

CONFLICT RESOLUTION

VISUAL TASK & GAME CARDS



USING THESE CARDS IN SMALL GROUPS

Cooperative Small Group Game:

- Give each student a set of "choices" cards. Flip over "problems" cards one at a time. All group members name and lay down/play the choice card they would use in that situation.
- Give each choice a 'point' when someone picks/uses it to see which choice 'wins' after going through all the problems.

Competitive Small Group Game:

- Assign each problem a point value (just write a number on each card). Students take turns pulling problem cards and stating which choice they would use (and possibly acting it out). They earn that number of points. "Bonus" cards included for this option. The student with the most points at the end wins.

With A Card or Board Game (CandyLand, Connect 4, etc.).

- Before each turn, students pull a "problem" card and say what choice they would use to solve it. OR Before each turn, students pull a "choice" card and act it out (or simply name it).

- Memory Match (print two sets of the choices cards)

"Pick a Card" (see attached directions)

USING THESE CARDS IN CLASS LESSONS

- Any of the small group options (model the activity whole group, students complete activity at table groups)

Ask-Ask-Switch

- Give each student a card. Students mix and mingle, find partners. If a student has a choice card, they will ask "When could you use this choice?" If a student has a problem card, they will ask "What could you do if you had this problem?" They answer and then they switch cards, find new partners, and repeat.
- You can project the mini poster during this to provide answer choices for them to respond with.

Team Game

- Students are put in teams. Teams send representatives to pull a card and have the chance to win their team points. Write a number on each card you put in the "deck" to denote how many points it's worth, and include the "bonus" cards as well.

PICK-A-CARD

Directions

- Place students in groups of 4. If a group of 3 is needed, eliminate the 'respond' (Person D) job.
- Students sit in a square with a job board placed between them.
- Students complete their jobs in order:
 - Person A fans the cards out and directs "Pick a card, any card!"
 - Person B picks a card and shows it to Person C. They ask "What choice is this?" if using the choices cards or "What choice would you use with this problem?" if using the problem cards.
 - Person C answers the question.
 - Person D responds to Person C's answer with "I agree because..." or "I disagree because..."
 - Put used question card in a discard pile.
- Rotate the jobs board and continue.

Person A
Fan the cards out.

Person B
Pick a card. Read
the situation out
loud.

Person D
State whether you
agree or disagree
and why.

Person C
Answer the
question.

WHAT'S YOUR CHOICE?



