# Learning Together

For 6- to 7-year-olds

Screen-free learning resources that build multiple skills and help children integrate into new learning environments.

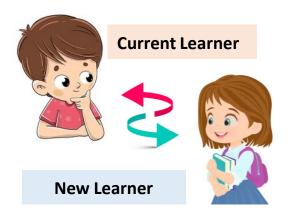


education التعليم above فوق all الجميع **Content Partners** 



### Introduction

# The purpose of this program is to cultivate empathy and help new learners ease into new learning environments.



The projects in this workbook should ideally be done in pairs – a current learner in your classroom and the new learner.

If a 1:1 pairing is not possible, please create groups keeping in mind that the new learner does not feel overwhelmed.

There are 2 hands-on, tech-free, and interdisciplinary projects in this workbook:

Project	How does it promote intercultural understanding?
Make ID Cards	Ice-breaker, Know more about how each other and identify similarities/differences.
Making New Friends	Build meaningful relationships with each other.

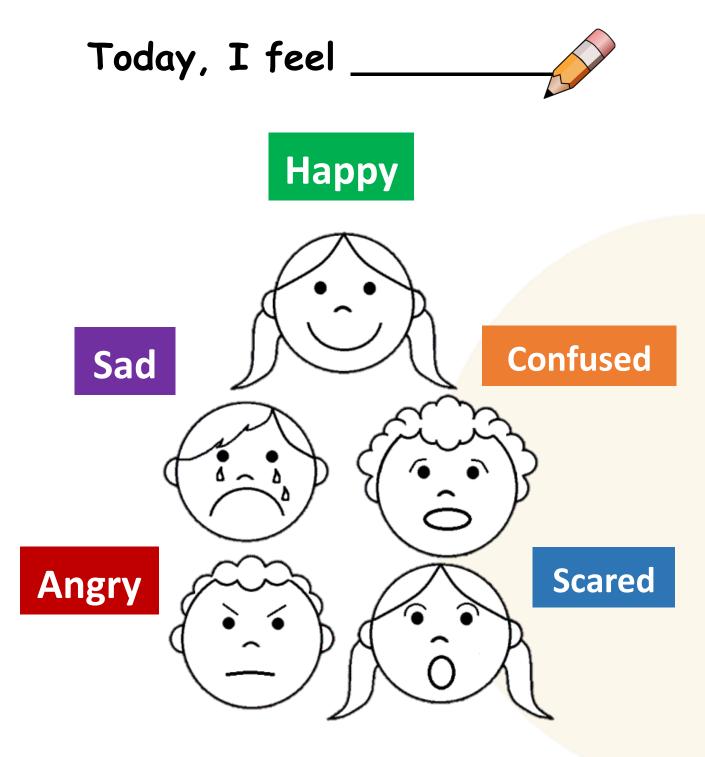
#### **Note for Educators**

- The program has been carefully designed with sensitivity to the context. However, if any activity triggers the new learner, please pause and re-assess.
- Ensure learners speak respectfully and step-in if you believe help is required.
   (Eg: Start the day by greeting each other, ensure they do not interrupt each other, etc.)
- Please be patient with learners as they settle into the program.
- Younger learners can draw or say their answers out loud instead of writing.
   Some activities may be need to be simplified or will require your support too.
- Read the stories provided out loud and discuss the questions that follow.

# Daily Routine

## MY EMOTIONS

Draw how you feel everyday in your notebook.



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# Week 1 Overview



Project

### **Make ID Cards**

Make Identity Cards for your friends!

### **Story Time**

Meet the children of the world!



### Line Up

Arrange yourselves based on your birthdays!



#### What Do You See?

The person in the mirror is wonderful.



#### **Draw Your Partner**

Show us who your partner is!



2 Interview!

Interview peers to get to know each other better.

#### **Materials Needed**

- Paper
- Pen/Pencil





### **Make ID Cards**

Can you create ID cards for your friends?

