

**Knowledge - what I already know**

Expectations of behaviour and attitude at Caroline Haslett School.

**Knowledge - what I will know by the end of this unit**

Rules and expectations in my classroom.

I will know more about my classmates.

I will understand how to compromise and solve problems.

I will know how to look after my peers when they are upset.

I will know what makes a happy playtime.

I will be able to make choices.

**Activities**

- Create a class charter about expectations and rules in your classroom.
- Record what you take to your dream school and what you would leave.
- Sorting activity for good and bad playground behaviour followed by a class discussion.
- Read a story about being a good friend (will research appropriate books) followed by class discussion
- Role play how to have a happy playtime.
- Discuss how to make sensible choices in school and in the community (link to behaviour in school and attitude towards peers and staff)

**Useful vocabulary**

**Agree** - to have the same view or opinion

**Belong** - be part of

**Community** - social group of any size in which the members are linked in some way.

**Cooperate** - work together to achieve a shared goal

**Different** - not alike in some way

**Feelings** - emotions we experience (sadness, happiness, excitement)

**Charter** - a set of rights and responsibilities agreed by all

**Environment** - the area that surrounds us

**Compromise** - to settle a disagreement together where each side gives up something to agree on a settlement

**Peers** - people like you, people around me

**Choice** - you have control about what you want to do

**Skills**

- Take part in discussions with one other person and the whole class, and take part in a simple debate about topical issues
- Agree to follow rules for group and classroom and understand how rules help them.
- Recognise the choices they make and recognise the difference between right and wrong.
- Recognise the effect of their behaviour on other people and cooperate with others.

