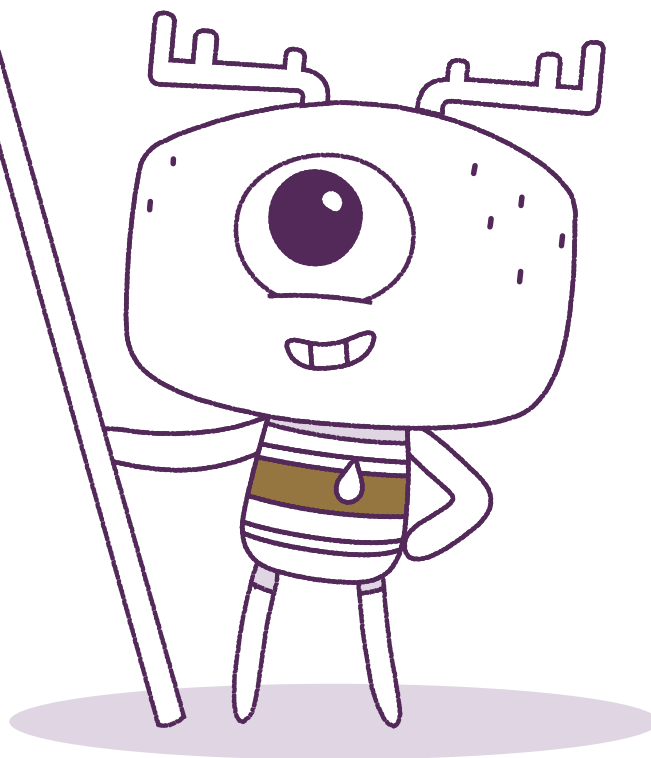




# BIG TALKS

## for Little people

OPTIONAL CLASSROOM ACTIVITIES  
ANTI-BULLYING POLICY  
& CLASSROOM CLIMATE



## OPTIONAL ACTIVITY - A WELCOMING CLASSROOM

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#### Group activity: A "Welcoming Classroom"

Have students discuss and record their ideas for a "welcoming classroom". Then ask them to use the "Student Relationships in the Classroom" handout to develop more ideas.

Ask students to use the "Y" Chart to describe what an unhappy and happy classroom would look like.

Discuss group ideas in class.

Then have each student write one practical thing they could do to help develop a "happy classroom".

UNHAPPY CLASSROOM Y-CHART LOOKS, SOUNDS, FEELS LIKE:	HAPPY CLASSROOM Y-CHART LOOKS, SOUNDS, FEELS LIKE:	
Loud, shouting, hitting	Laughing, smiling, productive	
Telling lies, teasing, excluding	Helping, persisting	
Dominant, pressuring	Accepting, understanding	

## OPTIONAL ACTIVITY - DON'T ROCK THE BOAT

### ACTIVITY - DON'T ROCK THE BOAT

#### Purpose of the activity

Development of team building skills such as positive/constructive language in order to accomplish the activity.

#### Age Range

Can be used with any age children.

#### Materials Required

Masking tape.

#### How to play the game or conduct the activity

- In teams of 4 to 5 students need to arrange themselves in height from smallest to tallest.
- The teacher then uses the masking tape to construct a rectangle around the students.
- The smaller the more challenging.
- Once that has been done the next step is to tell the groups that they need to arrange themselves from tallest to smallest. In effect completely moving their positions without stepping out of the rectangle.
- Younger students can be told that they are on a canoe or raft on a river filled with man eating crocodiles, so you better stay on your raft!

#### Additional Information

Other possibilities for the game can be arranging themselves in other ways such as age. This will require more discussion that might require more teamwork because of the lack of the visual cue of height.

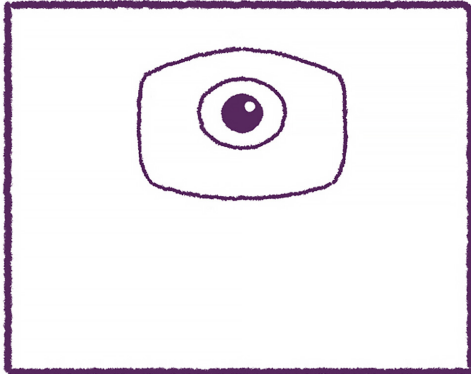
A mathematical problem-solving aspect to the game can be to see what the minimum amount of moves are to complete the activity.

#### Debrief

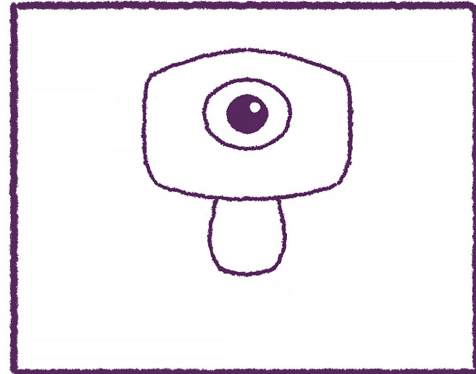
- How easy was it to complete the activity?
- What was learnt about cooperation and working together?

**OPTIONAL ACTIVITY - DRAW A PEEP****STEP 1**

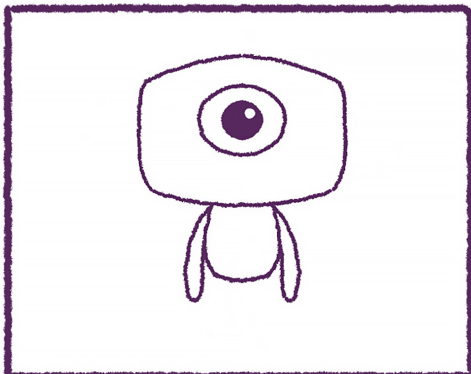
Draw the head and eye.

