



UNIQUE VOICE CIC
TRIPLE R ANTI-BULLYING
DIGITAL RESOURCE EXCERPT

CHAPTER 3: THE SCIENCE OF FRIENDSHIP

LESSON PLAN

Duration: 1 HOUR

Resources: Test tube template [appendix 3.1]

Learning Objective: To review the qualities that made a good friend and to place these in scenarios the children are familiar with, in order to understand how they can put what they have learnt into practice.

Preparation: Clear the tables to the edge of the room and create a circle of chairs.

Lesson plan:

1. Begin by asking the children to think back to the assembly 'The science of friendship' and can they name some of the qualities that make a good friend, write these on the board. These may be,

Kindness, supporting, friendly etc.

2. Next go around the circle and ask each child to say one quality that the person to the left of them has that makes them a good friend. Go the whole way round the circle until everyone has had a turn. Summarise this activity by highlighting that we all have great qualities and it is important that we show these.
3. Staying in the circle play the game '**Anyone who...**'. Remove one chair from the circle, so you have one less seat than the number of children and one child stands in the middle.

The child in the middle then says "Anyone who ...". Inserting a friendship quality. This could be something like "Anyone who is kind" or "Anyone who is friendly".

If the children in the circle think the statement applies to them, e.g. they are kind/friendly, they stand up and quickly change seats. The last person standing is the next person in the middle.

At the end of the game, ask the children to think, were there any they didn't stand up for? Maybe this is then an area in themselves they could look to improve?



- Put the chairs to the edge of the room with the tables. Split the children into small groups, roughly 4 in a group. Then write on the board key places in the school or times of the school day.

e.g Break time, In the lunch hall, In the classroom, At after school club

For each place/time ask the class to think of an example of how someone may be a good friend and write these on the board. For example,

- Break time - *Making sure everyone is included in your game and no one is left out.*
- In the classroom - *Helping someone who is finding their work difficult.*
- In the lunch hall - *Sitting with someone who is new to the school.*
- At an after school club - *Working/playing with new people to make new friends.*

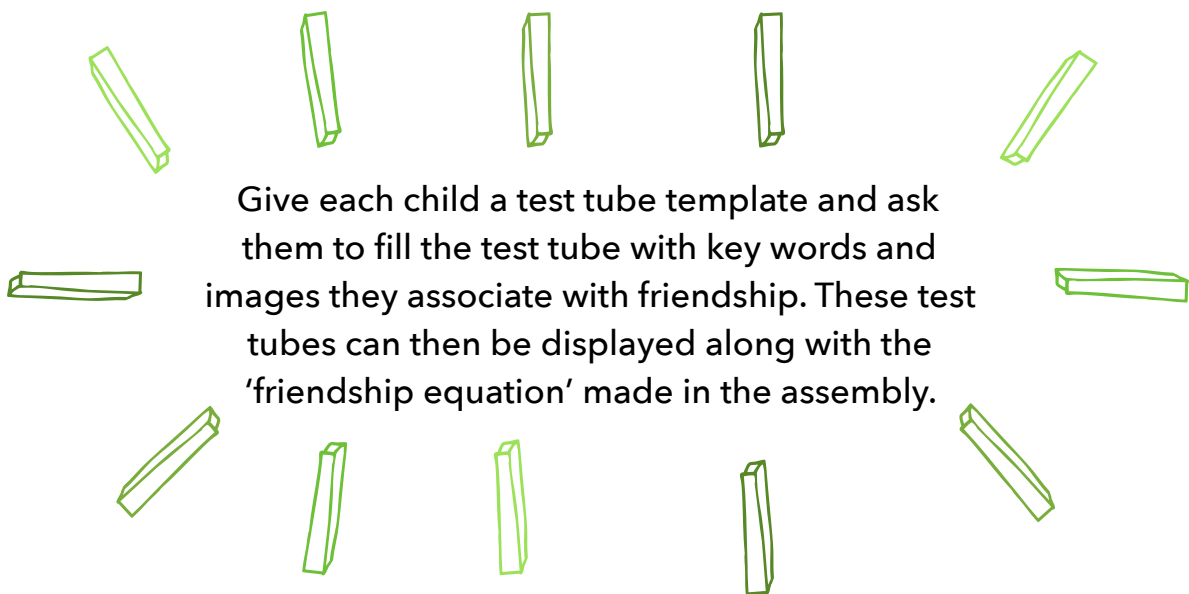
In their groups ask the children to put together a scene showing one of the examples.

