

OBJECTIVE	MILESTONE INDICATORS	BASIC ACTIVITIES	ADVANCED ACTIVITIES	DEEP ACTIVITIES	RESOURCES
Session One To think about how we are all connected in different ways and how we can be a good friend.	To find alternative ways if the first attempt does not work.	To complete a puzzle in a group with mixed up pieces without talking or using gestures.	To identify aspects of a good friend and reflect on how we can be better friends.	To create a list of things a friend should be; prioritise that list and justify with reasons.	Wool 16 envelopes with mixed up jigsaw pieces
Session Two To revisit the skills of friendship.	To think of the effect of behaviour on others before acting.	To recall what happens in the story of Rani and Leroy and answer questions.	To identify key aspects of friendship and use these to create friendship tokens which can be distributed over the week.	To create your own friendship story using the story of Rani and Leroy as a model.	Rani and Leroy story Friendship token templates on card
Session Three To know what triggers for anger are and some ways to calm down when feeling angry.	To think of the effect of behaviour on others before acting.	To list their triggers; symptoms of anger and how they can douse that anger out.	To summarise these things in the form of a poster with small captions.	To prioritise their list of triggers with appropriate reasoning. Which ones can be easily avoided? Why?	"Firework" template A4 poster paper
Session Four To use peaceful problem solving to solve difficulties.	To think of the effect of behaviour on others before acting.	To describe ways of calming when in the face of an adverse situation.	To identify problem solving techniques based on specific situations within a small group and to report back.	To select own scenarios to give to the other groups to problem solve.	A3 question template

Prompts for when planning activities

Basic- Name, describe, follow instructions or methods, complete tasks, recall information, ask basic questions, use, match, report, measure, list, illustrate, label, recognise, tell, repeat, arrange, define, memorise.

Advanced- Apply skills to solve problems, explain methods, classify, infer, categorise, identify patterns, organise, modify, predict, interpret, summarise, make observations, estimate, compare.

Deep- Solve non-routine problems, appraise, explain concepts, hypothesise, investigate, cite evidence, design, create, prove.