

Scenarios for Co-op Training

1. You are the co-oper for the day, and you are sitting next to your child at circle time. Another child has a problem paying attention, and you move to sit next to him/her. This upsets your child.
Prepare your child before coming to school; your child can quietly come with you.
2. Your child only wants you to play with him/her, but the teacher asks you to supervise an area of the classroom that your child is not interested in.
Invite them to come, but the “teacher needs my help and I have to go.”
3. Two children are fighting over the same toy. You did not see who had it first.
Say “Should I decide who goes first or do you two have any ideas?”
4. Two children are sitting at the art table. One writes his/her name on their paper. The other child cannot write their name and is embarrassed to try in front of the other child. The one who can write makes a derogatory comment.
“Child _____ will soon learn also”; keep your manner nonchalant.
5. A child prefers to watch instead of joining in a movement game.
Check on the child, but do not force the issue.
6. A child is having trouble deciding which area of the room he/she wants to play in.
Offer two choices and to accompany them to one of the areas (offer your hand).
7. One child accidentally knocks over an elaborate block structure that others have been working on. One of them gets angry and hits him/her. When you separate them, the one who hits says that they deserved it for knocking down the blocks.
We do not hit - ever. It is okay that you feel upset. Would you like the child to help you rebuild?
8. If a child hits - as above - **We do not hit, hitting hurts. I will stop you. What can you do to get _____?**
9. Some girls will not let a boy in their game or vice-versa. They say that it is “girls only” or “we only want to play together.”
**At school, everyone can play. Would you like to offer them a certain part?
Or if you notice a child watching, you could suggest that they figure a role in the game and go over and say “I need a turn.”**
10. Empowering words: SHARE, TURN AND TRADE
SHARE: Play doh may be shared but not a truck

TURN: Take turns with a toy or take turns in play

TRADE (for older three's and four's): To offer another toy when hoping for a turn

11. A child makes an unkind comment about another child.

Those words hurt people on the inside. We do not hurt people at school. How can we make _____ feel better? Blow kiss, offer a toy, etc.

12. A child asks a question or attempts to engage another child in conversation. The second child does not reply with voice or gesture.

Confirm with child 2 that child 1 is speaking to them. Let them know that they should respond. Their answer can be "no, yes, later..." but they need to respond.

To reiterate:

- We do not tell children to apologize. There is a good chance that most three and four year olds will not mean it and we do not want to encourage them to apologize insincerely.
- If there has been a tussle, it is also best to avoid using the word "friend" as a child may not feel like the other child is their friend at the moment and may voice these sentiments - loudly.

OTHER USEFUL PHRASES

For arguing:

- Tommy, you look upset. Tell me what happened.
- I see two boys crying. What can we do about this?
- If you want that toy, you may ask for a turn.
- He is using it now, you may use it later. Tell him you are waiting for a turn.
- It's John's turn on the bike. Do you want to get off yourself, or shall I help you?
- That really did hurt.
- I can see that you are angry.

For escalating voices:

- Can I help you?
- Hi. How's it going over here?

When a child says something unkind about another's work:

- He built it the way he wanted to.
- Everyone does things a little differently. You tell me about some of your ideas.
- When looking at children's art: You are using a lot of blue in that picture.
- That is a large circle.
- "Tell me about what you are making?" instead of "What are you making?"

Use positive and non-judgemental phrases:

- "I can't let you hurt John" instead of "Its bad to hurt John"
- Avoid "No" and "Don't." Instead use "You need to..." or "I need you to..."
- "Blocks are for building" instead of "Don't throw blocks."