



VALUES EDUCATION

“Good behaviour: the school”

Ref. 20801



GOOD BEHAVIOUR: THE SCHOOL

Ref. 20801



CONTENTS:

A game comprising **34 cards** of 9 x 9 cm.

RECOMMENDED AGES:

From 3 to 8 years.

EDUCATIONAL OBJECTIVES:

1. Developing the **RIGHT BEHAVIOURAL HABITS** in aspects relating to **getting on at school** and **road safety**:
 - **Tidying and cleaning the classroom:**
 - Keeping the classroom clean and tidy: hanging up jackets on the hook, throwing litter in the bin.
 - Using communal elements and objects properly: the swing, the desk, materials.
 - **Working in the classroom:**
 - Sitting down properly.
 - Keeping your desk clean and tidy.
 - **Getting on with classmates:**
 - Sharing games, books and materials.
 - Resolving disputes amicably.
 - Respecting other classmates.
 - Helping people who need it.
 - **Road safety:**
 - Putting the seatbelt on.
 - Crossing the road on a pedestrian crossing and waiting for the green man.
 - Using a helmet when cycling.
2. **Developing oral language** by explaining the contents of the different cards.
3. **Learning a second language** at oral level.

METHOD OF PLAY AND RECOMMENDATIONS FOR USE:

This is a game of **ASSOCIATING PAIRS**. It consists of relating pairs of behaviour types to identify in each pair the right way and the wrong way to behave. You can make **17**



associations and children can play either individually or in groups. Once the association has been made, the cards that make up the pair have a **SELF-CORRECTING SYSTEM ON THE BACK** which consists of a common number and a symbol that identifies the right behaviour (a happy face) and the wrong behaviour (a sad face).

- 1st We recommend explaining to players how the self-correcting system works before using the material.
- 2nd Make associations of forms of behaviour and check whether they are right by looking on the back (same number).
- 3rd Select only the cards representing good habits or behaviour and check if you have chosen the right one by looking at the back of the card (happy face).
- 4th Describe the right behaviour in words.
- 5th Follow steps 3 and 4 but working with the wrong habits and behaviour (sad face on back).

ACTIVITIES:

1. ASSOCIATION OF PAIRS

- With the cards spread out on the table, you can do various activities:
 - Pick up any card and find its partner.
 - Pick up a card showing the wrong behaviour and find the one that matches it with the right behaviour.
 - Pick up a card showing the right behaviour and find the one that matches it with the wrong behaviour.

2. CLASSIFICATION

- Classify the cards depending on whether they show good habits or bad habits.

3. ORAL EXPRESSION

- Using the cards showing the wrong behaviour, the player should explain their content using negative terms such as: "not throwing litter on the floor".
- Using the cards showing the right behaviour, the player should explain their content using positive language, such as: "we must throw the litter in the bin".



FOR EDUCATIONAL PURPOSES