Tell Them to Stop



Make a Deal



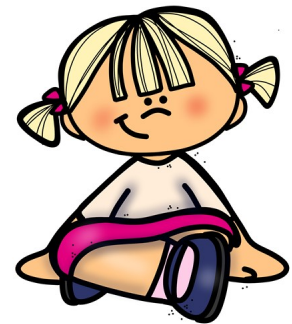
Share and Take Turns



Talk it Out



Go to Another Place



Ignore



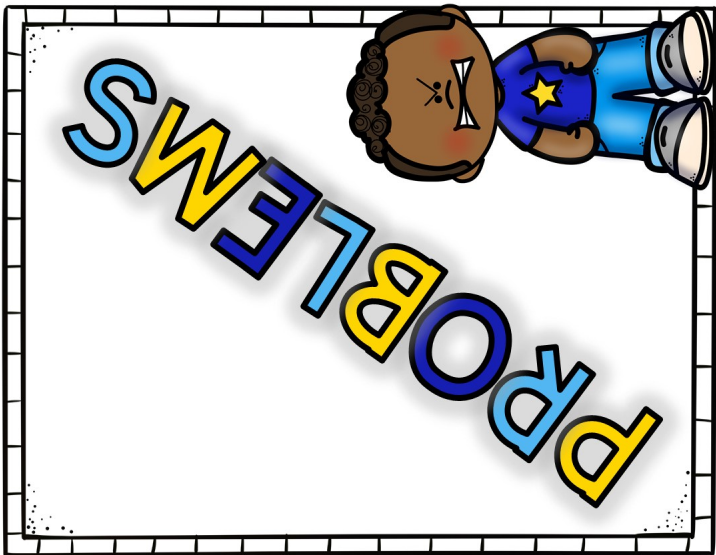
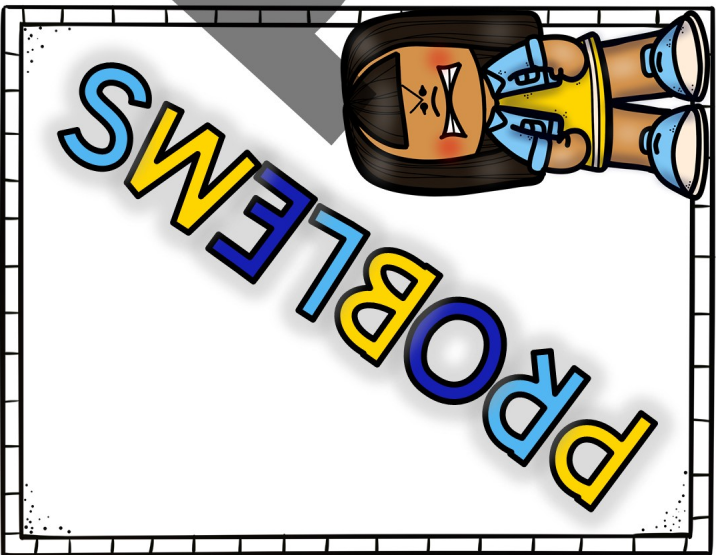
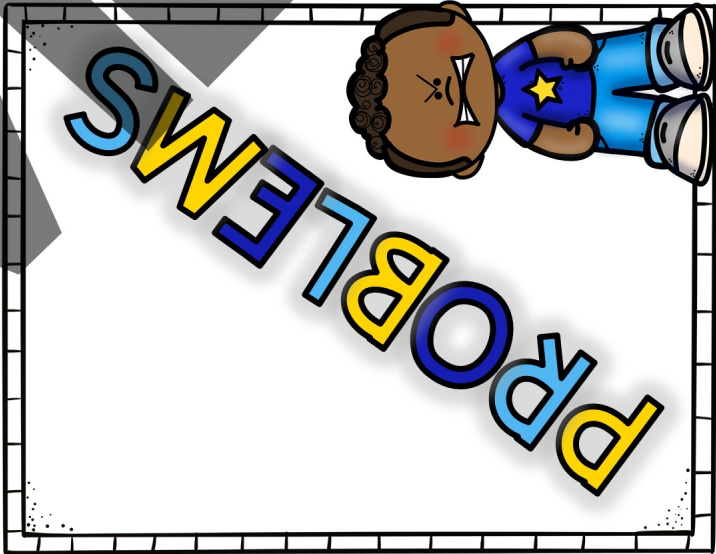
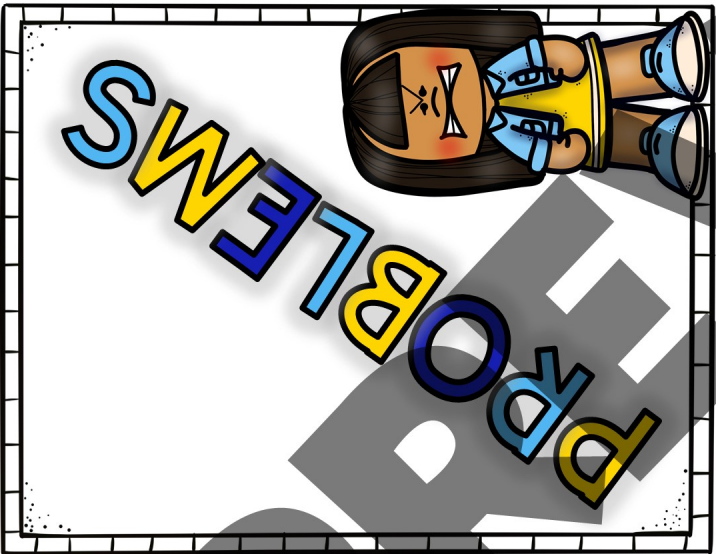
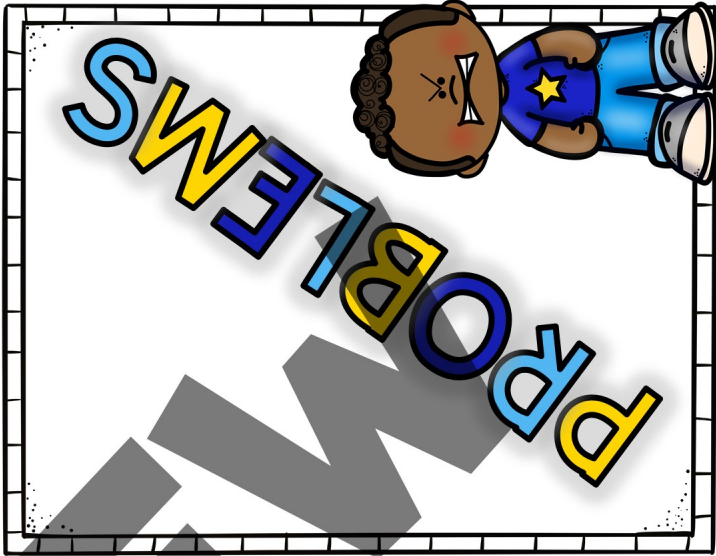
