Join In and Play

Includes Activity Guide for Adults!

Description
Description
Learning
to Get
Along

Cheri J. Meiners, M.Ed.

free spirit PUBLISHING® "Children and adults will love these gentle, empowering books. The Learning to Get Along series is a powerful tool for teaching children essential social skills such as empathy, respect, cooperation, and kindness. This straightforward and insightful series helps children visualize how their appropriate behavior positively impacts themselves and others. I heartily recommend this as a solid, classic resource for teaching affective skills to young children."

-Dr. Stephen R. Covey, Author, The 7 Habits of Highly Effective People





Cheri J. Meiners, M.Ed. Illustrated by Meredith Johnson



Text copyright © 2017, 2004 by Cheri J. Meiners, M.Ed. Illustrations copyright © 2017, 2004 by Free Spirit Publishing

All rights reserved under International and Pan-American Copyright Conventions. Unless otherwise noted, no part of this book may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without express written permission of the publisher, except for brief quotations or critical reviews. For more information, go to freespirit.com/permissions.

Free Spirit, Free Spirit Publishing, Learning to Get Along, and associated logos are trademarks and/or registered trademarks of Teacher Created Materials. A complete listing of our logos and trademarks is available at freespirit.com.

Library of Congress Cataloging-in-Publication Data

Meiners, Cheri J., 1957-Join in and play / Cheri J. Meiners ; illustrations by Meredith Johnson. p. cm. — (Learning to get along) Summary: Simple text discusses how to develop the skills to make friends and play with others. Includes role-playing activities. ISBN 1-57542-152-6 1. Play—Juvenile literature. 2. Social skills—Juvenile literature. 3. Friendship—Juvenile literature. [1. Play, 2. Social skills, 3. Friendship,] I. Johnson, Meredith, ill, II. Title, GV1203.M37 2004 790—dc22

200301987

ISBN: 978-1-57542-152-0

Free Spirit Publishing does not have control over or assume responsibility for author or third-party websites and their content.

Cover and interior design by Marieka Heinlen Edited by Marjorie Lisovskis

Free Spirit Publishing

An imprint of Teacher Created Materials 9850 51st Avenue North, Suite 100 Minneapolis, MN 55442 (612) 338-2068 help4kids@freespirit.com freespirit.com



I wish to thank Meredith Johnson for her beautiful illustrations. I also thank Judy Galbraith and all those at Free Spirit who believed in this series. Special thanks go to Marieka Heinlen for the lovely design and to Margie Lisovskis who, as editor, has contributed her wonderful expertise and creativity. Finally, I am grateful to Mary Jane Weiss, Ph.D., whose insight, skill, and caring have done much to advance the field of teaching social skills.

Dedication

To the princess of charm, who bubbles with laughter and affection, Andrea Rose

Acknowledgments







Ways to Reinforce the Ideas in Join In and Play

As you read each page spread, ask children:

• What's happening in this picture?

Here are additional questions you might discuss:

Page 1

• What are some things you like to play when you're by yourself?

Pages 2–11

- What are some things you like to do with a friend?
- When you want to join in and play with someone, what can you do? (Discuss ideas like saying hello; watching for a while to show interest and to figure out a way to join in; asking a question or starting a conversation; asking to play; and suggesting a way to join in. For example, on page 11, the girl might offer to turn the rope so the boy *could jump.)*
- If you are playing and see someone who might like to join you, what can you do? What can you say?

Pages 12–13

- Is it ever okay to say no when someone wants to play with you? When are some times people might say no? What are some nice ways to say no?
- If you ask to join in and someone says no, what can you do?
- Do you think these children could have found a way to say yes? What could they have done?

Pages 14–15

- When might you need help joining in?
- Who are some grown-ups who can help you?

Pages 16–21

- Have you ever invited someone to play? What did you say?
- Why is it fun to play games with other people?
- What does it mean to cooperate? How are these children cooperating?
- What are some ways you cooperate when you play?

Pages 22–23

- How does this boy feel? What do you think he will do?

Pages 24-27

- What can you do when you feel someone isn't being fair to you?

Pages 28-29

- What are these children doing to get along?

Pages 30–31

- How are these children being good friends?
- What can you do to be a good friend?

Join In and Play teaches beginning skills children can use to join and welcome others in play. Playing cooperatively is a complex activity for young children, involving a mix of skills and understandings. Observation helps children be aware of other people's actions, feelings, and needs. Cooperation begins when children are able to both assert themselves appropriately and develop a welcoming attitude toward others. Being a good sport teaches others to reciprocate. Playing fair involves several skills: following game rules, taking turns, sharing, listening, expressing feelings, speaking with kindness, cooperating, compromising, and solving problems.

Here are three quidelines you can use to support children as they develop skills for playing with others:

- 1. Watch and listen.
- 2. Ask and invite.
- 3. Play fair.

• Have you ever been sad because someone wouldn't play with you? What did you do?

• What problem do these children have? How did the children solve their problem?

• What is respect? How does taking turns (following rules, playing fair) show respect? (You might explain respect by saying, "When you show respect to people, you show that you think they are important.")

• Think about children you play with. How do they show that they are good friends?