

# Social Emotional Learning

Lesson 5: Solving Problems Supplementary Activities



### Pre-school:

#### **Problem Books**

Share a story with your child where a character faces a problem and has to make a choice about their behaviours. Each time the character shows certain behaviours you can ask your child if they think that particular behaviour was OK or NOT OK?

Traditional Tales are good examples to use. In particular:

- Goldilocks and the Three Bears
- Little Red Riding Hood
- Jack and the Beanstalk
- The Gingerbread Man

Example questions for Goldilocks and the Three Bears

- Goldilocks walks into the empty house. Is this OK or NOT OK?
- Goldilocks eats the Bear's porridge. Is this OK or NOT OK?
- Goldilocks gets into the Bear's bed. Is this OK or NOT OK?



#### Solving Problems Adventure Game

Play the adventure game in **Appendix 1**:

Materials needed:

- Game board (Appendix 1)
- Dice
- Game pieces for each person playing (e.g. buttons, blocks etc.)

#### Rules:

- 1. Each player takes a turn of rolling the dice. Person with highest score goes first.
- 2. First player rolls dice and moves game piece to appropriate space.
- **3.** Player then describes the picture and states if this is an OK or NOT OK behaviour to solve a problem.
- **4.** Each player continues to roll the dice and move their game piece.
- **5.** The winner is the first player to land on 'Finish'.

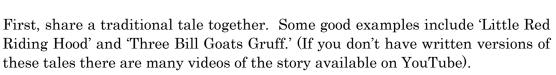




### Age 7-11:

#### **Problem Tales**

This activity aims to give your child/children the opportunity to reflect on some traditional tales, their well-known characters and how their behaviours affect others.





Next, encourage your child/children to think of an alternative ending for the story. One that is a winwin situation for all characters and where characters take time to stop and think about the different solutions that are available to them.

Finally, have your child retell their version of the story. This can be done in any number of ways:

- Written storybook
- Act it out
- Comic Book
- iMovie



## Appendix 1