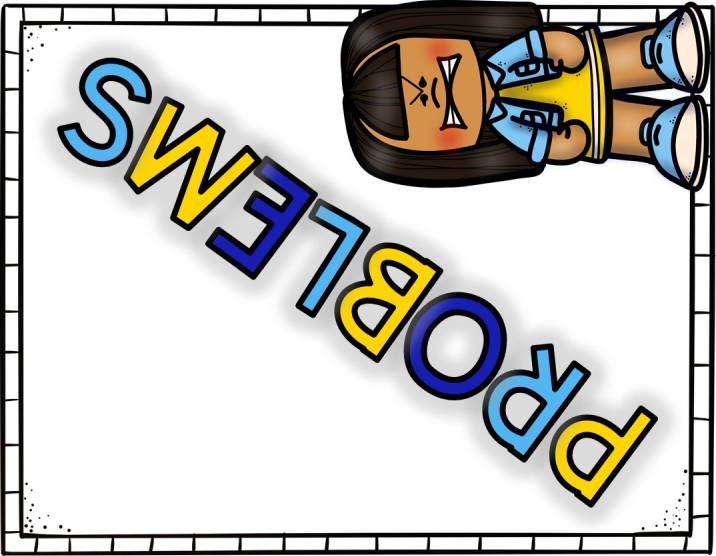
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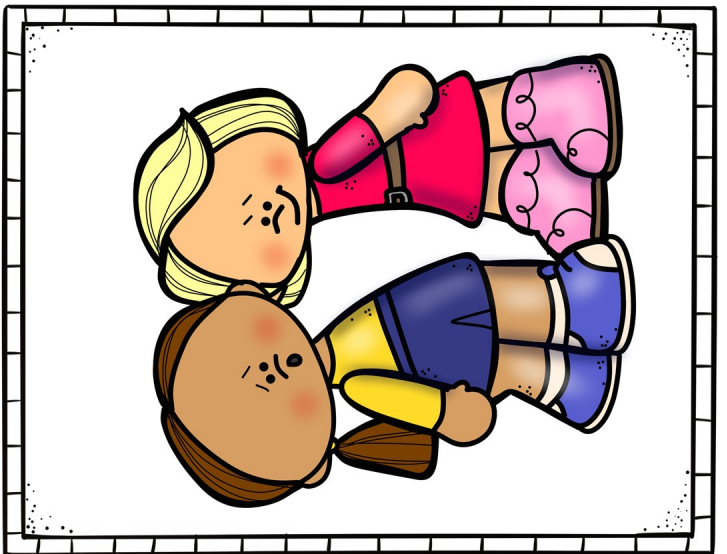
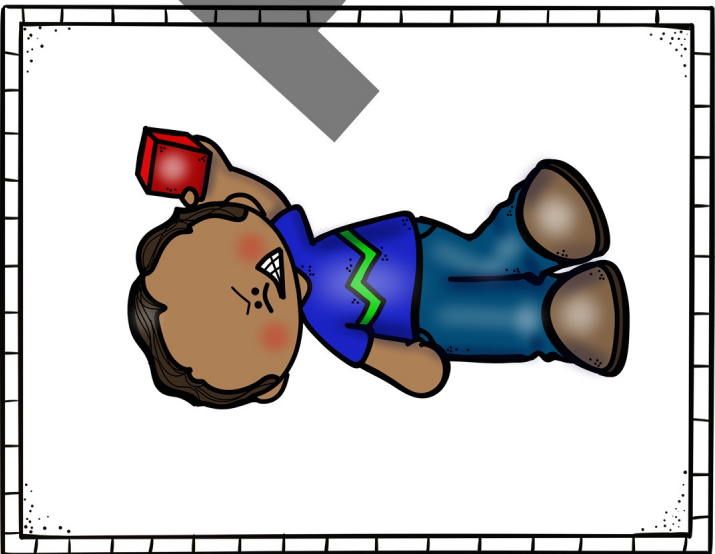
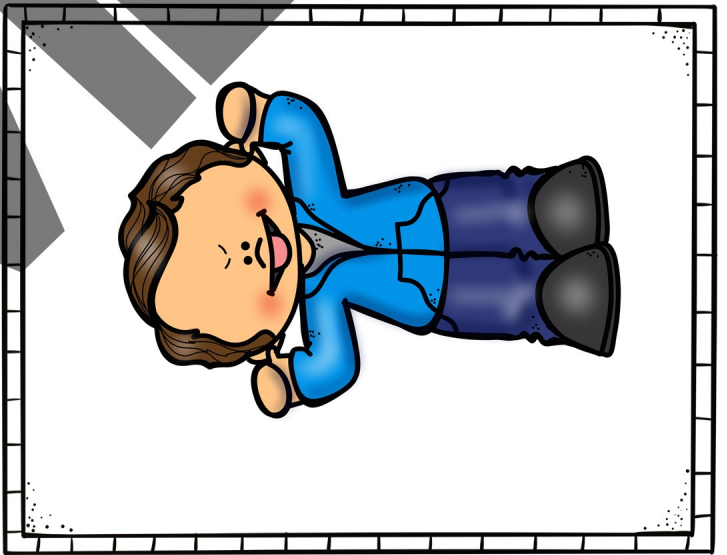
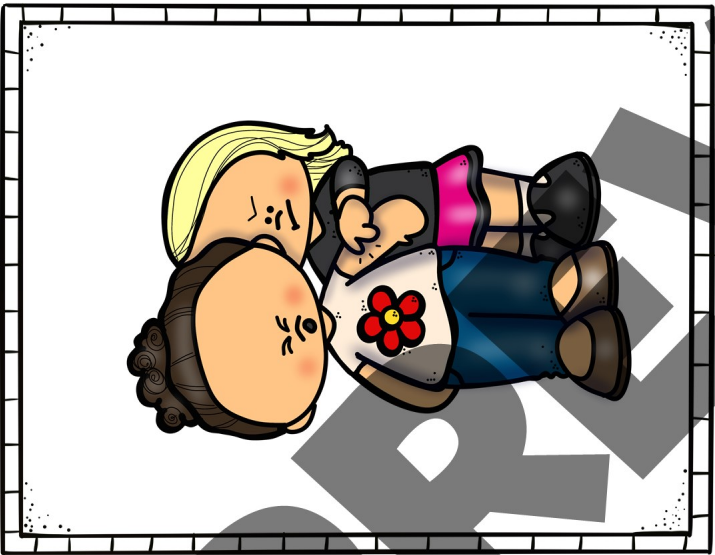
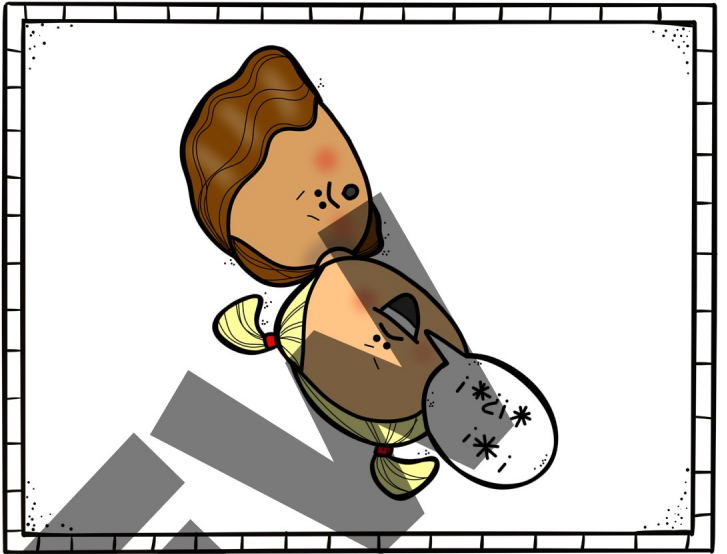
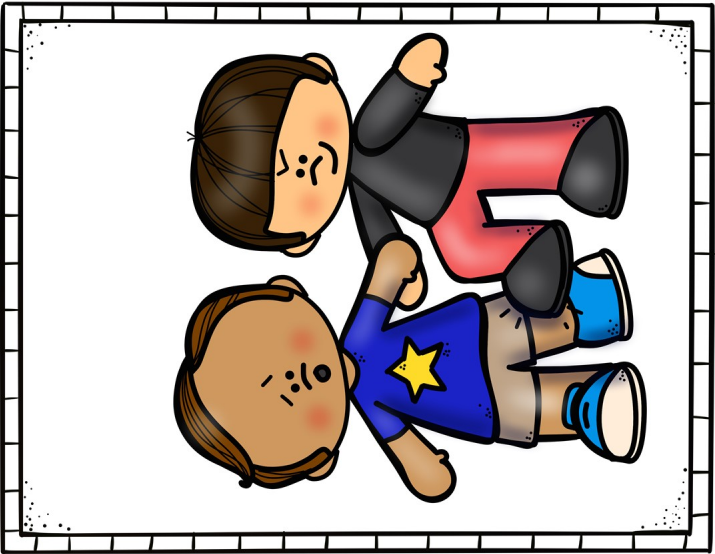


