

Topic: Health Wheel Self-Care Plan for Diabetics

Adults – Reading Level 5 or above

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Lesson-Planning Approach

Some learners perceive their "world" as a whole, where all things are interconnected and dependent upon each other. These "integrated" students face major challenges in coping with our dominant educational, social, and economic systems, which tend to present information in a linear fashion without the necessity of integration into meaningful context. Integrated students are at-risk of failing as they attempt to grasp information in ways that do not match their experience. Among large populations of at-risk students are many from Native American and similar cultures that do not regard their world as a sum of parts but as a blend of all that they experience.

This lesson plan does include some traditional, linear approaches to delivering information (checklists, rules, analysis, problem solving and organization). In addition to the traditional, linear delivery of information, this lesson plan also includes some of the following strategies, designed to appeal to at-risk students as they learn academic/life skills:

- Integration of technology
- Story telling/anecdotal information
- Non-competitive group and team work
- Performance-based assessment and rubrics
- Visual presentations and practice through technology and other means
- Project-based assignments that integrate family and community
- Activities appealing to multiple intelligences (Gardner)
- ❖ Application of Scientific Method to formulate and solve a problem.

Lesson Overview

This lesson is designed to help create a personal, inspirationally based, self-care plan for preventing or managing diabetes in daily life. The student or client researches the causes of diabetes, and creates a "health wheel" that reflects their personal creativity, commitment and desires to manage their diabetes (or diabetes prevention). The student will use a variety of learning styles to identify and develop their own preferences for eating healthy, shopping for appropriate foods, exercising, using technological





resources, understanding sugar contents of foods, and building a personal support circle. The student will also have developed a personal health notebook to write statements, commitments, recipes and grocery lists.

Lesson Objectives

Project: Health Wheel

Project Objectives: When students complete this session, they will be able to...

- * Identify a personal belief system for self- inspiration and motivation
- Identify individual likes and dislikes regarding healthy foods and exercise
- * Create individual shopping lists for personal and family use
- * Establish a circle of people to offer support
- * Apply scientific method to discover sugar contents of popular beverages
- * Use technology to chart information and obtain ideas regarding diabetes and health
- Create a personal health wheel out of a variety of materials to represent personal preferences in managing diabetes

Integration of Other Functional/Academic Skills: (Critical thinking is required throughout the lesson.) Students will be able to...

Math: Use math to perform an experiment calculating sugar and density

differences in beverages. Design health wheel

Reading: Read information to learn about Diabetes and help support personal

decisions in maintaining healthy lifestyles

Writing: Write support network, exercise choices, grocery lists, and a personal

commitment statement.

Technology: Search the internet for relevant sites, and download information, apply

basic features of Microsoft Word, and use Excel to compile data

Science Apply scientific method and correctly format an experiment



State/National Standards

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http://www.cde.state.co.us/cdeassess/sci.htm#standards

Reading and Writing

- 1. Students read and understand a variety of materials.
- 2. Students read, select, and make use of relevant information from a variety of media, reference, and technological sources.
- 3. Students write and speak using conventional grammar, usage, sentence structure, punctuation, capitalization, and spelling.
- 4. Students apply thinking skills to their reading, writing, speaking, listening, and viewing.

Science

- 1. Students understand the processes of scientific investigation and design, conduct, communicate about, and evaluate such investigations.
- Life science: Students know and understand the characteristics and structure of living things, the processes of their life, and how living things interact with each other and their environment.
- 5. Students know and understand interrelationships among science, technology, and human activity and how they affect the world.
- 6. Students understand that science involves a particular way of knowing and understand common connections among scientific disciplines.

Mathematics

- Students use data collection and analysis, statistics, and probability in problem-solving situations and communicate the reasoning used in solving these problems.
- 4. Students use a variety of tools and techniques to measure, apply the results in problem-solving situations, and communicate the reasoning used in solving these problems.

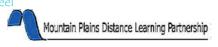
Visual Arts

- 1. Students recognize and use visual arts as a form of communication.
- Students know and apply visual arts materials, tools, techniques, and processes.