1. Observe this ID Card.

What does it tell you about the person?

#### **IDENTIFICATION CARD**



**Alex Pawel** 

32 A, Atlas Road

**DOB:** 3<sup>rd</sup> May 2015

Mob: 361-421-123

Parents: Ben Pawel, Anna Pawel

Hair: Black Eyes: Brown Blood Type: A +

2. Discuss with your partner: Why do we need ID Cards?

An ID Card shows details about you. Everyone looks and thinks in different ways – these make us special and we must respect these.

List 3 ways you are similar to your partner.List 3 ways in which you are different from them.

# Day 1 Worksheet



### DRAW YOUR PARTNER

Draw your partner in the space below. Write their name too!				

- Write 2 describing words for your partner's looks and quality. (Ex: Novak – Tall, Strong)
- What is one thing you like about your friend?



### **Make ID Cards**

- 1. Think about why we interview people.
- Go through the categories on the next page. Make a list of questions to ask your partner using question words such as:

WHAT

What is your phone number?
What is your favourite game?

WHEN

When is your birthday?

WHO

Who is your care-giver?

WHY

Why do you like them?

HOW

How old are you?

WHERE

Where were you born?

Interview your partner and2 or more new friends.Write or draw their responses.





### **Make ID Cards**

Create rough ID Cards for your partner and new friends as shown below. Check spellings and information for the final card you will make the next day.

Name:	Draw a picture or stick their	
Birthday:	photo.	
Phone No.:		
Address:		
Care-Giver's Name:		
Favourite Song:		
Favourite Food:		
Favourite Colour:		
Favourite Game:		
Eye Colour:		
Hair Colour:		

You can add more details or draw them out too!



# WHAT DO YOU SEE?

- Take a minute and look at yourself in the mirror.
- Look at your face. Look at yourself.
   Smile at yourself.
- This is you! You are beautiful!

### Me and the Mirror

Here I am!

Looking into the mirror!

My name is \_\_\_\_\_

My friends call me \_\_\_\_\_

My eyes are \_\_\_\_\_

I like \_\_\_\_\_ about myself.

Others like \_\_\_\_\_ about me.

Smile at yourself! This is you. You are beautiful!





### **Make ID Cards**

- 1. What are some new things you learned about your partner and friends?
- 2. Decorate your ID Cards.

#### **Guessing Game**

- Before giving out the cards, read out details from the cards. Do not share the name or the picture.
- Ask your friends to guess whose ID Card it is.





- 1. Did your friends like their ID Card?
- 2. Do you want to make changes to the cards?



# LINE UP

Two or more teams of 5 to 6 players each.



#### **How to Play**

- Divide players into groups of 5 or 6.
- When the time starts, each team should line up from earliest to the latest birthday in the year.



Which team finished first and correctly?

They win the game!

You can simplify this game by getting children to stand in height order, alphabetic order of their name, etc.

### Story Time

### CHILDREN OF THE WORLD

There are many of us children living in the world. Do you want to meet us?





This is Kate. She lives in Canada with her brothers and a cat.

Her cat is really energetic.

He likes to jump on people's h
eads! Some days it's chaos in
Kate's house.

Other days everyone plays together and has fun.

This is Nikau. He lives in New Zealand with his aunt. Sometimes when his aunt goes off to work

Nikau gets lonely, but he is very creative and always finds a way to have fun.

Nikau loves to paint and build new things every day. Sometimes his aunt helps him.



This is Gaby. She lives in Peru with her mom, dad, and twin brothers.
Her parents work from home.
Sometimes Gaby's house gets very noisy.
She likes to bake yummy cookies to help her relax.





This is Bo. He lives in China with people who take care of him.
Bo likes to use his computer a lot, especially since he can use it to talk to his friends who live far away.
Some days, Bo has trouble concentrating on his homework when he's on his computer.