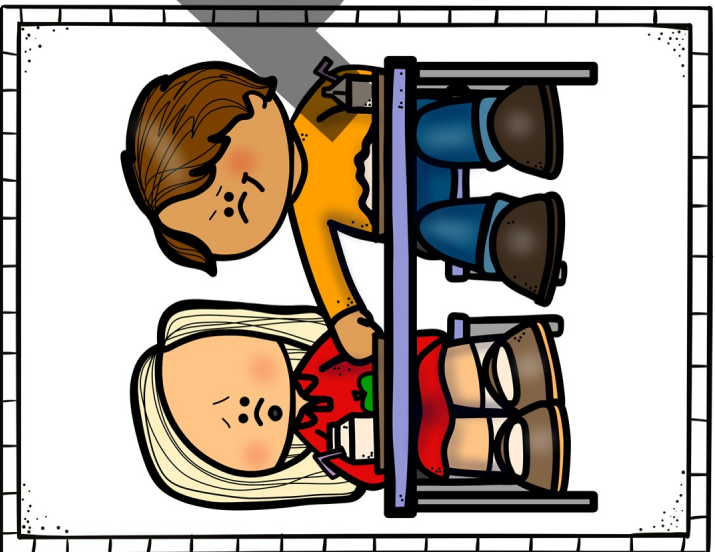
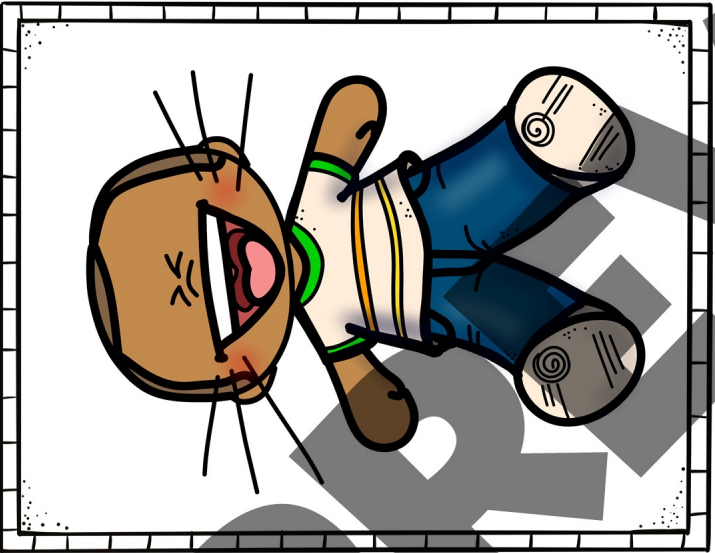
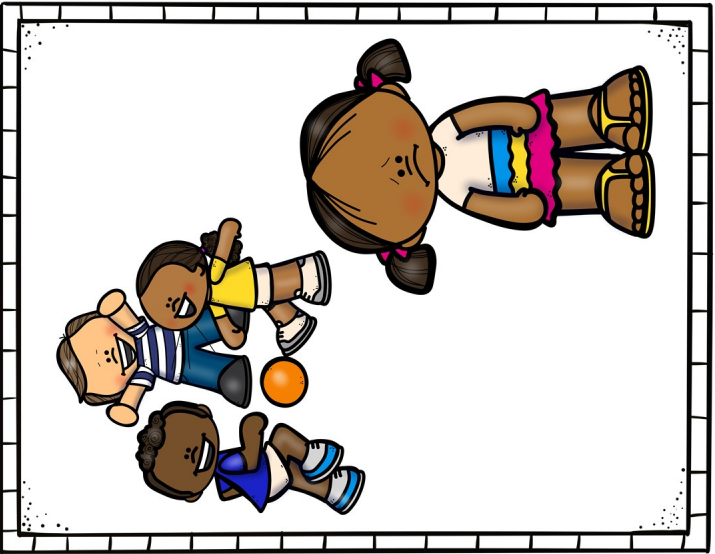
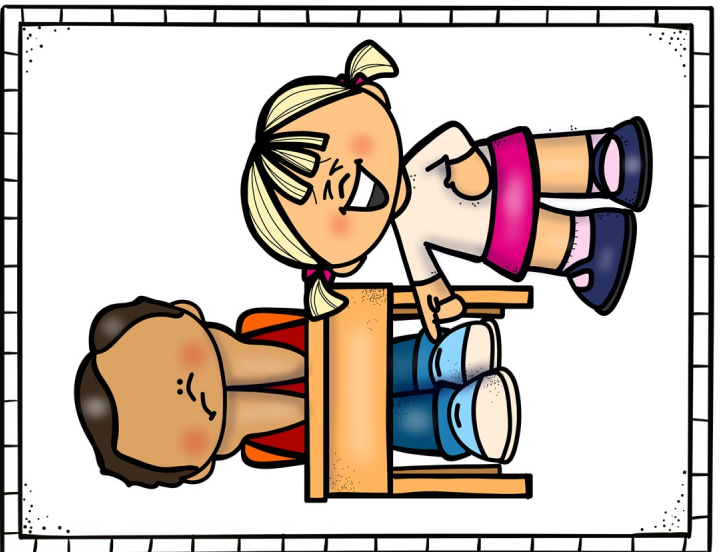
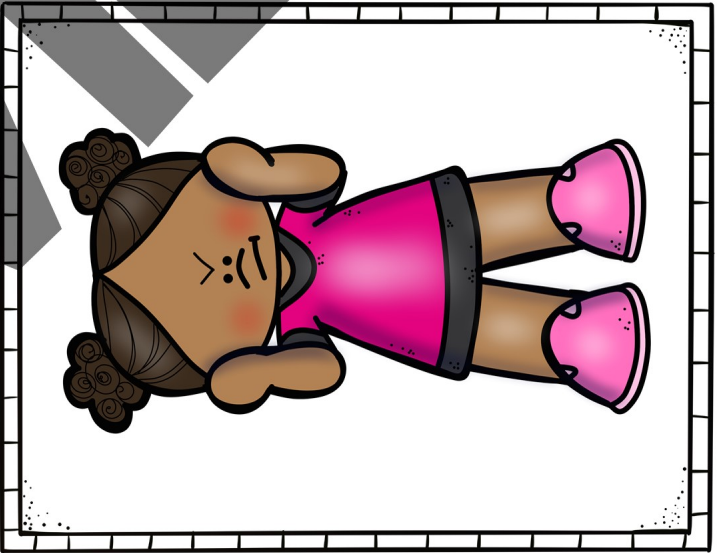
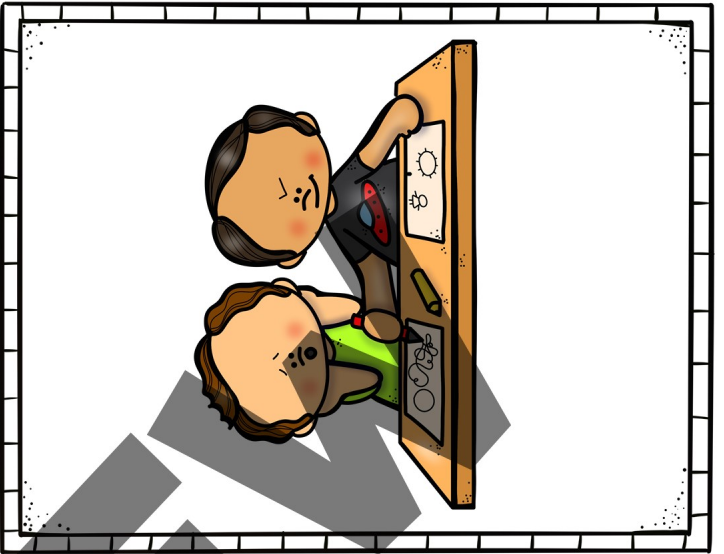
Walk Away

