

EduTrend Contents

G4C · SOCIAL SKILLS AND FRIENDSHIP GAMES · PRIMARY

Can I Play?

Practise asking to join a game and welcoming a new player with friendly words

Ages 4–8	Level: Foundation	15 minutes	Groups of 4–5 · up to 30	Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

Can I Play?

Three children start a simple game, such as building blocks or rolling a ball. A fourth practises joining: watching for a moment, then saying “That looks fun, can I help?” The group practises two friendly answers: “Yes, you can be…” or “We’re nearly finished, join the next round.” Rotate until everyone has joined and welcomed.

Learning outcomes

By the end of the session pupils can:

- watch before joining;
- ask to join politely;
- welcome a new player;
- give a kind “not yet” answer.

KEY WORDS

join · ask · welcome · wait · turn · friend

CURRICULUM LINKS

PSHE: relationships. English: speaking and listening. Circle time.

1	2	3	4	5	6
SETTLE	**EXPLAIN**	**PLAY**	**NOTICE**	**TALK**	**CLOSE**
Calm start	One game, clear rules	Practise the skill	Name good moments	What helped?	Kind and positive

Materials (whole group)

- Building blocks or a soft ball per group
- Word cards with joining and welcoming phrases
- Worksheets 1, 2 and 3

Before the session

- Prepare phrase cards.
- Choose simple prop games.
- Plan groups of four.
- Model with another adult.

SAFETY

Use invented situations only. If a real friendship difficulty comes up, deal with it separately and privately.

ACTIVITY 01 · SESSION PLAN

Step by step

Short, repeated practice works better than one long session.

Time	What happens	Say or ask
0–2 min **Settle**	Pass a smile round the circle.	*"Who can pass a smile?"*
2–4 min **Explain**	Model watching, asking and welcoming.	*"What did I do before I asked?"*
4–12 min **Play**	Groups rotate joiner and welcomers.	*"What friendly words did you hear?"*
12–15 min **Close**	Share one friendly sentence each.	*"How did it feel to be welcomed?"*

CHALLENGE CARD (print or copy onto the board)

Try both roles: ask to join once and welcome someone once, using friendly words each time.

ACTIVITY 01 · FACILITATOR NOTES

The friendship game know-how in brief

Joining and welcoming are easier to practise in a game with clear roles than in free play.

Practising both sides helps children understand how it feels to ask and to be asked.

Common ideas to listen for

- "You can always just grab a turn." Watching and asking works better.
- "Saying not yet is unkind." A kind "next round" is fair.
- "Shy children can't join in." Watching first is still learning.

Adapting the activity

Support

Give the exact words on a card and let children watch a round first.

Stretch

Add a twist: the group is mid-game and must find a fair way to fit a new player in.

WORKSHEET 1

Friendly words

Name: _____ Class: _____ Date: _____

Draw or write.

Words I can use

To ask to join	To welcome someone

WORKSHEET 2

My turns

Tick each role you tried.

Roles

Round	I was the joiner	I was a welcomer

WORKSHEET 3

A time I joined in

Draw or write.

I asked to join by saying...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Watches before joining	Asks politely	Welcomes kindly

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Can I Play? is a sample activity from the EduTrend Contents G4C Social Skills and Friendship Games programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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