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| **Section:** **Fixing problems with our friends** | | | |
| **Objective:** | | Children practice problem-solving, talking about and role-playing what they can do if they have a problem with a friend, resolving their problem in a way that makes both friends happy.  SEL Competency: Relationship Skills, problem solving  Developmental level: Emergent  Key Message: When arguing or fighting with friends, I can try to find a solution that makes both people happy.  Time: 14 minutes | |
|  | **Character name** | | **Content:** *Format*  (TONE OF ADDRESS)/‘Lines from script’/song/sound clip no. |
| **1.** | FX (sound FX) | | STANDARD INTRODUCTORY JINGLE NO.xx |
| **2.** | Host | | Today we are going to talk about how to fix problems with our friends. This is very important for our whole lives, even when we are grown ups, it can be hard to fix problems with our friends!  When we are playing with our friends, we want to make sure that everyone is happy! So we might choose to play a game that everyone can join in or we might share our colouring pencils or our favourite toys.  When we have a problem with a friend, we want to want to try our best to fix it in a way that makes both people happy!  Let’s say that you and your friend both want the same [ball/toy/other object] and you are arguing about it. What can you do so that both of you can be happy? |
| **3.** | Child A | | We can take turns—first one person has the [ball/toy/other object], then the other person |
| **4.** | Child B | | We can play with it together |
| **5.** | Host | | Those are great ideas! Now let’s see what that would look like.  We’re going to listen in on two children I know, named John and David, having a fight over a [ball/toy/ object] that they both want. |
| **6.** | FX (Sound FX) | | Sound to indicate start of role play – introduction of new characters |
| **7.** | John | | That’s my toy! Give it to me! |
| **8.** | David | | No, its mine. I want it! you can’t have it! |
| **9.** | John | | But I want it! give it to me now! |
| **10.** | David | | No! |
| **11.** | FX (Sound FX) | | FADE IN Sounds of struggle, tussling, groaning, as if they are pulling the toy  Continue while characters add the script line below, speaking over one another to give the impression of an ongoing argument |
| **12.** | Both: John and David | | (MUFFLEED) Miiiiinnnneee  Gimmmeeee  Uuuggghhhh  Noooooo |
| **13.** | FX (Sound FX) | | FADE OUT Sounds of struggle, tussling, groaning, as if they are pulling the toy |
| **14.** | Host | | Hello John! Hello David! |
| **15.** | Both | | Hello (Host) |
| **16.** | Host | | Looks like you are both very unhappy. What’s going on? |
| **17.** | John | | Hummph. He stole my [ball/toy/ object) |
|  | David | | (INDIGNANT) I did not. It’s mine and he took it. |
|  | John | | Did not. its mine. Give it to me NOW |
|  | FX (Sound FX) | | FADE IN Sounds of struggle, tussling, groaning, as if they are pulling the toy. Continue while Host speaks next line |
|  | Host | | (KINDLY and CALMLY over the sound of struggle) Boys, stop fighting for a moment please. |
|  | FX (Sound FX) | | FADE OUT Sounds of struggle, tussling, groaning, as if they are pulling the toy. |
|  | Host | | I can see you are both very angry and upset right now. |
|  | FX (Sound FX) | | Murmer of agreement/ acknowledgement |
|  | Host | | That’s ok. I understand why you feel like this.  Is there anything you can do about this toy that would make you both happy? |
|  | David | | (ANGRILY) Yeah, he could give it back to me |
|  | John | | (INDIGNANT) No. it’s mine |
|  | Host | | Boys. I want you both to feel better! You are usually such good friends. I know there is a way for both of you to play with the [ball/toy/ object).  What do you think? |
|  | John | | (TENTATIVE) I guess we could play with it together |
|  | David | | (RELUCTANT AT FIRST/ UNCERTAIN THEN SAD) Hhhmmmmm only if it’s fair… whenever I have to share I never get a turn |
|  | Host | | (KINDLY) Oh no! that’s not nice! But I know John is such a kind boy and I’m sure he’ll play fair. |
|  | John | | (PROUDLY) uh huh. Why don’t you go first David? |
|  | David | | (HAPPILY) Really? |
|  | John | | Yep! |
|  | David | | Cool! |
|  | FX (Sound FX) | | Sound of children playing happily |
|  | Host | | Well done boys! I’m so proud of you! |
|  | FX (Sound FX) | | Sound to indicate end of role play |
