

# Peace Pals - Levels F-3

# PLAY

To help students identify and practise ways to solve small conflicts with kindness, empathy, their words, and understanding. Through playful role-play, students will explore common classroom disagreements and learn simple, peaceful strategies to resolve them, just as the Playful Astronauts discovered on planet Mercury, where extreme differences are balanced through calm and thoughtful action.



## Learning Intentions

**Students will learn** what a conflict is and how to solve it using kind and respectful words. This introduces them to conflict resolution in a gentle, age-appropriate way.

**Students will practise** working with a partner to solve pretend disagreements. This encourages teamwork, active listening, and cooperation through role-play.

**Students will learn** to stay calm, take turns, and show respect even when things feel tricky. This helps them build self-regulation and strengthen their social-emotional awareness.



## Success Criteria

I can listen to my partner and take turns speaking during role-play.  
This builds communication skills and encourages respectful interaction.

I can use kind words like “Can we share?” or “Let’s take turns” to solve a problem.  
This ensures students have practical language tools to manage small conflicts.

I can act out a simple situation where two people don’t agree and find a kind solution.  
This helps students practise empathy, compromise, and creative thinking.



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## Objective:

To help students identify and practise ways to solve small conflicts with kindness, empathy, their words, and understanding. Through playful role-play, students will explore common classroom disagreements and learn simple, peaceful strategies to resolve them, just as the Playful Astronauts discovered on planet Mercury, where extreme differences are balanced through calm and thoughtful action.

## Players:

Ideal for 6–26 students working in pairs or small groups.

## Materials:

- Simple prompt cards or visual scenario pictures for common classroom/yard disagreements (you could make these up prior to the activity or better yet do a brainstorm on the board with the students and ask them to share some of the disagreements they might have faced in the past).
- Open space for role-play (carpet area, classroom corners, or stage area)

## Time Required:

10–15 minutes

## Setup:

Begin by gathering students and reading the *Mercury* page in *The Playful Astronauts* book. Highlight how Mercury's hot and cold extremes are like feelings during a disagreement; sometimes, we feel frustrated, and other times, we feel left out. But just like Mercury, we can find a way to balance and respond calmly.

Explain that in this game, students will practise acting out small problems and finding peaceful ways to solve them, becoming "Peace Pals!"

## Gameplay:

### Explain the Game:

Introduce the idea of role-playing to the students. Let students know they will be pretending to be in short scenarios where there is a small disagreement and then practising how to fix it with their words, remembering to highlight that this is a game and not real life.

Give example scenarios such as:

- Two students want to play with the same toy.
- One student accidentally bumps another student and knocks them over.
- Two students both want to be the leader of the game.

Demonstrate a short role-play with another adult or confident student to model how to talk through the problem kindly.

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## Pair Up and Play:

Put students into pairs and assign or let them choose a scenario. Each pair will:

1. Act out the small problem (just a few seconds).
2. Freeze and discuss: "What kind words could we use?"
3. Act out the solution using those kind words (e.g. "Let's take turns," "I didn't mean to bump you," "Would you like to be the leader next time?").

Rotate scenarios or invite pairs to perform their scene for the group.

## Encourage Kind Language and Listening:

Praise students for trying calm words, using gentle voices, and showing empathy. Offer support to students who may feel unsure and remind everyone that this is just practice, and even adults sometimes get it wrong!

## Winning the Game:

There is no winner. The goal is to learn how to be kind during disagreements, to listen, and to find ways to fix problems calmly, just like the Peace Pals on Mercury.

## Variations:

**Younger Students:** Use visual cue cards with emojis or simple drawings showing "sharing," "taking turns," and "saying sorry."

**Storytelling Edition:** After each scenario, students can draw or write what happened and how they fixed it, turning their solutions into a "Peace Pals" class storybook.

**Calm Corner Extension:** Create a *Peace Pal Space* in the classroom where students can go when they need to talk calmly or fix small problems with a peer.

**Whole-School Edition:** Older students can act as "Peace Pal Leaders" to guide younger peers through friendly problem-solving at playtime.

## For Wheelchair Users / Accessibility:

- All role-play scenarios can be performed seated, with movements adapted to gestures, facial expressions, and tone of voice.
- Ensure the acting space is clear and accessible, allowing all students to participate equally.
- Provide visual prompts or symbol cards to represent "problem," "solution," and "kind words."
- Allow use of assistive communication tools (e.g., AAC devices, picture boards) for students who need them to express their ideas.
- Encourage partners to adapt physical movements (e.g., pointing, gesturing, or reaching) to suit everyone's comfort and ability level.



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## Notes for Inclusion:

- Model both conflict and resolution with honesty and humour, show that mistakes are okay and part of learning.
- Encourage empathy by asking reflective questions like, "How do you think your partner felt when you said that?"
- Reinforce that every student's voice matters, kindness can be expressed through speaking, gestures, or even listening quietly.
- Praise process over outcome: focus on effort, teamwork, and calm communication rather than "getting it right."
- Conclude with a group affirmation such as:
- *"We are Peace Pals, we listen, we care, and we find calm ways to solve problems together."*

