

1E1

1 = Busy Bee

E = My World

1 = The World of Friends

Requirements

Use one of three methods listed to tell how you can be a good friend

Notes

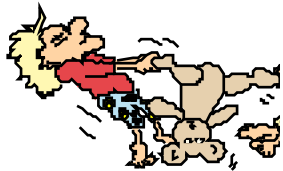
The first page is a picture matching exercise.

The second page is a Certificate for a friend to be named . Reasons can be given either verbally (or if the child is capable, in writing) why they are a good friend.

The third and fourth pages require written work, but they could be used verbally with the child just doing the drawing parts.

Good Friends

Match the children in the centre with only those pictures that show how to be a good friend....



Not sharing



Taking turns



Playing fairly



Helping




Listening to them



Fighting

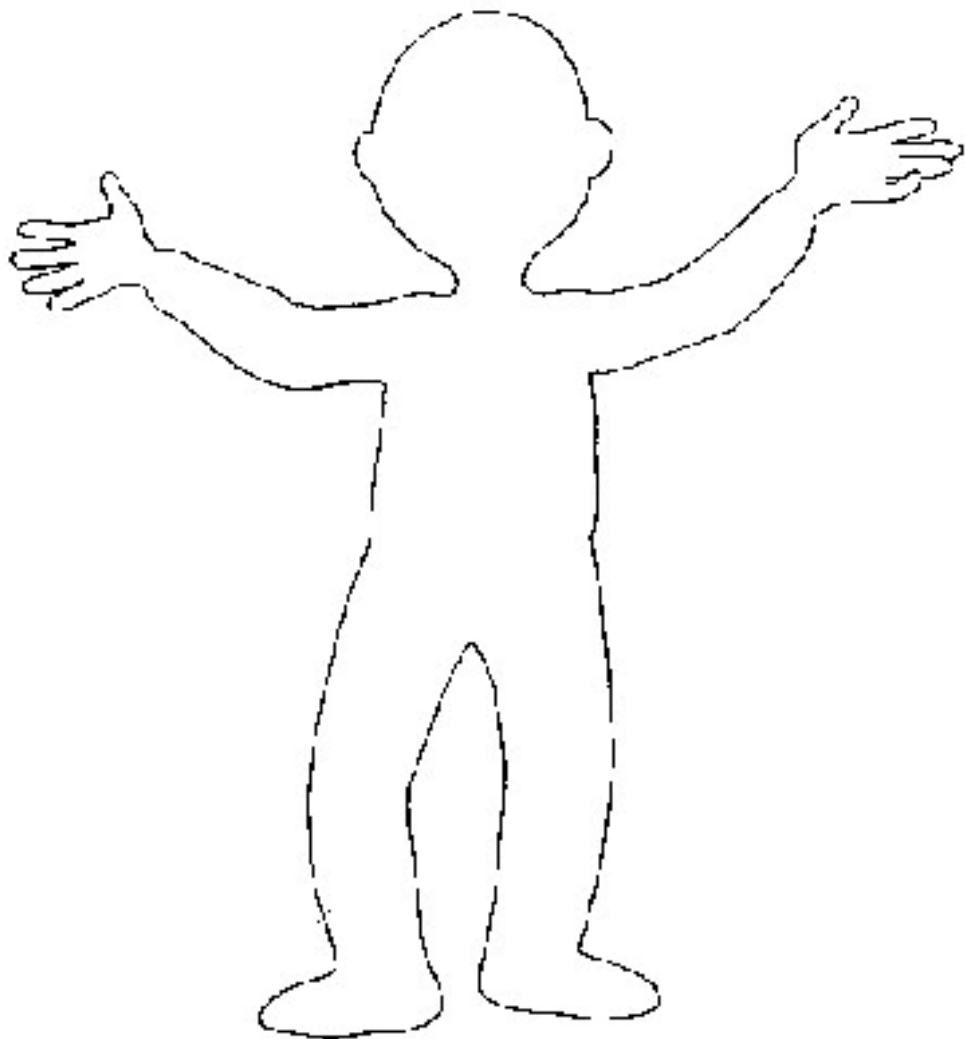




This Certifies That

is a good friend
because

We make choices when we choose friends. Choosing friends can be tricky. Make a list of the qualities you look for in a friend. Then finish drawing the person to make him or her look like your friend.



Design the perfect Friend

"A friend loves at all times" Proverbs 17:17



Special features

Some Advice about Role Playing

While preparing

- 1 Define the problem or idea to be played out.
- 2 Plan out the scheme of action for the play.
- 3 Discuss the part for each actor
- 4 Assign the actors to their parts
- 5 Have a quick practice
- 6 Discuss any changes needed

During the play

- 1 Act out the sequence

After the play

- 1 When finished involve the audience in discussion
- 2 Analyse the feelings generated within each participant.

If there is time swap roles and run through again

See if different reactions are invoked by (and in) different actors