



TITLE
WHOSE TURN IS IT?



AUDIOVISUAL RESOURCE
<https://bit.ly/3APn0rg> (Up to 3:08)



TOPIC
Self-control

SCHOOL CONTEXT
Bilingualism, school coexistence

RECOMMENDED AGE
From 3 to 6 years old

SUMMARY
Pocoyo, Pato and Elly are playing with building blocks. The best way to do so is by taking turns. This allows them to all participate and enjoy the game together.

THEORETICAL BASIS: One of the ways in which self-control, or the lack of it, is most apparent in the ages we are focusing on, is knowing how to respect turn-taking. It is not an easy task, even though we might think it is. This is even more noticeable when it comes to playing games. This is because games create a lot of motivation for children and tend to make them more impulsive.

PURPOSE: The following activity is proposed so that children can put into practise their self-control by learning to take turns. Not only this, but the children will also learn to pay attention to other things while waiting for their turn.

LESSON PLAN

Stage 1

"Today we are going to learn how important it is to wait for our turn, so that we can have a wonderful time. Sometimes it's a bit hard for us, why could this be?"

The video is then played, and the children are asked to pay special attention to what is happening. After this, they will be asked to explain what they saw (emphasise that turn taking helps them to play and have more fun together) and comment on who they think found it more difficult to wait for their turn and why.

Stage 2

"We all know that we have to learn to wait for our turn to play, but sometimes we don't do it. Deep down, it is something that really, really annoys us, when we are waiting, and we can't handle it for any longer. But naturally, if we don't wait, the others will get angry with us".

- *Can you imagine what it would have been like for Pocoyo, Pato and Elly to play if they hadn't waited for their turn? Would they have liked it? Would they have had fun? What would have happened if one of them had skipped a turn?*
- *Has someone ever skipped you while playing a game? What did you do? Is it fun when we don't wait for our turn?*

It is important to emphasise the fact that the objective of a game is to have fun with our friends, and when we don't respect turn taking, the game could end, and someone could get upset or angry. The best way for this not to happen is to learn how to wait and not take part until it is our turn.

- *Have you thought about what we can do while we are waiting for our turn? (They will be given a couple of minutes to say things that can be done while waiting.) The teacher can add: watch others take part, think about what your next move is going to be, enjoy the game...).* "Let's see what the characters in Pocoyo do while waiting for their turn." (That scene will be played again and the children will be asked to observe what each character does while waiting).

Stage 3

To put into practise what they have learnt so far, the teacher will use a bag of lollypops.

One lollypop will be given to each child. They will be given out when all the children are sitting calmly in a circle. They must wait for their turn. Once it is their turn, they will put their hand in the bag and take out a lollypop.

The oldest pupil will also have to wait for when it's time to eat it. He/she won't be able to do so until the teacher gives them permission.

To finish off, a little debate will be started with the following questions:

- *Were you very anxious to take the lollypop?*
- *Was it difficult to wait?*
- *Was it worth the wait?*

Next Steps

Assemblies are a great time to work on self-control and turn taking. Introducing this dynamic into as many activities as possible is the best way to carry on improving.

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