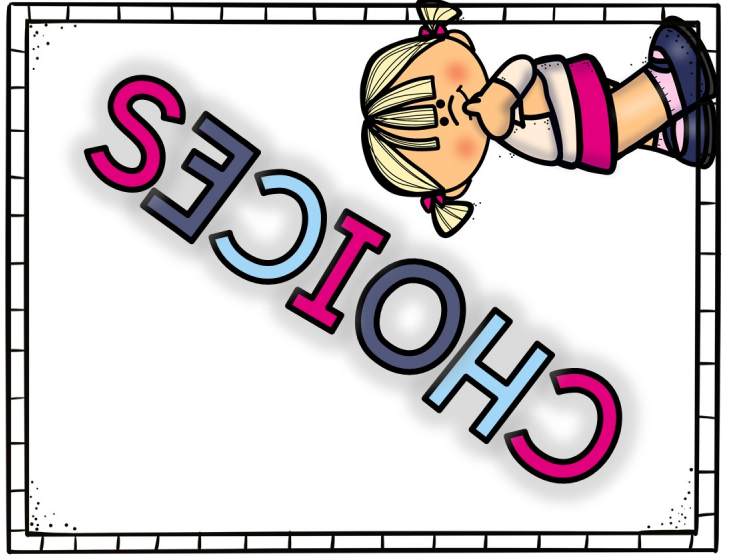
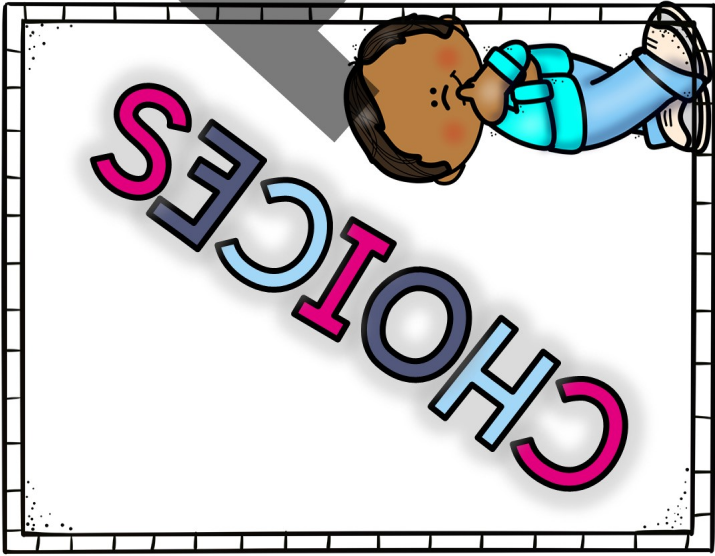
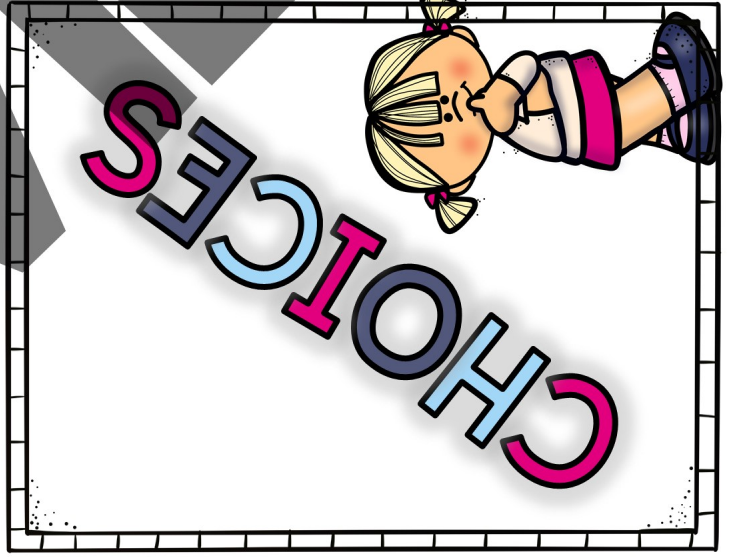
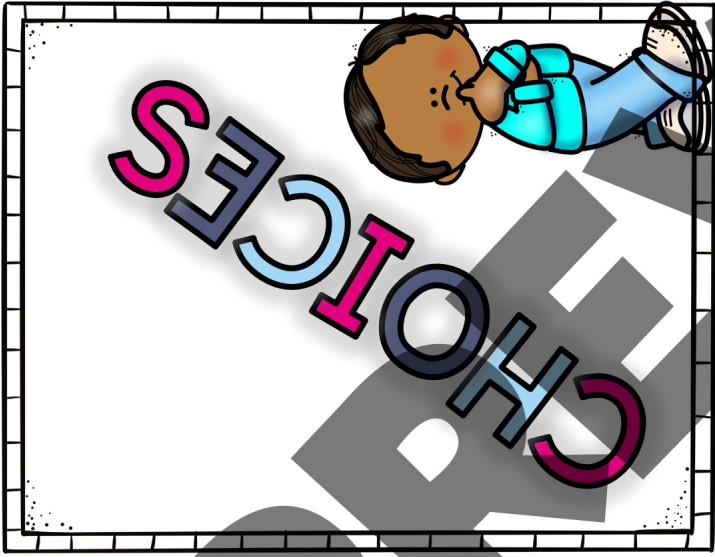
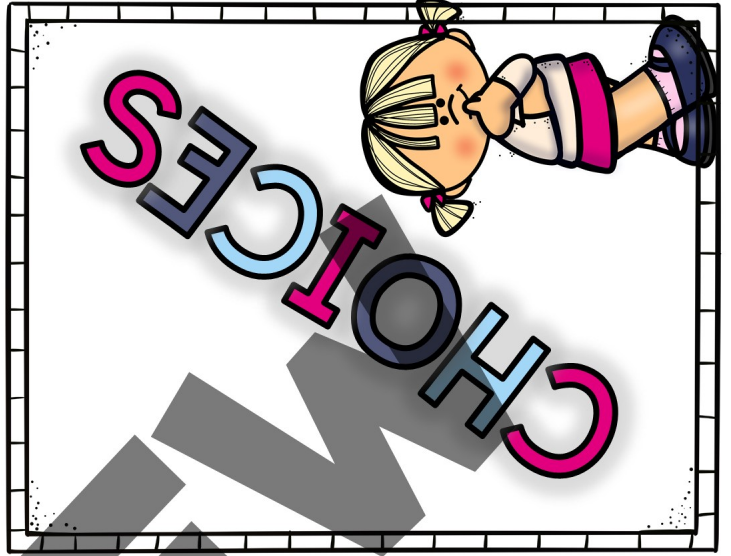