**STEP 2**

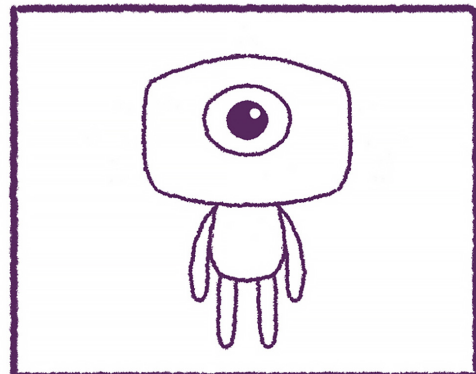
Add the body.

**STEP 3**

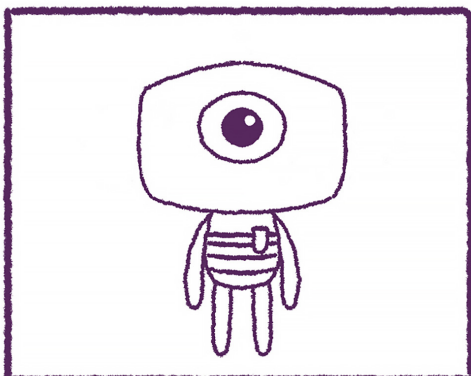
Add the arms.

**STEP 4**

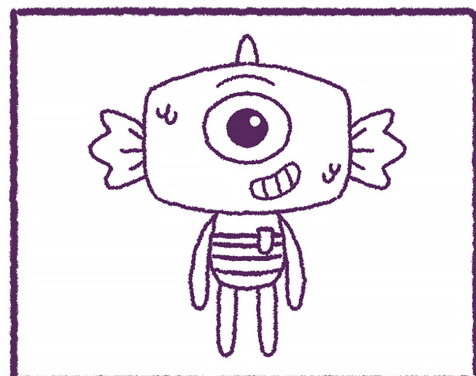
Add the legs.

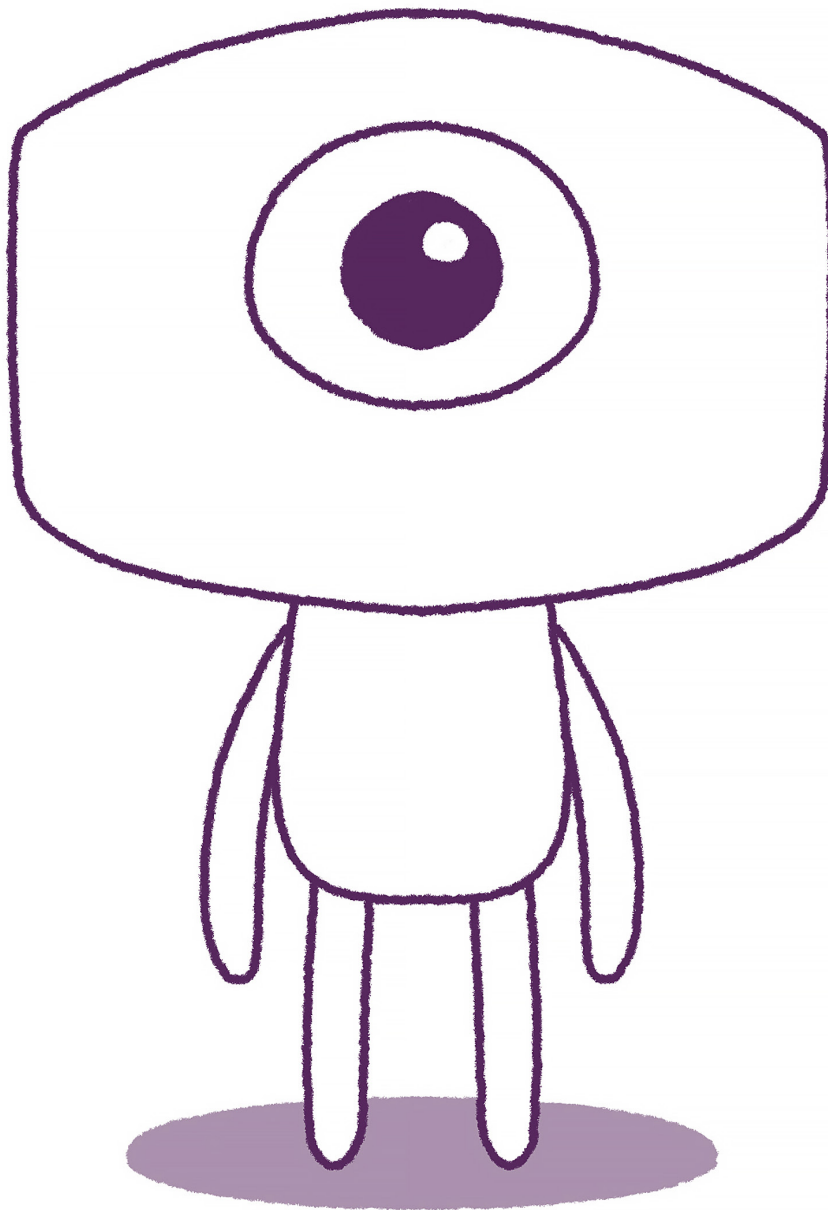
**STEP 5**

Draw your uniform.

**STEP 6**

Add the mouth, and flairs!



**OPTIONAL ACTIVITY - STYLE A PEEP****PEEP NAME:** \_\_\_\_\_**ADD YOUR OWN UNIFORM, AND FLAIRS!**