This is Mulu. She lives in Ethiopia in Africa with her Mom, her Dad and her two sisters. After helping to clean the house, going to school, and taking care of her sisters, Mulu is very tired by the end of the day. But Mulu always has energy for two things: playing with her

But Mulu always has energy for two things: playing with her family and solving equations. She loves math!



This is Alessandro. He lives in Italy with many other children.

He loves music, especially playing the violin. When he practices, all his neighbors open their windows so they can hear him.

Learning new melodies can be difficult, and sometimes



Alessandro gets frustrated. When that happens, his friends gives him hugs and encourages him to keep practicing.

All the children of the world are a little bit different from each other. But we are all children, and that makes us a little bit the same. We all like to do fun things, and we all have tough days. We all want to be loved and to have a happy world!



- 1. Which character are you most similar to? Why?
- 2. Which character do you think your partner is most similar to? Do they agree?
- 3. What are some things you both like to do?

# Week 2 Overview



### **Project**

# Making New Friends

Know more about yourself and your friends.

### **Story Time!**

Read a story about a girl who is very angry!



### **Drawing Relay**

Practise working together to create artwork!



### Map It Out!

Reflect on your favourite memory with your partner!



#### **Partner Pass**

Play a game with your partner!



# A Walk in My Shoes

Understand how people would feel in different situations.

#### **Materials Needed**

- Paper
- Pencil/Pen

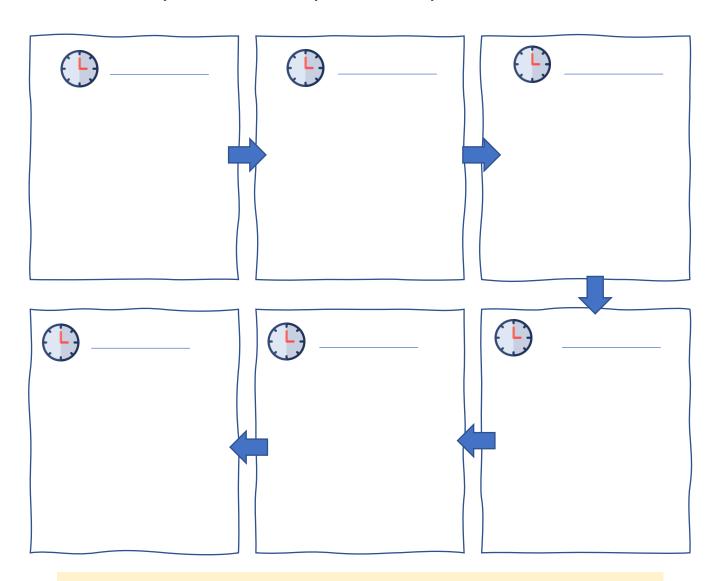




### **Making New Friends**

### Can I make new friends?

Draw what you do in a day below. Try and write the time too!



**Share it with your partner.** Is there anything you did not know about your partner? How is your day similar to or different from each other's?

### Math Game



### PARTNER PASS

**Materials Needed** 

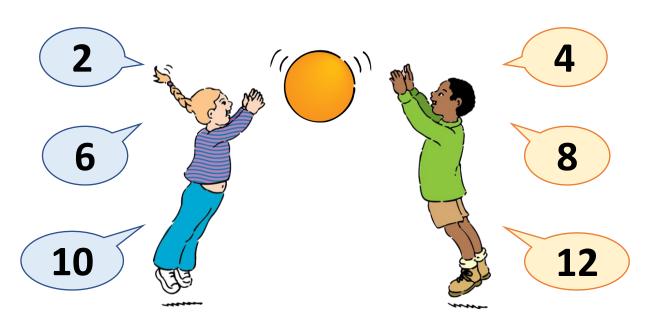
1 ball per pair of players

### **How to Play**

- Give each pair a ball / soft object.
- The pair throws and catches the ball.
- When players catch the ball, they skip count in 2s (2, 4, 6, 8...), take one step behind with each count, and throw the ball.
- If the ball drops, start from the beginning.
- The team to get to the largest number correctly without dropping the ball wins!