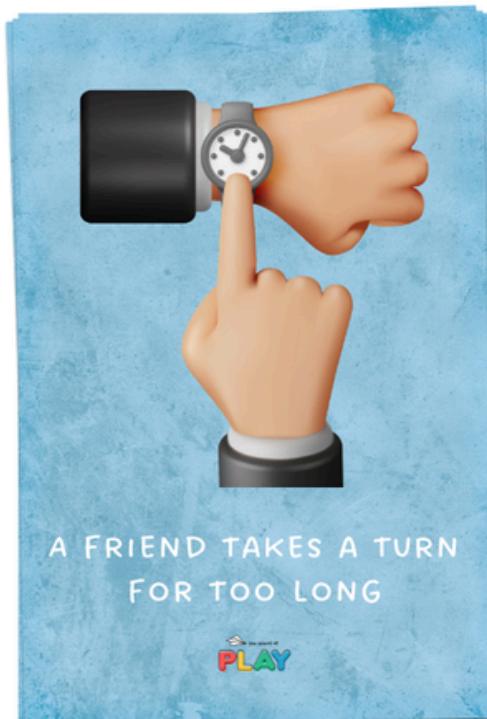
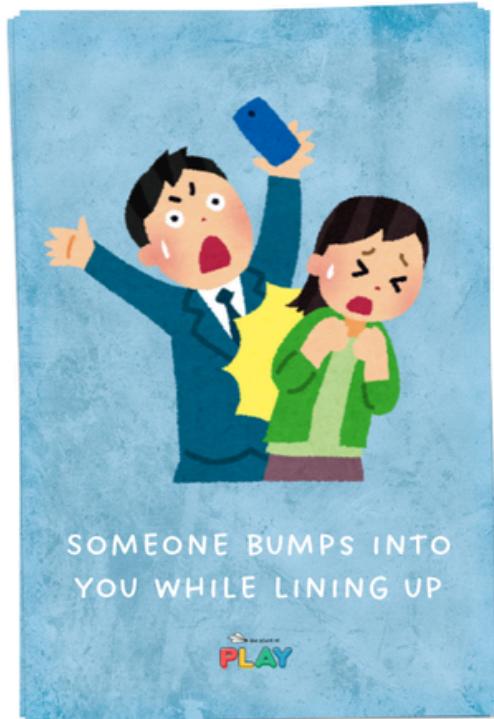
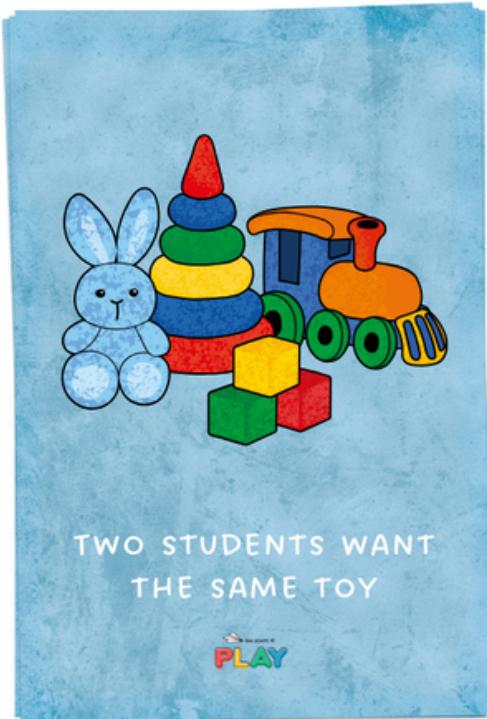
## Additional Notes:

"Peace Pals" is a gentle, imaginative way to introduce conflict resolution to young students. It helps normalise small disagreements and provides safe, guided practice in solving them. By connecting the learning to Mercury, where things can be hot or cold, students begin to understand that finding balance and using kind words helps everyone feel better.

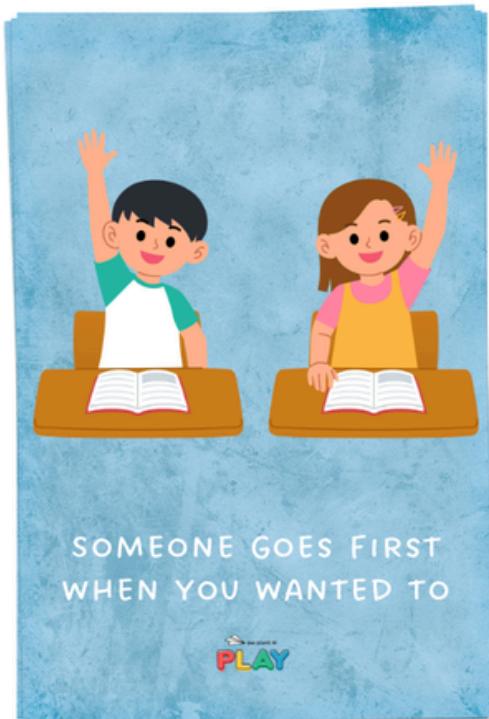


# SCENARIO CARDS

PRINT AND CUT OUT THE CARDS. STUDENTS WORK IN PAIRS AND CHOOSE ONE SCENARIO CARD TO ACT OUT. WITH TEACHER SUPPORT, THEY PAUSE, NAME THE PROBLEM, AND PRACTISE USING CALM BODIES AND KIND WORDS TO SHOW A PEACEFUL SOLUTION. ROTATE CARDS, CELEBRATING EFFORT AND RESPECTFUL BEHAVIOUR.



# SCENARIO CARDS



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TWO STUDENTS REACH  
FOR THE SAME BALL



SOMEONE TALKS WHILE  
YOU ARE LISTENING



A FRIEND KNOCKS OVER  
YOUR BLOCKS



A PEER SAYS "NO" TO  
PLAYING YOUR GAME