|  | Host | | John and David were fighting over a toy they both wanted. Have you ever fought with a friend over a toy? |
|  | All | | Yes |
|  | Host | | Can you tell me about it? join in at home by saying what happened out loud! |
|  | FX (Sound FX) | | 30 seconds of soft music for children to think and repsond |
|  | Host | | Thank you for sharing! We have all had fights like John and David. They are both good boys, just like you are all good children. Even good children argue and get into fights sometimes! Today, we are learning all about fixing problems with friends and stopping fights.  Does that sound good? |
|  | All | | Yes! |
|  | Host | | Great! Let’s move on and listen to some more children I know, they are called Mary and Zara! They are fighting about what to do. Listen carefully, because this time, I’m going to ask you to help them fix their problem!  Are you ready? |
|  | All | | Yes! |
|  | Host | | Ok great! |
|  | FX (Sound FX) | | Sound to indicate start of role play – introduction of new characters |
|  | Mary | | I want to play chasing |
|  | Zara | | I want to watch tv |
|  | Mary | | But I can’t play chasing by myself. Please play with me! |
|  | Zara | | No! I want to watch my favourite tv programme |
|  | Mary | | (LOUDLY) play with meeeeee |
|  | Zara | | (IRRITATED/ SNAPPY) No. Go away. I’m watching (name of suitable kids show) |
|  | Mary | | (WHINING) But I hate that show. I’m going to make so much noise so you can’t watch it. |
|  | Zara | | (ANGRY) You are so mean. I can only watch the show at this time. Just go away and let me watch it. |
|  | Mary | | LA LA LA LA LA |
|  | Zara | | STOP IT!! BE QUIET!! |
|  | FX (Sound FX) | | Escalating sound of children fighting with TV on in the background |
|  | FX (Sound FX) | | Sound to indicate end of role play |
|  | Host | | Pheww… that is one loud fight!  Can anyone help Mary and Zara fix their problem?  Remember, Mary wants to play chasing, and needs Zara to play with her because you can’t play chasing on your own! Zara wants to watch (name of appropriate kids show). It’s only on at this time so if she can’t watch it now, she won’t be able to see it.  What do you think? What would you do if you were Mary or Zara?  Say your answer out loud at home! |
|  | FX (Sound FX) | | 20 seconds Sound to give children time to think and respond |
|  | Host | | Well? What do you think? |
|  | Child D | | They can watch the show together while it is on and then play chasing together after |
|  | Host | | Good idea! The show is on the tv now but they can play chasing anytime.  Mary and Zara can watch the show together now and then play chasing together afterwards!  What do you think they should do if Mary doesn’t want to watch the show with Zara?  Say your answer out loud at home!  Again, What do you think they should do if Mary doesn’t want to watch the show with Zara? |
|  | FX (Sound FX) | | 20 seconds Sound to give children time to think and respond |
|  | Child D | | Umm.. Mary could let Zara watch the show while they do something else alone and then they could both play chasing after the show is over. |
|  | Host | | Very good idea! Well done!  There are lot’s of fun things you can do by yourself but chasing isn’t one of them! Mary could draw or read a story, or find someone else to play with while Zara is watching (name of appropriate tv show).  Then after (name of appropriate tv show) is over. They can play chasing together.  Let’s go back to Mary and Zara and see what happens when they take our advice! |
|  | FX (Sound FX) | | Sound to indicate start of role play – introduction of new characters |
|  | FX (Sound FX) | | Continuation of the sound of children fighting and the tv sound in the background that we ended the role play on. 3 – 4 seconds |
|  | FX (Sound FX) | | FADE OUT to silence |
|  | Mary | | (TENTATIVELY) hmmm if I you watch (name of appropriate tv show) now, will you play chasing with me after? |
|  | Zara | | Yeah ok, after (name of appropriate tv show) we can play chasing until it’s dinner time |
|  | Mary | | (HAPPILY) Yessss… Ok, I’m going to wait for you outside. |
|  | Zara | | Are you sure you don’t want to watch (name of appropriate tv show) with me? |
|  | Mary | | Yep. I don’t like it. I’m going to water the flowers in the garden until you are ready |
|  | Zara | | Ok. Thank you Mary |
|  | Mary | | It’s ok. Thank you for playing with me later |
|  | FX (Sound FX) | | Sound to indicate end of role play |