Allow 10 minutes for the children to create the scenes and then ask them in turn to perform these back to each other. In between each performance ask those children watching, what good friendship qualities they noticed.

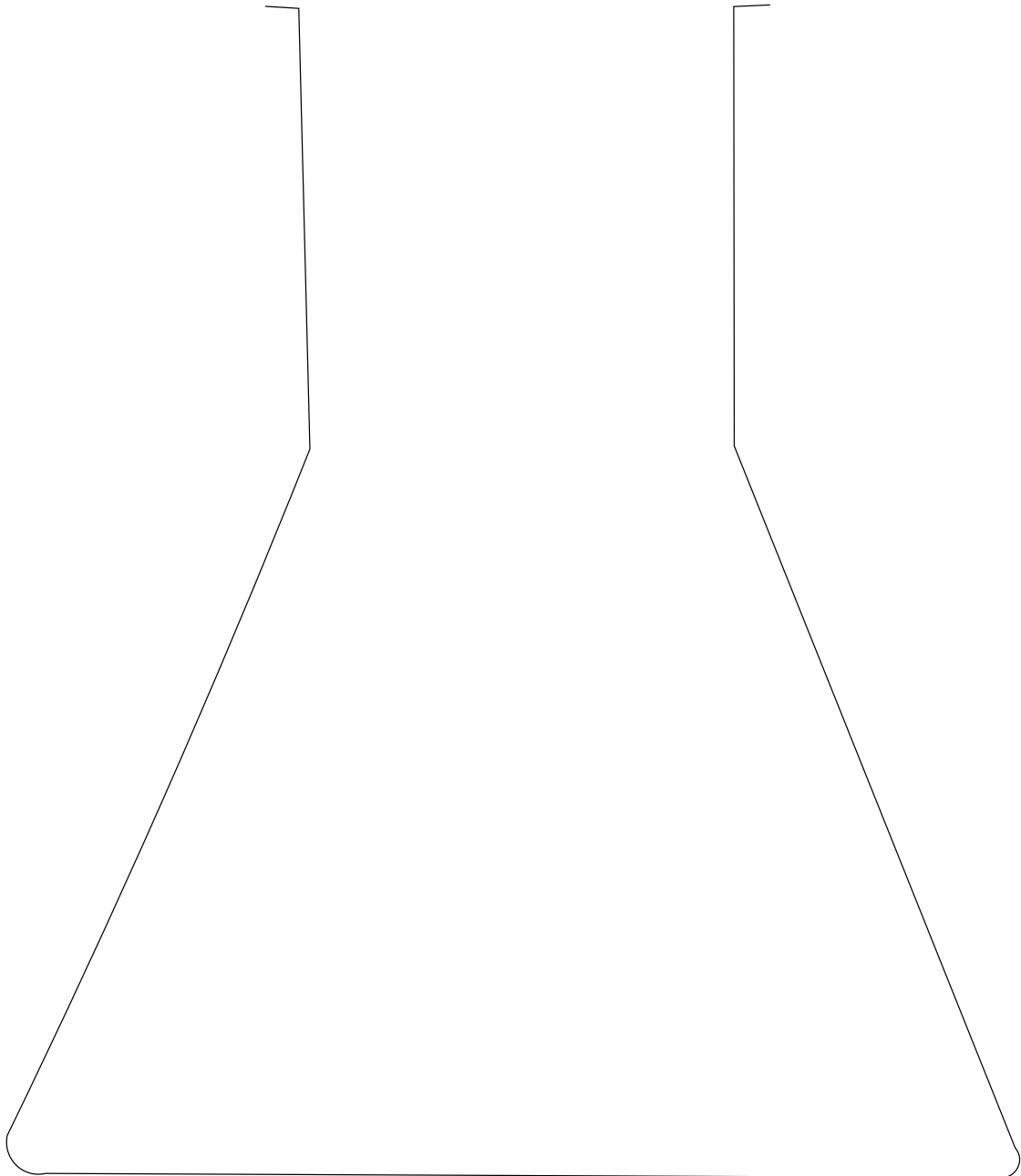
(Put the tables and desks back in place and classroom back to normal)

- Ask the children to think of a time when someone was a good friend to them, thinking about what happened and how this made them feel. Ask some of the children to share these experiences with the rest of the class. Set the children the task of writing their own individual account of when someone was a good friend to them.

HOMEWORK AND DISPLAY IDEAS!



FREINDSHIP TEST TUBE



Name:

Class:

