

EduTrend Contents

G4C · PROBLEM-SOLVING AND CONFLICT RESOLUTION GAMES · PRIMARY

Puppet Rewind

Watch a puppet squabble, shout “Rewind!” and suggest a better thing to say or do

Ages 5–8	Level: Foundation	20 minutes	Whole class or family · any number	Activity 01

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

ACTIVITY 01 · AT A GLANCE

Puppet Rewind

The adult acts out a short invented squabble between two puppets or soft toys, stopping at the moment it starts to go wrong. Children call “Rewind!” and suggest what one puppet could say or do instead. The adult replays the scene using the suggestion, and the group says whether it helped. The best ideas go on a class or family chart.

Learning outcomes

By the end of the session pupils can:

- spot when a disagreement starts;
- suggest calm alternatives;
- see the effect of a new choice;
- remember useful phrases.

KEY WORDS

rewind · squabble · choice · calm · phrase · replay

CURRICULUM LINKS

PSHE: relationships. Drama: role play. English: speaking and listening.

1	2	3	4	5	6
SETTLE Calm start	**EXPLAIN** One game, clear rules	**PLAY** Invented characters	**NOTICE** Clues and feelings	**TALK** Different views are fine	**CLOSE** Calm and positive

Materials (whole group)

- Two puppets or soft toys
- Chart paper
- Worksheets 1, 2 and 3

Before the session

- Plan three short invented squabbles.
- Practise puppet voices.
- Prepare a chart.
- Agree the Rewind signal.

SAFETY

Use invented squabbles only, never real incidents from the group.

ACTIVITY 01 · SESSION PLAN

Step by step

Children often find solutions for puppets more easily than for themselves.

Time	What happens	Say or ask
0–3 min **Settle**	Meet the puppets.	*"What are their names?"*
3–5 min **Explain**	The Rewind rule.	*"When do we shout Rewind?"*
5–16 min **Play**	Three squabbles with rewinds.	*"What could she say instead?"*
16–20 min **Close**	Add phrases to the chart.	*"Which idea worked best?"*

CHALLENGE CARD (print or copy onto the board)

Spot the moment a puppet squabble goes wrong and find words that make it better.

ACTIVITY 01 · FACILITATOR NOTES

The problem-solving game know-how in brief

Stopping and choosing a different response at the start of a disagreement is often easier than fixing it later.

Rehearsing helpful phrases in play makes children more likely to use them in their own disagreements.

Common ideas to listen for

- "Someone has to win." Both can be happy.
- "Shouting solves it." Calm words work better.
- "It's too late once it starts." You can rewind.

Adapting the activity

Support
Give two choices to pick from.

Stretch
Children take over the puppets and act the improved version.

WORKSHEET 1

Rewind ideas

Name: _____ Class: _____ Date: _____

Record each squabble.

Rewind ideas

Squabble	What went wrong	Better idea

WORKSHEET 2

Helpful phrases

Collect them.

Helpful phrases

Phrase	When to use it

WORKSHEET 3

My best idea

Draw or write.

When friends disagree, I can say...

FOR THE TEACHER

Assessment checklist

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

Pupil	Spots the problem	Suggests alternatives	Uses helpful phrases

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

ABOUT THIS ACTIVITY

Puppet Rewind is a sample activity from the EduTrend Contents G4C Problem-Solving and Conflict Resolution 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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