

Session Topic: Social Skills / Interactions (I Like to Be Understood – Activity 1)

Developmental Level: Elementary School

Purpose: To allow children the chance to reflect on the needs of others; to introduce children to the idea of anticipating the needs of others; to familiarize children with the words used to apologize; to teach children ways to ask for help.

Materials Needed: Book: I'm Like You, You're Like Me by Cindy Gainer

Description of Session: Read p. 29-30 of book to group members. Tell the children, "I'm going to tell you a story. Please listen carefully and try hard to imagine how the people might be feeling." Tell this story:

A group of children is eating lunch together. They're eating macaroni and cheese, corn, and peaches. They also have a carton of milk.

Stop and ask, "How do you think the children feel?" Then continue:

While one child is opening his carton of milk, another child walks by and accidentally bumps him. The milk spills all over. The other children begin to laugh. One says, "Look! You have milk all over your lap!"

Ask the discussion questions below. Then ask for volunteers to role-play the situation, showing the accident and the other children being kind and helpful.

Continue telling brief stories, discussing them, and asking volunteers to role-play them. Use situations your group of children will understand. Here are a few possible situations:

- A child has trouble zipping a jacket.
- A child is mad because she dropped her ice cream cone.
- A child is frustrated because he can't reach a game on a shelf.
- A child is upset because his toy is broken.

Discussion Questions:

1. How do you think the child with the spilled milk feels?
2. Are the other children being mean to him? Why do you think that?
3. What can the child say and do to let the others know how he feels when they laugh at him?
4. What can the other children do to show their friend that they care? How can they help him?

Reference:

A Leader's Guide to I'm Like You, You're Like Me by Cindy Gainer, p.51-52