|  | Host | | (IMPRESSED) Wow! Sounds like you really helped Mary and Zara with your ideas to fix their problem! Well done!  Ok! I want to drop in on two more little children I know. Sara and Ahmed are brother and sister. In fact, they are twins! They are best friends, but they fight a lot!  Let’s hear what they are arguing about now to see how we can help them! |
|  | FX (Sound FX) | | Sound to indicate start of role play – introduction of new characters |
|  | Sara | | I want the last biscuit! Mama said I could have it! |
|  | Ahmed | | No you can’t have it. I saw it first and its mine! |
|  | Sara | | But Mama said I could have it! She promised! |
|  | Ahmed | | I don’t care. I took it first and I’m going to eat it. |
|  | Sara | | That’s not fair. I want it. |
|  | Ahmed | | But I want it too. |
|  | Sara | | Ahmeeeddddd. You always get the last biscuit. It’s not fair. I’m telllinggg mama |
|  | Ahmed | | That’s not true. You are so annoying. I saw it first. You can’t have everything. |
|  | FX (Sound FX) | | Spoken argument rising to an inaudible babble sound of two children arguing. FADE OUT until next sound 3 – 5 seconds |
|  | FX (Sound FX) | | Sound to indicate end of role play |
|  | Host | | Oh oh. They don’t sound happy do they? |
|  | All | | No |
|  | Host | | Has this ever happened to you? have you ever fought over the last piece of yummy food? |
|  | All | | Yes |
|  | Host | | (LAUGHING) Me too! |
|  | FX (Sound FX) | | Sound of children being shocked/ surprised |
|  | Host | | (LAUGHING) Yes, it’s true!  So, let’s see what we can do to help Sara and Ahmed. What do you think they could do to fix their problem?  Say your answer out loud at home!  Again, what can Sara and Ahmed do to fix this problem and end their fight? |
|  | FX (sound FX) | | Sound to give children at home time to think and respoond – 20 seconds |
|  | Child A | | They can tell their mama. If she said Sara could have it then Ahmed has to give it back. |
|  | Host | | (QUESTIONING) yeah? But do you think that will help them to end their fight and become friends again? |
|  | Child A | | Ummmm |
|  | Host | | (KINDLY) How do you feel when someone tells on you? |
|  | Child A | | Ugh. Mad |
|  | Host | | (LAUGHING) there are lots of times when it is really, really important to tell a grown up when you are having a fight with another child. If you ever get hurt, or if you are being called nasty names, tell a grown up that you trust.  In this case though, I think Sara and Ahmed can fix this problem all by themselves.  What do you think? |
|  | Child A | | (UNSUREE) Ummmm |
|  | Host | | (KINDLY) what would you do if you were Ahmed? |
|  | Child A | | Well…. I think I would cut the biscuit in half and share it! |
|  | Host | | Well done! What a good idea! I knew you would think of that because you are such a kind and caring child! |
|  | Child A | | (SHYLY) thank you |
|  | Host | | Ok! Are you ready to hear what happens when Sara and Ahmed listen to your wonderful idea? |
|  | All | | Yes |
|  | FX (Sound FX) | | Sound to indicate start of role play |
|  |  | | Same babble sound of two children arguing, fading out over 3 – 5 seconds until next spoken line |
|  | Ahmed | | Well, what if I cut the biscuit in half? Then we could both have it? |
|  | Sara | | Really? |
|  | Ahmed | | (SURE) Yeah. That way it’s fair. We both get the last biscuit |
|  | Sara | | (HAPPY) Thank you! |
|  | Ahmed | | Ok! Hmmmm… let me make sure I break it in half |
|  | Sara | | (LAUGHING) yeah! Otherwise I’m going to take the big piece |
|  | Ahmed | | (LAUGHING) there is no big piece! They’re the same size! But you can choose which piece you want! |
|  | Sara | | Thank you Ahmed |
|  | Ahmed | | You’re welcome |
|  | FX (Sound FX) | | Sound to indicate end of role play |
|  | Host | | Wow! You are really getting good at fixing problems with your friends!  Sara and Ahmed are not fighting anymore, and they both get to eat half the biscuit because of you!  You did a great job today, and I am proud of your amazing and creative ideas for fixing poblems with your friends!  Do you think you will be able to practice this next time you have a problem with one of your friends? |
|  | All | | Yes! |
|  | Host | | What do you think you will do? |
|  | Child D | | (SHYLY) ummmm…try to make me and my friend happy so we can stay friends and stop fighting |
|  | Host | | Exactly! Very good! |
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