

EduTrend Contents

G4C · EMPATHY AND PERSPECTIVE-TAKING GAMES · PRIMARY

Whose Shoes?

Step into paper shoes labelled with invented characters and say what each one notices, wants and feels

Ages 5–9	Level: Foundation	25 minutes	Groups of 3–4 · 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

Whose Shoes?

Each group has three or four paper shoes, each labelled with a character, such as the new pupil, the teacher, the child who lost the race and the dog. The adult reads a short invented scene, such as a sports day where it starts to rain. Each child takes a shoe and says one sentence in role: what the character notices, wants and feels. Then everyone swaps shoes.

Learning outcomes

By the end of the session pupils can:

- imagine another character's point of view;
- say what a character notices, wants and feels;
- swap perspectives;
- accept that views differ.

KEY WORDS

perspective · shoes · notice · want · feel · character

CURRICULUM LINKS

PSHE: empathy. English: speaking in role. Drama: character.

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)

- Paper shoe cut-outs labelled with characters
- Invented scene cards
- Worksheets 1, 2 and 3

Before the session

- Cut out and label shoes.
- Write two invented scenes.
- Model one turn.
- Plan groups.

SAFETY

Use invented characters and scenes only; never discuss real children or incidents.

ACTIVITY 01 · SESSION PLAN

Step by step

Praise careful guesses rather than neat answers.

Time	What happens	Say or ask
0–4 min **Settle**	Show the shoes.	*"Who might this be?"*
4–7 min **Explain**	Model a turn.	*"What does the dog notice?"*
7–20 min **Play**	Rounds with swaps.	*"How is it different in these shoes?"*
20–25 min **Close**	Hardest character to imagine.	*"Why was that one hard?"*

CHALLENGE CARD (print or copy onto the board)

Step into three different pairs of shoes and show how the same scene looks different to each character.

ACTIVITY 01 · FACILITATOR NOTES

The empathy game know-how in brief

Perspective-taking means working out what someone else knows, wants or feels; empathy adds caring about it.

Using made-up characters keeps discussion safe, because no one in the room is being judged.

Common ideas to listen for

- "Everyone sees it the same way." Each character sees it differently.
- "Animals don't count." Any character can have a view.
- "There is one right answer." Careful guesses matter.

Adapting the activity

Support

Use two characters only and ask just how they feel.

Stretch

Ask what each character does not know that another does.

WORKSHEET 1

In their shoes

Name: _____ Class: _____ Date: _____

One line each.

In their shoes

Character	Notices	Wants	Feels

WORKSHEET 2

Hardest to imagine

Reflect.

Hardest to imagine

Character	Why hard?

WORKSHEET 3

A kind idea

Draw or write.

One thing that would help the characters is...

FOR THE TEACHER

Assessment checklist

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

Pupil	Takes another view	Uses notice/want/feel	Accepts different views

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

ABOUT THIS ACTIVITY

Whose Shoes? is a sample activity from the EduTrend Contents G4C Empathy and Perspective-Taking 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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