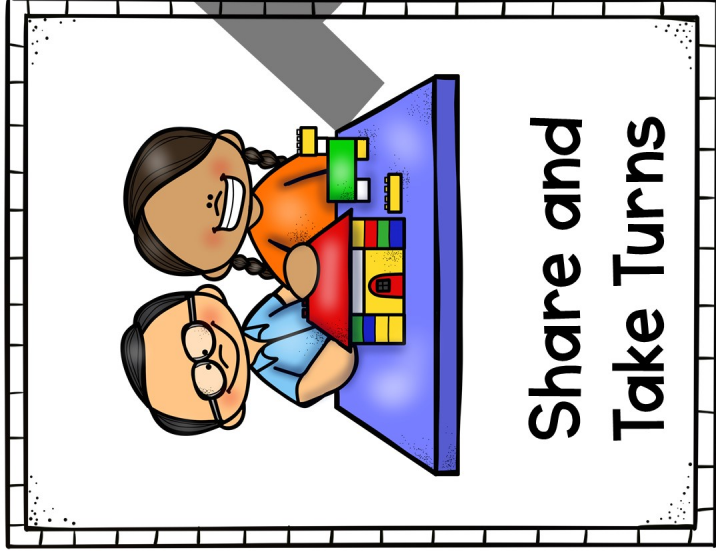
Apologize



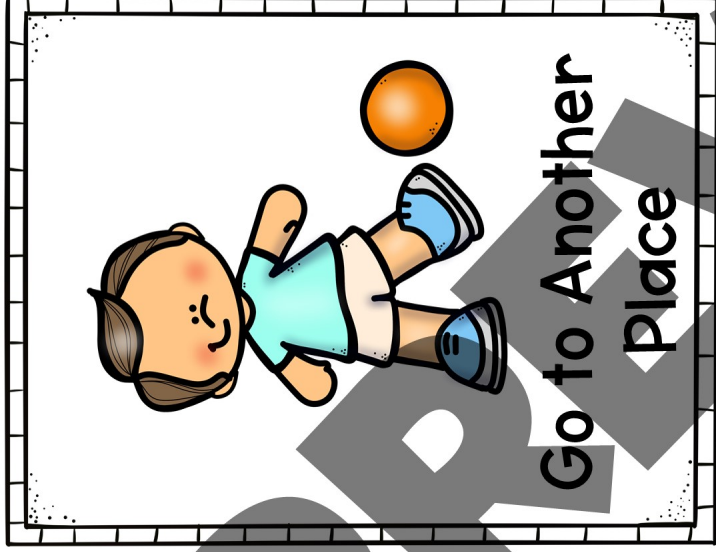




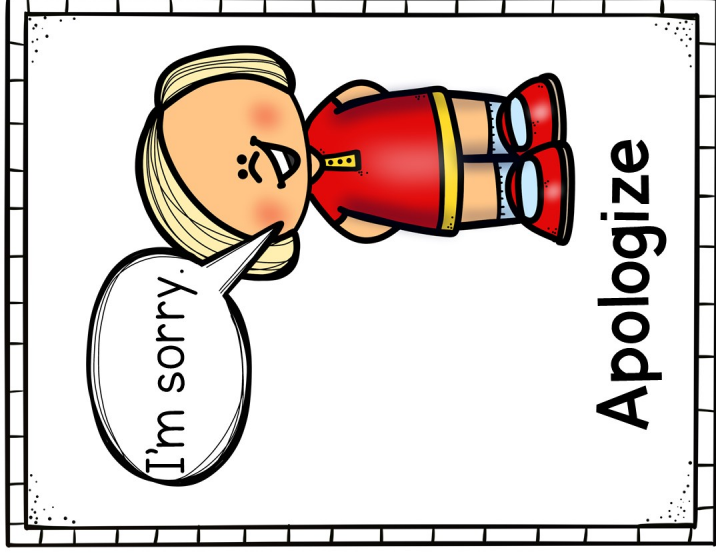




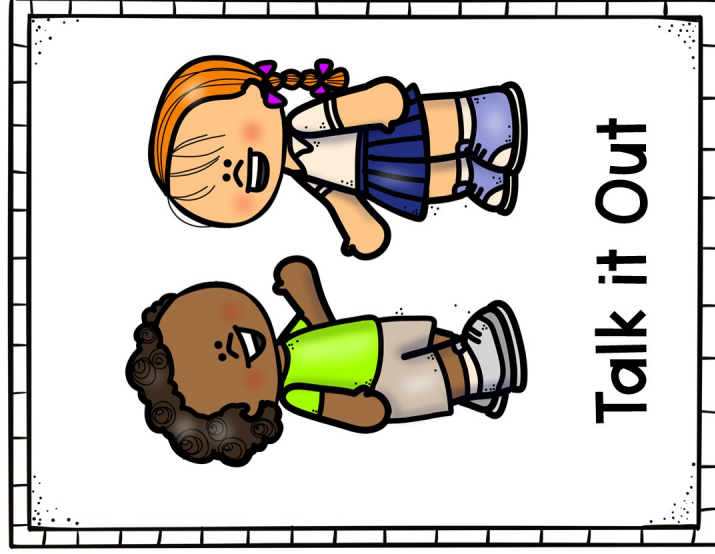
**Share and
Take Turns**



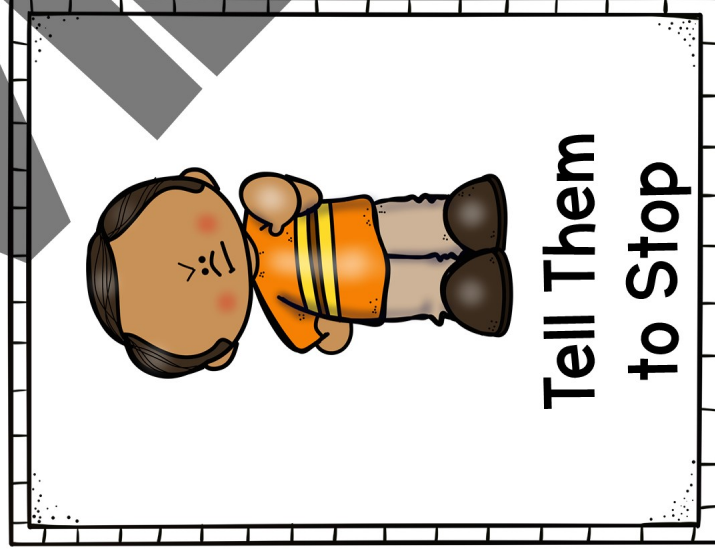
**Go to Another
Place**



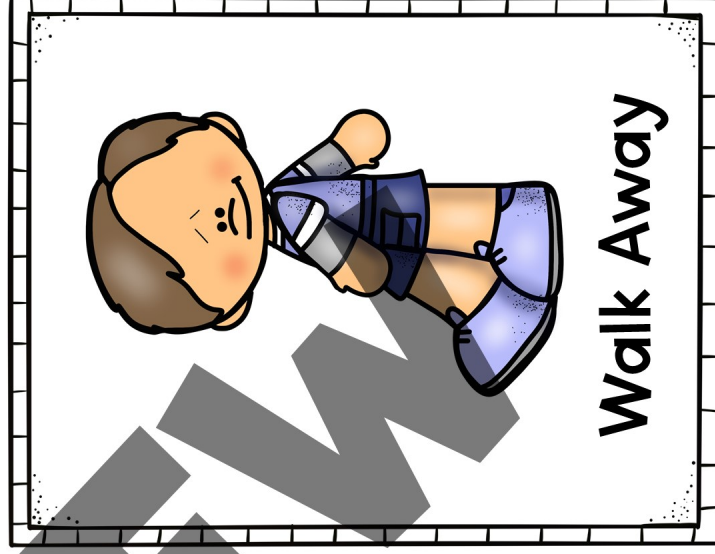