Websites

Required: (Use these sites for reading and background information) www.laplaza.org/health/dwc/nadp (Native American Diabetes Project) www.diabetes.org (American Diabetes Association)

Support: (Use these sites for additional information and future reference) www.acefitness.org/nativeamerica/
www.acefitness.org/nativeamer





Diabetes Pathfinder: Rick Mendosa

www.indianz.com (Tribal issues and current events)

www.niddk.nih.gov (National Institutes of Health – Diabetes)

<u>www.omsa.uiuc.edu/clearinghouse/native/native/html</u> (Native American Health Issues)

www.uchsc.edu/sm/nehcrc (Native Elder Health Care)

Pre-requisites

Read at sixth grade level or above

Possess basic computer skills to conduct word processing, search the web, and use Excel or other spreadsheet programs

Required Materials

- Sugar Density Experiment: Coke, Diet Coke or Pepsi and Diet Pepsi, other popular beverages that come in aluminum cans, 5 gallon bucket and water to fill, timer or watch with second hand, Handout * to chart data
- ❖ Health Wheel: Desired art supplies (willow or grape vines, poster board or paper, paint, markers or color pencils, computer clip art, paper brads or rivets for assembling wheel), and binder for recipes, grocery list, and personal statements.

Handouts

- "What is Sugar?" Handout One
- Coke Float Worksheet: Handout Two
- Health Wheel Design and Examples: Handout Three
- Lesson Rubric: Handout Four

Required Equipment/Technology

Network accessible computers, also equipped with a word processing and spreadsheet programs

Floppy disks to save information for future use



THE LESSON

Note: Students do not learn from what you do but from what you have them do. **PART I**

Preparation

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Activity	Instructor Notes
1. Discuss the topic of self-care health. Write a paragraph or story about an event in your life where personal inspiration may have made a difference. Include this story in your new personal health notebook.	 Have students relate any experiences with personal inspiration, prayer, or belief system that promotes recovery or helps in managing illness, and why this is an important basis for healing and motivation. Go to web site www.diabetes.org references on inspirational stories (www.diabetes.org
	 has a listing of books written by diabetics). Have the students identify images of qualities for health, and begin including these with personal statements in their health notebooks.
2. Discuss prior knowledge of diabetes and health. Go to website www.diabetes.org , read and become familiar with the basics of diabetes.	 Review with students what diabetes is, what makes it worse, what makes it more preventable or manageable. Have students read website <u>www.laplaza.org</u> to learn how diabetes occurs.
3. Learn about different types of sugar and sugar content in foods. Read "What is Sugar" (Handout One). Set up and perform the Coke® Float experiment. Construct spreadsheets with your data, and fill out questions in Handout Two.	 Have students read "What is Sugar?" (Handout One). Obtain a five gallon bucket and several types of popular beverages, both diet and regular. Have students design a spreadsheet (in MS Excel or other spreadsheet program) for the Coke Float data based on the worksheet example. Observe and record the sinking rates (and therefore densities) of the different beverages and fill in the chart as outlined in the instructions. The students can also create graphs from their spreadsheets.
	Write answers to the questions outlined in Handout 2. Aspartame is more than a



hundred times sweeter than sugar. This means that there is much more real sugar used in regular soft drinks than artificial sugar in diet soft drinks to attain the same level of sweetness. The larger amount of sugar in the regular drink makes it denser than the diet soft drink. The liquid in the drinks is the only variable that changes between the two types of drinks. Both types of drinks have about the same amount of aluminum in the can and trapped gases (air and carbon dioxide). All of these components are lighter, or less dense, than water, so the can floats. When more sugar is added to the drink, the liquid becomes denser than water, so the can sinks. The time it takes for the can to sink (or the rate) can be measured and shows us how dense, or how sweet, the drink is.

Presentation

4. Review examples of Health Wheel (Handout 3). Choose the type of health wheel you would like to make, and make a sketch of the size and decorations or personal art.

- Have students discuss their personal health wheel, and decide what medium they will choose to construct their wheel (paper, cardboard, vines, etc).
- The purpose of the wheel is to provide a personal and inspirational approach to maintaining health, and preventing or managing diabetes. Students design and make their own health wheel as a tool to make individual choices, build a support system, and make an inspirational or spiritual connection with their place in the world around them.
- The wheel is in two layers, a larger bottom
 wheel and an upper top wheel with a quadrant
 cut out to view the writing on the bottom
 wheel (refer to Handout Three). The top wheel
 is attached to the bottom with a paper brad or
 rivet to allow the top wheel to rotate over the
 bottom. The top wheel has a circle in the
 middle to provide for an image or artwork that
 identifies the student's spiritual belief system



or inspiration that connects them to the large world from within. The three remaining quadrants are for images or artwork related t personal preferences in food, exercise, and support.			
 The bottom wheel is for writing out personal preferences and commitment to exercise, foods, a group of people to turn to for support, and websites or other technical references. 			

Performance and Practice

Instructions for students	Teacher notes
Create Personal Health Wheel	Using mediums of choice, have the students create a health wheel using meaningful images for each portion of the wheel. Wheels can be made from wound vines, poster board, or cardboard. The images on the upper portion of the wheel can be made or drawn by the student, or obtained from clipart
2. Use your health notebook to write down your favorite healthy recipes or keep track of new ones you'd like to try. Write down a grocery list of foods and ingredients that you usually get at the store. This will be useful if other people family members do the shopping for you.	Have the students continue to refer to <u>www.diabetes.org</u> , <u>www.laplaza.org</u> , and the other support websites for recipes and shopping advice
3. Discuss Rubric	 Have students perform self-assessment of their performance in reading, writing, scientific method, use of technology, and creation of personal care plan.



Lesson Assessment Strategy (Formative – As the lesson progresses)

<u>Preparation, Presentation and Overall Implementation (Instructor)</u>

- 1. Are the instructions and expectations for the class clear from the beginning?
- 2. Am I spending sufficient time on modeling the skills I want students to acquire?
- 3. Is there enough variety in the lesson to appeal to most learning preferences?
- 4. How many learning intelligences am I addressing?
- 5. Are students "connecting" to lesson objectives? How?
- 6. How is this lesson "integrated?"

Performance and Practice (Student)

- 1. Do all students have the skills to follow instructions? If not, what measures am I taking to address the challenge?
- 2. Are all students participating in the activities either by active observation or by voicing their thoughts?
- 3. Am I identifying the strengths of each student and pairing/grouping people accordingly? What results am I getting?
- 4. How are students performing? Are all of them able meeting 80% of the lesson objectives? If not, what am I doing to help them achieve more?

Technology

- 1. Is the technology working?
- 2. How are students reacting to the technology, and what do I need to remember when I teach this lesson again? How are students applying or wanting to apply their technical skills in other areas?

Activity C	hecklist	
•	Discuss diabetes and personal goals. Complete a statement regarding personal belief system and its place in individual healthy living.	
•	Discuss the rubric for the final project	
•	Go to website <u>www.laplaza.org</u> and <u>www.diabetes.org</u> , become familiar with diabetes and management.	
•	Perform Coke® Float experiment, read "What is Sugar", complete accompanying calculations and questions. Develop spreadsheets.	
•	Discuss, design and create Health Wheel	
•	Make a book or binder including preferred recipes. Write personal	



self-care statement. Write a standard grocery list that can be used by self or other family members to keep healthy foods on hand.

Handout One: What Is Sugar?

Adapted and revised from "Chemical Cuisine – Natural and Synthetic Chemicals in Foods"

Carolina Biological Teamed With Teachers

Mickey Sarquis, Editor, Center for Chemistry Education

Terrific Science Press, Miami University, Middletown, Ohio

What Kind of Sugar Is It?

