

3-5-year-olds

Play the game. I can help you.

Have half of the students sit on the floor. They could sit back-to-back in pairs.

The other students help them to stand up by holding both their hands and pulling them up.

Have them say *'I can help you!' or 'I'm helping!'*

The 'I'm helping game' reminds children that we can help our friends when they have fallen over. Sometimes children of this age deliberately push each other over. Apart from saying sorry, they can also be encouraged to resolve the situation they have created. For example, they can fetch a plaster or get some water or put things back where they were.

This is, of course, just one example of how children can help each other and makes for a fun game in the class after the children have been sitting still and listening to a story.

6-9-year-olds

Write and play. Me too!

Encourage the students to extend their friendship groups in the class by getting to know each other better.

Make a chart on the board with different categories for the students to think about what they like or dislike. For example:

	I like	I hate
<i>Food</i>		
<i>Lessons</i>		
<i>Sports</i>		
<i>TV programmes</i>		
<i>Colors</i>		
<i>Places to go</i>		

Have the students make notes of their likes and dislikes. For example:

I like spaghetti and cheese.

I hate onions.

Then have them read out what they have noted down and have the other students call out 'Me too!' if they have written the same.

'I hate table tennis!' 'Me too!'

You could have them write more than one item for each category.

10-12-year-olds

Role Play.

With the students, discuss problems which sometimes occur in our daily lives.

For example:

My parents won't let me have a phone.

I'm often late for school.

I can't understand my science homework.

I'm no good at volleyball.

People make fun of me.

I don't like my hair.

Have them write the problems on separate cards.

Place the cards in a bag or face down on a desk.

Now have one student randomly pick a card and read it to the class.

The other students think of ways in which they could help solve or ease that problem.

Give them some speaking prompts.

For example:

Do you want me to help you?

Oh, that is difficult for you.

Would you like me to give you some ideas?

Shall we do it together?