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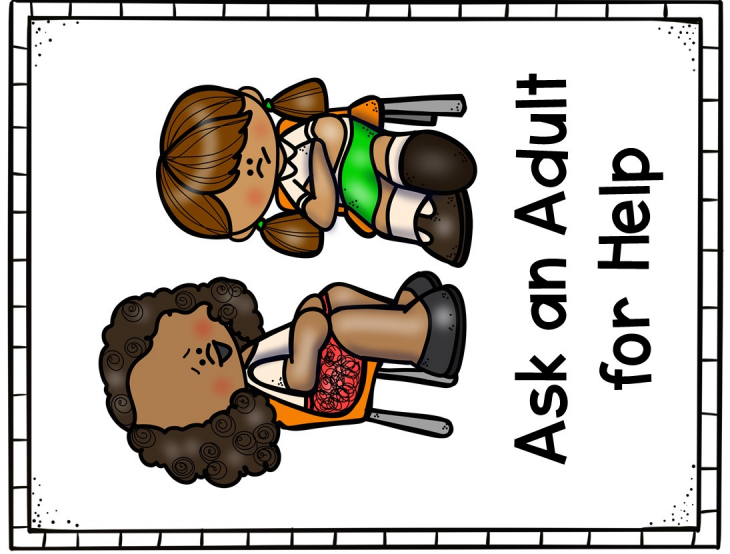
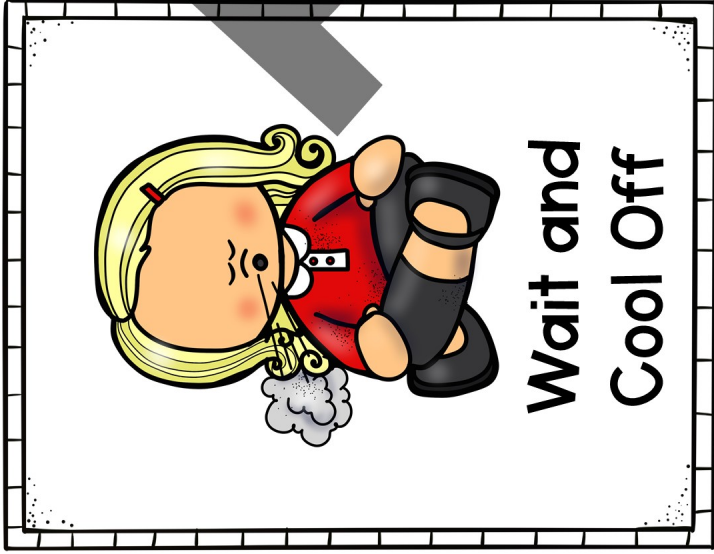
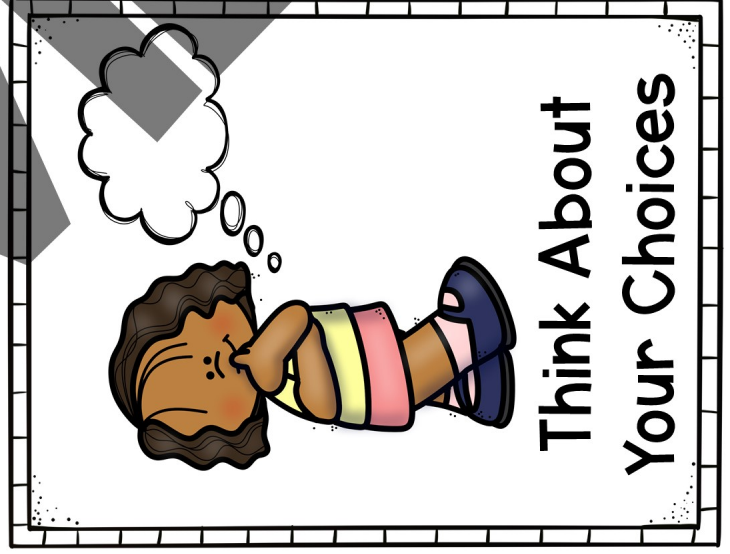
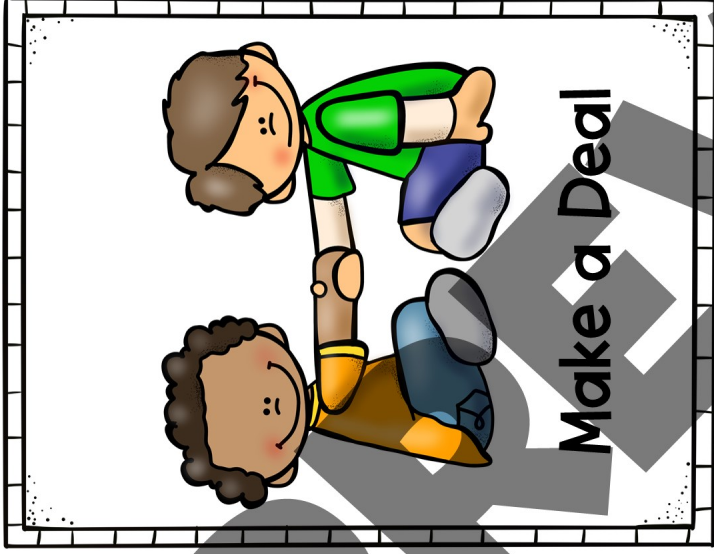
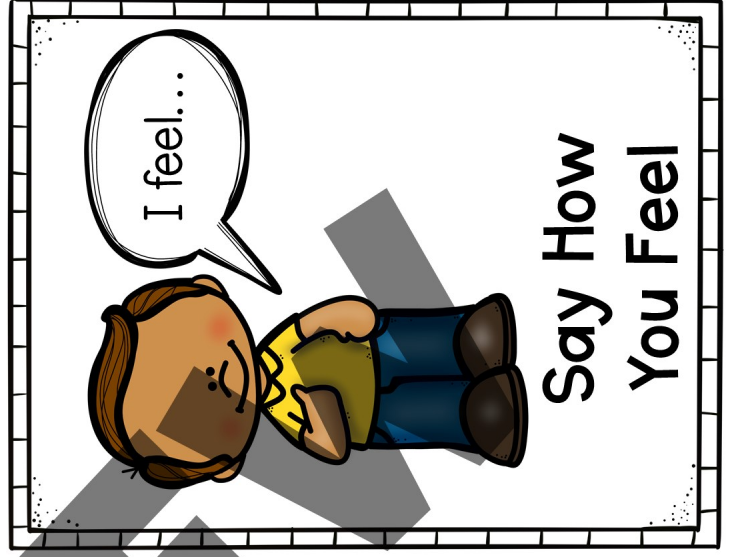
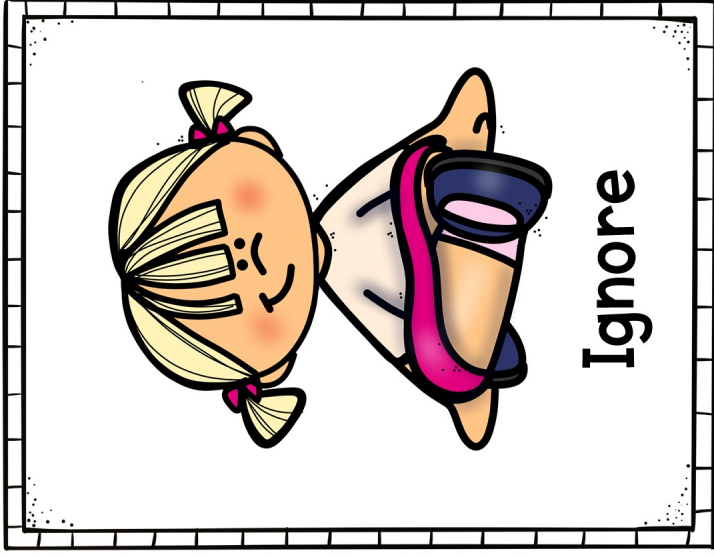
Talk it Out



