

Tricky Moments

Eight scenario cards: spot the feelings, then choose a kind, fair way to sort it out.



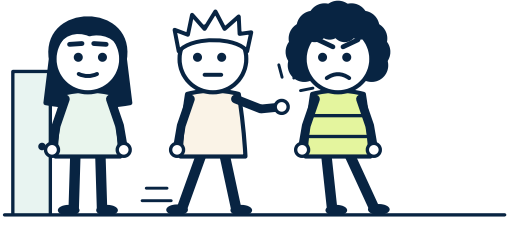
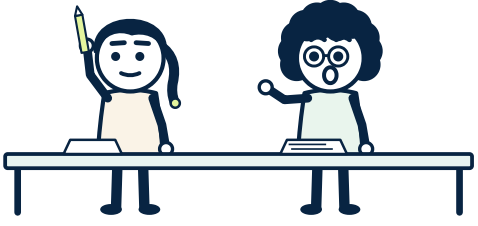
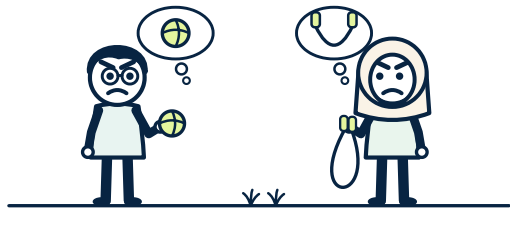
LEARNING GOAL

Notice how people feel and choose a kind way to sort out a problem.

SUCCESS CRITERIA

- ☐ I can say how each child feels and how I know.
- ☐ I can choose a way to help and say why.
- ☐ I can listen to my partner's idea.

Cut along the dashed lines. Take turns: read a card, say how they feel, point to a way to help.

1 Someone pushes in the line.  <i>How do they feel?</i> WHAT COULD HELP? ☐ Talk it out ☐ Ask an adult ☐ Find a fair way	2 You are left out of a game.  <i>How do they feel?</i> WHAT COULD HELP? ☐ Talk it out ☐ Find a fair way ☐ Ask an adult
3 A friend takes your pencil without asking.  <i>How do they feel?</i> WHAT COULD HELP? ☐ Talk it out ☐ Find a fair way ☐ Ask an adult	4 Two friends want different games.  <i>How do they feel?</i> WHAT COULD HELP? ☐ Talk it out ☐ Find a fair way ☐ Take a break

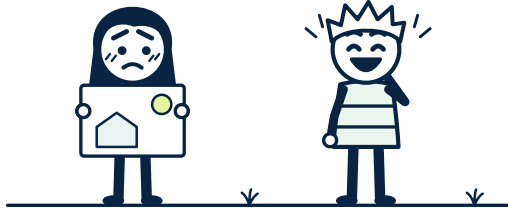


Tricky Moments: cards 5 to 8

✂

5

Someone laughs at your drawing.



How do they feel?

WHAT COULD HELP?



Talk it out



Ask an adult

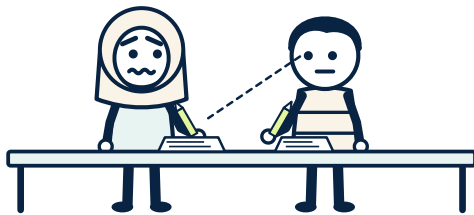


Take a break

✂

7

A friend copies your work.



How do they feel?

WHAT COULD HELP?



Talk it out



Ask an adult



Find a fair way

✂

6

You bump someone by accident.



How do they feel?

WHAT COULD HELP?



Talk it out



Ask an adult



Take a break

8

You lose a game and feel cross.



How do they feel?

WHAT COULD HELP?



Take a break



Talk it out



Find a fair way

Your turn. Choose one card. Tick the way you chose. Write what the child could say.

CARD NUMBER _____

☐


Talk it out

☐


Ask an adult

☐


Take a break

☐


Find a fair way

THEY FEEL _____

THEY COULD SAY