Our earliest ancestors were busy finding enough food to stay alive. Very early humans ate lean meats, berries, fruits, nuts, roots, and wild grains. This diet was often balanced with running, building, chopping, or other hard work; a natural part of their lives. Now lifestyles and diets are quite different, but how our bodies use what we eat are almost unchanged. Today, Americans hear more about eating well than ever before, but continue to eat more imitation and processed sugars. A lot of the sugar people eat is found in packaged food, fast food, and is sometimes hard to recognize.

Either natural or imitation sugars make food sweet. There are basically three kinds of sugar: natural sugars, processed sugars, and synthetic sweeteners (imitation sugar made in a laboratory). Natural sugars are made in all green plants from sunlight, carbon dioxide, and water. When you see "naturally occurring sugars" suggested for a healthy diet, it means eating whole fruits and vegetables. These kinds of sugars are also sources of important nutrients our bodies need, such as calcium, magnesium, phosphorus, iron, potassium, vitamins E and B, thiamine, riboflavin, and zinc. Sugars that have been taken out of plants and then concentrated are called "processed sugars". Modern factories produce, for example, sucrose (table sugar), which is 99.9% pure. Processed sugars are concentrated sources of both energy and sweetness, but they have lost the vitamins and minerals found in fruits and vegetables. Imitation sugars (synthetic sweeteners) are produced in a laboratory and lack vitamins or minerals. Dieters often want synthetic sweeteners in their foods because these do not contain any usable calories.

Sugars are either simple or complex. Simple sugars are converted to energy in the body. Starches are many sugars linked together. They are usually stored in the body, and then broken down when needed for energy. Both types occur naturally in a variety of plants. Common simple sugars include glucose and fructose. Glucose occurs in many fruits and is the sugar carried in the blood. Fructose is the sweetest sugar known. It too, is common in fruits.

The History of Table Sugar

Sweeteners are important to humans. They have a pleasing taste, and natural sweeteners are a good source of energy for the body. Humans have always eaten natural sugars from fruits and vegetables. There is proof that very early humans retrieved honey from beehives and Native Americans produced sugar from sugar maples.





The process of making table sugar (sucrose) from sugarcane was developed in India around 500 B.C. (about 2,500 years ago). It spread through Persia to European Countries in the 12th century (800 years ago), but only the very wealthy could afford it. It was only after European nations began growing huge amounts of sugarcane on "New World" lands with slave labor that sugar became a common item on European tables. Sugarcane became firmly established as one of the staple crops of the colonial southern United States, and much is still grown in the South. However, a larger proportion of U.S. sugar production is now derived from sugar beets.

The synthetic sweeteners used today in the United States include saccharin, aspartame, and acesulfame-K. Saccharin is derived from coal tar. Aspartame contains the amino acids phenylalanine and aspartic acid, which breaks down in high heat. Some people have a condition called phenylketonuria (PKU), an inability to digest and use the amino acid phenylalanine, and cannot eat foods containing aspartame. Acesulfame-K is a potassium salt similar to saccharin. These synthetic sweeteners are more concentrated than regular sucrose. Acesulfame-K is 200 times sweeter than sucrose; aspartame is 160 times sweeter, saccharin is 500 times sweeter. In affluent countries, the annual per capita consumption of processed sucrose is about **100 pounds**. One box of sweetened cereal contains approximately 1 cup of added sugar; one can of soda pop contains 40 grams (1/4 cup or 5 tablespoons) of sugar

Sweeteners and Health

The search for imitation sugars started as a hunt for cheaper sweeteners, which lead to the invention of non-nutritious sugars – ones that would not contribute energy (in the form of Calories) to the diet. Imitation sugars are not replacing table sugar in the diet. Even though more synthetic sweeteners are being used by Americans, people are not eating less table sugar. Sugar contributes as much as 30% of the calories consumed by Americans.

Table sugar provides calories (energy used by the body), but no vitamins, minerals, or enzymes. When our bodies absorb sugar, it uses up these same nutrients, robbing them from the rest of the body. Extra calories from high amounts of sugar can cause weight gain, obesity, damage to internal organs, and Diabetes.