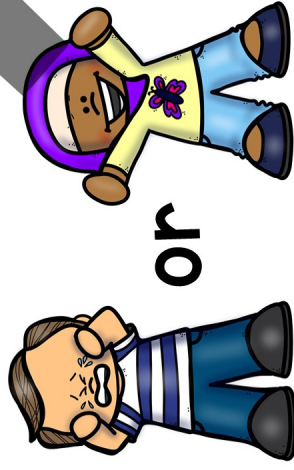
**Tell Them
to Stop**



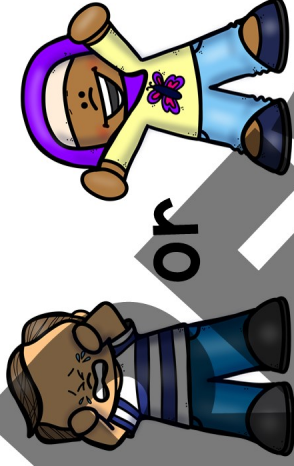
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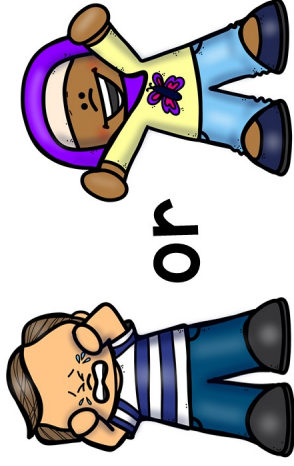
BONUS



BONUS



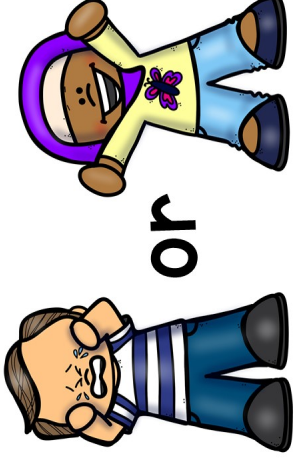
BONUS



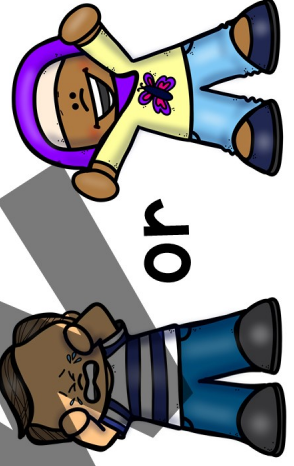
BONUS



BONUS



BONUS



GET 1
POINT

GET 2
POINTS

GET 3
POINTS

LOSE 1
POINT

LOSE 2
POINTS

LOSE 3
POINTS

FAN-N-PICK

Directions

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and why.

Person C
Answer the
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the RESPONSIVE counselor



Hey y'all! I'm Sara. I create resources for elementary students, counselors, and teachers that improve social emotional learning and classroom culture. My focus is making things that are *effective* and *engaging* for WIGGLY + CHATTY learners and that utilize wording and scenarios accessible to underserved and ELL populations.

Education

B.A. from Michigan State University
Psychology and Anthropology

M.S. from Vanderbilt University
Community, Research, and Action

M.Ed. From Vanderbilt University
Human Development Counseling:
School Counseling and
Clinical Mental Health

Experience

I started my post-grad career as a school-based therapist before becoming an elementary school counselor. Social and emotional learning in youth is my passion, whether through large group prevention, individual intervention, or parent and teacher education! I have been an elementary school counselor since 2012, providing a comprehensive school counseling program to a diverse population.

Let's
Connect:

