

# TEACHER'S "I'M POSSIBLE" CONVERSATION GUIDE

## The Goal: A Daily Shift in Perspective

The **I'm Possible Mindset** is the belief that every student has the power to grow. When a student feels stuck, they usually focus on the word "**Impossible**." Our goal is to help them look closer and see "**I'm Possible**." These huddles are designed to turn that shift in thinking into a simple, daily habit for your entire classroom.



## The Resilience Factor (I Can Do Hard Things)

**Grit Squad SEL Card:** Bounce-Back Bunny

**The Science:** Every time a student struggles with a "hard thing," they aren't failing; they are engaging in Neuroplasticity. Struggle is the sound of the brain growing new pathways.

- **The Classroom Huddle:** Who had a "Strikeout" moment this week? Something that felt really hard?
- **I'm Possible Mindset:** Bounce-Back Bunny says strikeouts are learning opportunities. They tell us what to practice. How could you find your "bounce-back stronger" to try again?
- **Teacher Insight:** Use this to normalize struggle. When the whole class shouts "I can do hard things!", you are lowering the "affective filter" (anxiety) that stops kids from learning.



## The Self-worth Factor (I Am Worthy of My Dreams)

**Grit Squad SEL Card:** Worth Warrior Wolf (The Captain)

**The Science:** A student's sense of Belonging and Self-Worth is the foundation for academic performance. If they feel they only have value when they "win" (get an A, score a goal), their anxiety will eventually bench them.

- **The Classroom Huddle:** If you strike out in a test, are you still worthy of your big dreams? Why?

- **I'm Possible Mindset:** The Captain says your worth is "Owned, Not Earned." You were awesome before you took the test, and you'll be awesome after. What is one thing you like about yourself that has nothing to do with grades or sports?
- **Teacher Insight:** This huddle builds a safe "Classroom Culture." It reminds students that their value is inherent, which gives them the security to take the risks necessary for growth.



### Pillar 3: The Possibility Factor (I Am Full of Possibilities)

**Grit Squad SEL Card:** The Dream Chaser (The Hall of Famer) **I'm Possible Mindset:** This is about audacious vision. It's the "Growth Mindset" in action. It teaches students to look past their current limitations and see their "I'm Possible" dream.

- **The Classroom Huddle:** We learned that "impossible" actually says "I'm Possible." What is one EPIC dream you want to chase?"
- **I'm Possible Mindset:** The Dream Chaser says the field is wide open. What is one "Small Possible Step" you can take today to get closer to that EPIC dream tomorrow?
- **Teacher Insight:** Use this to help students set micro-goals. It turns "Some Day" into "Today," teaching them that they have the agency to change their own story.

### The GSPN "Post-Game" Summary

To keep the mindset alive, use these Grit Squad Quick-Cues throughout the day:

- Instead of "Good job," try: "That was a All-Star move right there!"
- Instead of "Don't give up," try: "Time to "bounce-back stronger!"
- Instead of "You can do it," try: "Remember, the Captain says you are worthy of your dreams."



## The Grit Squad SEL Trading Card System: Character is the Game-Changer

Building resilience shouldn't feel like a chore. The Grit Squad is a collection of 30+ trading cards designed to transform abstract Social-Emotional Learning (SEL) into a tangible, collectible adventure.

These aren't just souvenirs; they are "Memory Anchors" that move standard "SEL lessons" to a resilient school culture.

### More Than Just a Collectible

Every card is a behavioral blueprint designed to be "played" in real life. By giving students a physical object to hold, the abstract concept of "Grit" becomes concrete.

- **The Power Stats:** Every player is rated on Mindset (M), Heart (H), and Grit (G) to gamify character growth.
- **The "I'M Possible" Mindset:** A bite-sized narrative shift on every card to help students reframe their internal dialogue.
- **The Daily Quest:** A practical, age-appropriate action that proves their strength in the real world.

## The Scouting Report: How to Use the Squad

Teachers and Principals are using these cards to replace traditional "behavior management" with proactive Character Coaching:

- **The "Bounce-Back" Voucher:** Award a Bounce-Back Bunny card when you witness a student persist through a difficult math problem or social conflict.
- **The Captain's Circle:** Use the Worth Warrior Wolf card as a centerpiece for Morning Huddles to discuss self-worth, leadership, and community.
- **1-of-1 Recognition:** Principals keep a "Vault" of Grit Squad cards for students who are showing perseverance, kindness, empathy, etc.
- **The "Morning Lineup" Strategy:** Start the day by drawing one card. The Daily Quest on that card becomes the mission for the entire class.

## Why the Squad Drives Results

1. **Tactile Learning:** A physical card makes the "I'm Possible" mindset something students can literally carry with them.
2. **Common Language:** When every teacher uses the same terminology, it reduces friction and creates a unified school identity and culture.
3. **Positive Reinforcement:** It shifts the teacher's role from "Stop doing that" to "I see you a bouncing-back stronger."

## The Grit Squad "Draft" Packages

We've made it easy for your students to join the squad with tiers designed for every level of integration:

<u>Package</u>	<u>What's Included</u>	<u>Ideal For</u>
<b>The Start Package</b>	500 Mixed Cards	Classroom Pilot Programs
<b>The Full Roster</b>	1,500 Cards (all 30 characters)	Whole-School Integration
<b>The All Star Deck</b>	2,500 Cards + + Grit Squad SEL Classroom Posters	Long-term SEL Curriculum Support

## Next Steps

To add a set of cards to your post-assembly order and unlock the "I'M Possible" mindset one card at a time, simply visit: [EddieCortes.com/grit](https://EddieCortes.com/grit) to place your order.

Let's ensure your students remember they are I'm Possible every single day.