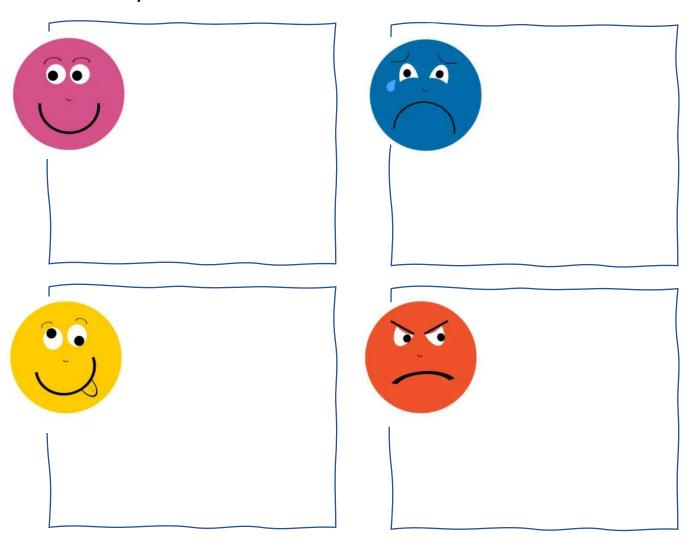
Partners can try skip-counting in 5s, 10s, etc. or saying names of movies!





### **Making New Friends**

Name each of the emotions below. Ask your partner 2 instances when they feel each emotion and draw it out.



#### For each emotion, discuss with your partner:

- What do they do when they feel that way? 1.
- When they are sad or angry, how can you help make them feel better?

Challenge Invent a game with your partner and play it together!

### Activity WALK IN MY SHOES



Put yourself in other people's shoes and see how they feel.

Draw the feeling and also explain why they feel that way.



Hank tells a joke and everyone ignores him.

How is Hank feeling? How would it make you feel?

The class is selecting players for a game. Nobody picks David.

How is David feeling?

What would you do?





Your teacher is explaining a math lesson.
Ramona is not able to answer any
question and others laugh.
How would Ramona feel?

Would you feel the same way?

Maria is telling Jena about her pet dog. Jena interrupts and tell her about her dog.

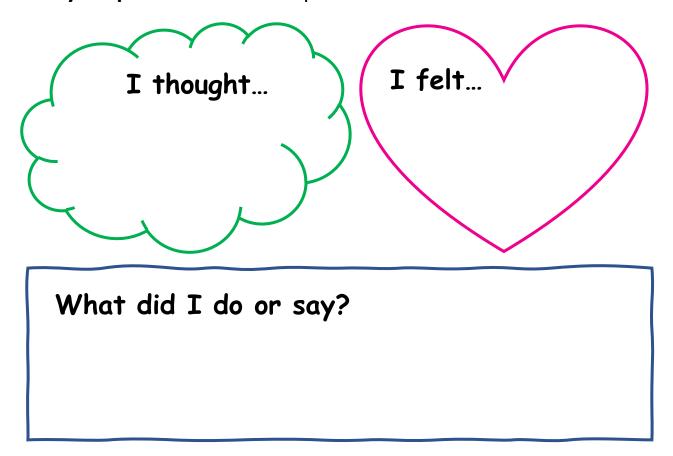
How would this make Maira feel? What would you do?





### **Making New Friends**

Think about the time when you had fun or **shared a good moment** with your partner. Fill the map below.



There is no right or wrong answer! Be honest about your response.

Share the map with your partner and go through their response too!

#### Discuss with your partner:

- Did your both pick the same moment?
- Do you both think, feel, and act the same way?
- Do you know what makes the other feel happy in your friendship?



### **Making New Friends**



With your partner, make a heart using your handprints on paper, as shown in the image.

(If you cannot find paint, draw the outline of your palms!)

Based on what you learnt about your partner so far, write or draw 2 promises you will make to them as a friend, next to the heart. (Examples)

I will say sorry if I make a mistake.

I will always share my things with you.

I will never say bad things about you to another person.



- 1. Share your promises with your partner.
- 2. Explain why you made the promise.
- 3. Discuss with your partner what happens if any one of them breaks the promise. What would it take for one to forgive the other?

## Day 4 Mindfulness



Draw in the box below for 1 minute. After 1 minute, switch the sheet with your partner. Continue each other's drawing for another minute and switch again. Do 4 rounds of this.



- Does the final drawing match what you initially thought the drawing would be?
- How did you feel when you built off your partner's drawing?



### **ANGRY AKKU**

When the last school bell rang, all the children laughed and screamed with joy. All, except Akku. Akku was ANGRY!





"Akku! Akku! Look at the pretty sunflowers!" said Uncle, as they rode through a field.

"GRRMPH! They're TOO YELLOW!
They're making my eyes hurt!" said Akku.



"Akku! Akku! Look! Look at all the monkeys!" said Uncle, pointing at the roof of their house.

"SHOOO! Go AWAY! SHOOO!" said Akku.

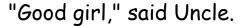
"Here, drink some cold milk," said Uncle. "It'll cool you down."
"HRRRM!" said Akku. "I DON'T WANT ANY!"
"Try a sip, at least?"
"OKAY! FINE!" said Akku, and tried a sip. It wasn't all that bad. She had another sip. And another. In no time, the glass was empty.



"Would you like a snack?" asked Appa.

"Just one little bite?"

"Okay, FINE!" said Akku, and took a bite. It was quite good. She took another bite. And another. In no time, the plate was empty!



<sup>&</sup>quot;Now will you tell me why you're so angry?"

<sup>&</sup>quot;MAYBE!"



"Would you like to draw it?" asked Uncle.

"Here's a nice sheet of paper and some crayons."
"Okay, FINE!" said Akku.

Akku drew a brick...
"This is the STUPID BRICK that I tripped over this morning," said Akku.





And Akku drew a boy...

"This is Bikku, a VERY BAD BOY! He laughed when I fell down!" said Akku.
"You're right," said Uncle. "He shouldn't have laughed at you."

<sup>&</sup>quot;NO!" said Akku.

<sup>&</sup>quot;Did something bad happen in school today?"

And Akku drew her breakfast... "This is my bread," said Akku. "It fell out of my lunch box when I tripped over the STUPID BRICK!"





And Akku drew a crow... "This is the VERY BAD CROW that flew off with my bread," said Akku. "The crow must have been very

"See how well you draw, Akku?" said Uncle. "You're a real artist! Will you draw something for Amma too?" "OH-kay!" said Akku, and started drawing some more.



"This is a little white mouse... and this is a boat... and this is a coconut tree..."

"And this is a sunflower...and this is your cycle... and this is a dog..." In no time, Akku had forgotten all about the BRICK that made her fall. And about the BAD BOY who laughed at her. And about the CROW that ate

her bread. And Akku even forgot about being ANGRY!

- What do you do when you feel angry?
- What can you do to calm yourself down?
- How do you feel today and why? Draw it out like Akku!

# Reflection

Did I enjoy learning this month?











# What are some new things I learned about my new friend?

What are	some	questions	l still	have
	in m	v mind?		

### **Attributions**

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Pg. 9: This activity was designed by Dream A Dream, India

**Pg. 12 - 14:** The Children of the World (English), translated by Wendy Werneth, (© Wendy Werneth, 2021) based on original story Los niños del mundo (Spanish), written by Christa Godínez (© Christa Godínez, 2021) and illustrated by Ana RoGu, published under a CC BY 4.0 license on StoryWeaver.

**Pg. 23 - 25:** Angry Akku (English), written by Vinayak Varma, illustrated by Vinayak Varma, supported by Oracle, published by Pratham Books (© Pratham Books, 2017) under a CC BY 4.0 license, first released on StoryWeaver.

