

EduTrend Contents

G4C · PROBLEM-SOLVING AND CONFLICT RESOLUTION GAMES · MIDDLE SCHOOL

Peer Mediation Practice

Practise the steps of mediation in role, helping two invented characters reach their own agreement

Ages 12–14	Level: Intermediate	50 minutes	Groups of 3 · up to 30	Activity 04

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

ACTIVITY 04 · AT A GLANCE

Peer Mediation Practice

In groups of three, two students play invented characters in a dispute and one plays the mediator. The mediator follows five steps: agree ground rules, let each person tell their story without interruption, reflect feelings, help them brainstorm options, and write an agreement they both accept. Roles rotate so everyone mediates once. Groups discuss what made mediation work.

Learning outcomes

By the end of the session students can:

- follow mediation steps;
- stay neutral as a mediator;
- reflect feelings and summarise;
- help others reach agreement.

KEY WORDS

mediation · neutral · ground rules · summarise · option · agreement

CURRICULUM LINKS

PSHE: conflict resolution. Citizenship: justice. English: speaking and listening.

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

Materials (per group)

- Invented dispute role cards
- Mediation step cards
- Agreement templates
- Worksheets 1, 2 and 3

Before the session

- Write three disputes with role cards.
- Print step cards.
- Model the steps.
- Plan groups of three.

SAFETY

Roles are invented. Students step out of role at the end; no real disputes are mediated.

ACTIVITY 04 · SESSION PLAN

Step by step

Real peer mediation schemes need training and adult oversight; this is practice only.

Time	What happens	Say or ask
0–10 min Settle	Model the five steps.	*"Why must mediators stay neutral?"*
10–40 min Practise	Three rotations.	*"Did each person feel heard?"*
40–47 min Discuss	What worked?	*"Which step was hardest?"*
47–50 min Close	Step out of role.	*"What will you remember?"*

CHALLENGE CARD (print or copy onto the board)

As mediator, help two characters reach an agreement they both choose, without taking sides.

ACTIVITY 04 · FACILITATOR NOTES

The problem-solving game know-how in brief

Mediation helps people in a dispute reach their own agreement with a neutral person guiding the process.

Letting each person tell their story and hearing their feelings reflected often reduces anger and opens space for solutions.

Common ideas to listen for

- "The mediator decides." The disputants decide.
- "Neutral means silent." Mediators guide actively.
- "Agreements must be perfect." They must be acceptable to both.

Adapting the activity

Support

Provide a script for each step.

Stretch

Add a disputant who breaks a ground rule.

WORKSHEET 1

Mediation steps

Name: _____ Class: _____ Date: _____

Tick each.

Mediation steps

Step	Done?	Note
Ground rules		
Stories		
Feelings reflected		
Options		
Agreement		

WORKSHEET 2

Agreement

Write it.

Agreement

Person	Agrees to

WORKSHEET 3

As mediator

Reflect.

Staying neutral was... The hardest step was...

FOR THE TEACHER

Assessment checklist

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

Student	Follows steps	Stays neutral	Helps agreement

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

ABOUT THIS ACTIVITY

Peer Mediation Practice is a sample activity from the EduTrend Contents G4C Problem-Solving and Conflict Resolution Games programme (middle school, level: intermediate). 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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