

It is party time!



Positive Ending

KEY CONCEPT/ DISADVANTAGE AGE

Respect

OBJECTIVES

1. Promote inclusive thinking and empathy in social settings.
2. Encourage adaptation of group activities to ensure everyone can participate.
3. Teach students to prioritise friendship and understanding over personal preferences.
4. Demonstrate how creative solutions can foster joy and belonging.

QUESTIONS FOR DISCUSSION FOR ENDING 1

1. How did Marta's party change so Nina could participate?
2. What did it mean to Nina that her friends adapted for her?
3. What are some other examples where we can change plans to include everyone?
4. How did this experience affect the whole group's friendship?

SUGGESTIONS FOR ADDITIONAL RESOURCES

1. Watch: "A Chair for My Mother" read aloud — discuss empathy and care.
2. Group activity: "One-Hand Challenge" – students do daily tasks with one hand to build awareness.
3. Create a classroom "Inclusion Toolkit" of ways to adapt games and activities for different needs.
4. Role-play different birthday party scenarios and brainstorm inclusive ideas.
5. Students use ScratchJr to design a short animation or interactive story showing a playground or school setting where everyone is included, regardless of ability or difference.

It is party time!



Negative Ending

KEY CONCEPT/ DISADVANTAGE

Respect

OBJECTIVES

1. Understand the emotional impact of being left out due to physical limitations.
2. Reflect on the conflict between peer pressure and doing the right thing.
3. Encourage conversations about short-term disappointment vs long-term kindness.
4. Build skills in perspective-taking and decision-making in social situations.

QUESTIONS FOR DISCUSSION FOR ENDING 1

1. How did Nina feel when she couldn't fully join the party games?
2. Why did Marta struggle to decide between games and including Nina?
3. What would you do if you were in Marta's shoes?
4. What can we learn about balancing our wishes with others' needs?

SUGGESTIONS FOR ADDITIONAL RESOURCES

1. Journal prompt: "Have you ever felt left out? What helped?"
2. Class circle time: share a story about a time when someone showed empathy.
3. Design a "Fair Play Party Plan" – how to make parties fun and inclusive for everyone.
4. Watch and discuss "Be Kind" by Pat Zietlow Miller to explore simple acts of kindness.
5. Students create a short animation or story in ScratchJr that shows a character noticing someone feeling left out and then taking a kind action to include them.