Self-Awareness
Ask your Remote Learner to assess their strengths and challenges.
TRY:
“Do you think you will win this game? What makes you think that?”

Self-Management
Waiting to take turns during a game requires impulse control and builds self-management skills.
TRY:
“How does it feel to have to wait your turn?”

Social Awareness
Practice taking the perspective of others by imagining what it must feel like to lose the game.
TRY:
“How do you think ___ feels after losing? How could we make ___ feel better?”

Responsible Decision-Making
Not every decision we make is the responsible one. Allow your Learner time to reflect on choices.
TRY:
“How do you think your decision to ___ may have impacted other players?”

Relationship Skills
Playing a game together can build teamwork and cooperation skills.
TRY:
Let each player be in charge of the game. Ask, “How did it feel when you were in charge and people listen/didn’t listen to you?”