Synthetic sweeteners must pass many tests before being allowed in foods, but there may still be problems. Saccharin has been shown to cause cancer in laboratory animals. It is still sold, since the amount that can cause cancer is very high. Most synthetic sweeteners are somewhat new and will need to be studied more to find out about possible health problems.



Handout Two: Coke® Float Activity

Sugar and aspartame are both sweet. But how sweet? Just how sweet are the drinks we enjoy with pizza or on a hot summer's day? In this activity, we will see if regular soft drinks are denser than diet soft drinks. This activity will also help to illustrate the sugar content in popular canned drinks, and help you become aware how much sugar is consumed when you drink a soda. An extension is provided for those situations where more analysis, measurement and interpretation is desired.

The more sugar in a drink, the more dense. The sugar in the drink is the only **variable** that changes between two types of drinks. Both types of drinks have about the same amount of aluminum in the can and trapped gases (air and carbon dioxide). The time it takes for the can to sink (or the rate) can be measured.

Schedule:

Time for preparation (excluding obtaining the	drinks)10 minutes
Time for basic procedure	15 minutes
Time for cleanup	10 minutes

Materials:

Per class:

- Aquarium or large 5 gallon bucket
- Assortment of drinks: 1 can of Coca-Cola and 1 can of Diet coke, or 1 can of Pepsi and one can of diet Pepsi. Other brands of carbonated regular and diet versions may be used to gain information on drink density and sugar content of different brands. The activity may be extended to non-carbonated drinks sweetened with different types of sugars, and the sinking rates can be measured to reflect density and sugar content.
- Water
- Watch or stopwatch with second hand to measure time.
- Paper and pencil

Extension: Figuring Volume and Density:

- A scale or balance accurate to 0.01 grams
- 2 50mL graduated cylinders
- Marker



Vocabulary

Define the following:

- Rate
- Variable
- Density
- Mass
- Grams (g)
- Milliliter (mL)

Procedure

Part 1

- 1. Fill the aquarium or five-gallon bucket with water.
- 2. Prepare a chart or spreadsheet as follows: (A master spreadsheet can be made for the entire class to compare all data.)

Coke [®] Float Activity Data: Carbonated Drinks			
Type of Cola	Floats	Sinks	Sinking Rate
Diet			
Regular			

Coke [®] Float Activity Data: Uncarbonated Drinks	
Brand Name of Drink:	Sinking Rate:
(Add Rows as Needed)	

- 3. Students will place cans into water one at a time and record their observations on the spreadsheets. The students can work in pairs, with one person timing the sinking and the other placing and releasing the cans. The spreadsheets can then be entered into the computer using Excel, and graphs or charts can be made using the data.
- 4. Students will analyze their information and write answers to questions on the worksheet.



Part 2

Extension:

- 1. Have the students open the carbonated drink cans and let the gases escape (this may be done overnight and the extension completed the next day after sodas are "de-fizzed".
- 2. Label one 50 mL graduated cylinder "D" for diet and the other "R" for regular
- 3. Determine the **mass** of each of the graduated cylinders on the balance and record its weight to the nearest one-hundredth of a gram.
- 4. Fill the graduated cylinder labeled "D: with the diet cola to the 50-mL mark (you may need to allow the fizzing from the carbonation to settle a few times). Determine the mass of the graduated cylinder plus beverage and record the combined mass.
- 5. Repeat using the cylinder labeled "R" and the regular cola.
- 6. Have the students calculate the densities of the two colas using the guidelines on the worksheet.



Coke® Float Worksheet

Names:					
1. What hap	ppened to the die	et and regular can	s of soda when	they were place	d in the water?
2. Calculate the below:	density of the d	iet and regular so	ft drinks using	your measureme	ents in the table
Calculated Density of Soft Drinks					
Type of Cola	Weight of Graduated Cylinder (g)	Weight of Cylinder plus Cola (g)	Weight of Cola	Volume of Cola (mL)	Density of Cola (g/mL)
Diet Regular	, (°)				
3. Did the result Explain.	s of the densities	s calculated in Qu	estion 2 suppor	t your answer to	Question 1?
		factors, which mi		to the different d	ensities of the

