FRIENDSHIP DECISIONS

Joining In and Making Room | Grade 1

Name: _____ Date: _____

Two classmates are playing a game you do not know. You want to join.

1. What could you notice or ask about the game?

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2. What could you say to join?

3. What could the group say?

4. Show a real turn or role for the new player.

Draw, write, or tell: What will the group DO?

FRIENDSHIP DECISIONS

Joining In and Making Room | Grade 2

Name: _____ Date: _____

You were invited to play, but no one gives you a turn.

1. What could you say?

2. What could the group say?

3. What action would make the invitation work? Why?

4. Change the plan. Choose ONE situation.

A. The round has already started. B. The invited person says No thanks.

What could you say or do now? Explain, draw, or show your choice.