



VALUES EDUCATION

“Good behaviour: at home”

Ref. 20802



GOOD BEHAVIOUR: AT HOME

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CONTENTS:

A game comprising **34 cards** of 9 x 9 cm.

RECOMMENDED AGES:

From 3 to 8 years.

EDUCATIONAL OBJECTIVES:

- 1) Developing GOOD BEHAVIOURAL HABITS in the HOME:
 - **Looking after the home**
 - Keep your home tidy: pick up toys, hang up towels in the bathroom, throw litter in the waste bin.
 - Take care of furniture: use a protective cover when painting, sit properly on the sofa.
 - Help out with household tasks: clear the table after eating, put dirty clothes in the linen basket, help to hang out the washing.
 - **Table manners:**
 - Sit up properly
 - Eat with a knife and fork.
 - **Socially-acceptable behaviour:**
 - Share games, books and food.
 - Respect other people's turn in a queue, go down stairs in an orderly way.
 - Give up your seat for an older person.
 - Behave properly in the supermarket.
 - Be quiet in the cinema.
 - **Schoolwork:**
 - Do your homework every day with the TV turned off.
- 2) **Developing oral language** by explaining the contents of the different cards.
- 3) **Learning a second language** at oral level.

METHOD OF PLAY AND RECOMMENDATIONS FOR USE:

This is a game of **ASSOCIATING PAIRS**. It consists of relating pairs of behaviour types to identify in each pair the right way and the wrong way to behave. You can make **17 associations** and children can play either individually or in groups. Once the association has been made, the cards that make up the pair have a **SELF-CORRECTING SYSTEM ON THE BACK** which consists of a common number and a symbol that identifies the right behaviour



(a happy face) and the wrong behaviour (a sad face).

- 1st We recommend explaining to players how the self-correcting system works before using the material.
- 2nd Make associations of forms of behaviour and check whether they are right by looking on the back (same number).
- 3rd Select only the cards representing good habits or behaviour and check if you have chosen the right one by looking at the back of the card (happy face).
- 4th Describe the right behaviour in words.
- 5th Follow steps 3 and 4 but working with the wrong habits and behaviour (sad face on back).

ACTIVITIES:

1. ASSOCIATION OF PAIRS

- With the cards spread out on the table, you can do various activities:
 - Pick up any card and find its partner.
 - Pick up a card showing the wrong behaviour and find the one that matches it with the right behaviour.
 - Pick up a card showing the right behaviour and find the one that matches it with the wrong behaviour.

2. CLASSIFICATION

- Classify the cards depending on whether they show good habits or bad habits.

3. ORAL EXPRESSION

- Using the cards showing the wrong behaviour, the player should explain their content using negative terms such as: "not throwing litter on the floor".
- Using the cards showing the right behaviour, the player should explain their content using positive language, such as: "we must throw the litter in the bin".

