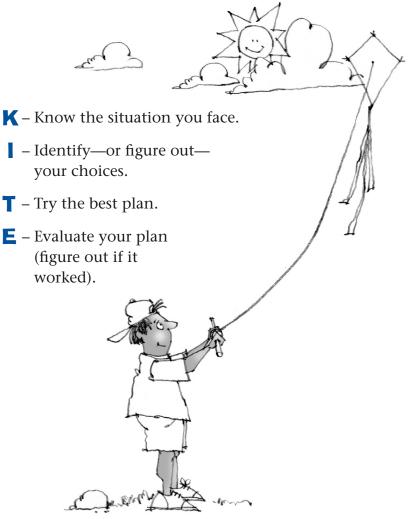
Fly Your Decision-Making KITE

You are in charge of you. Nobody else can control your actions. Every moment of your life, *you* are deciding what you will do: how you will act, what you will say, how you will handle a situation. The decision-making KITE is a tool you can use to figure out the very best decision for any situation that might come up.



Know the situation you face. Figure out as much as you can about a situation. Has it ever happened before? What did you do? Did it work? Who might be able to help you?

- Identify—or figure out—your choices. Try to come up with a few different ideas to handle a situation. You can call these Plan 1, Plan 2, and Plan 3. Figure out the good things and bad things that might happen with each plan. Will a plan make the situation better? Could it make things worse?
- **Try the best plan.** After you've thought about the good and bad parts of each plan, choose the one that you think will work best. Then try your plan.
- **Evaluate your plan (figure out if it worked).** Did your plan work? If not, look back at the other plans you came up with. Is there one that might make the situation better? Give that one a try, or—if you're stumped—get the help of an adult.

"Can I use the computer now?" Hakim asked. Beth looked up from the screen. "My time's not up yet," she said. Hakim was upset. "But I have to work on my project and this is the only computer in class," Hakim said. "You're hogging it." Beth stayed sitting at the computer. "It's still my turn," she said. "Ask Ms. Williams if you don't believe me."

But Hakim didn't want to ask Ms. Williams. He thought Beth was taking too long. He wanted to use the computer *right now*. Hakim felt himself getting angry—like he might do something bad. Just then he remembered the KITE decisionmaking tool. He decided to sit down and write out the steps in his notebook. This is what he wrote:

K - KNOW THE SITUATION YOU FACE.

I need to use the computer. But Beth says it's still her turn.

- IDENTIFY OR FIGURE OUT YOUR CHOICES.

PLAN I: Stand beside Beth and ask "Are you done yet?" over and over.

Good Things: Beth might get fired of me and leave.

Bad Things: Beth might get annoyed and tell Ms. Williams.

PLAN 2: Forget about my project for now and ask for an extension.

Good Things: I'll have more time to get my project done on the computer. Bad Things: IF I can't get an extension, it will be hard for me to finish my project on time.

PLAN 3: Ask Ms. Williams if there's a computer I can use in another part of school.

Good Things: IF Ms. Williams knows about another computer I can use, I can work on my project right away.

Bad Things: I might have to wait for Beth to finish if there's no other computer available.

T - TRY THE BEST PLAN.

Plan I could get me in trouble. My project could be late if Plan 2 doesn't work. Plan 3 seems like the best. It can help me to work on my project right now. I'll talk with Ms. Williams about using another computer.

Later, Hakim evaluated his plan:

E - EVALUATE YOUR PLAN (FIGURE OUT IF IT WORKED).

Ms. Williams let me go to the media center! There were plenty of computers to work on. I got my project done. And I didn't get in trouble!

FLY YOUR DECISION-MAKING KITE

Know the situation you face.

Write as much as you can about the situation.

I Identify—or figure out—your choices.

Write down three plans that might make the situation better. What good things and bad things could happen with each plan?

Plan 1:
Good Things:
Bad Things:
Plan 2:
Good Things:
Bad Things:
Plan 3:
Good Things:
Bad Things:

Try the best plan. Which plan do you think will work the best? Why?

E Evaluate your plan (figure out if it worked).

Did your plan work? If yes, great! Mission accomplished.

If no, go back to the other plans you thought about using. Would one of them work? If yes, try that plan. If not, ask an adult for help.