SEL · CONFLICT RESOLUTION · GRADES 2–5

Roll a Role-Play

Roll a die to get a conflict, like both wanting the last swing, and act it out with a partner using a peacemaker tool.

Name: _____ **Date:** _____



With a partner: roll a die and act out the problem for your number. One person shares the problem, and the other uses a peacemaker tool, like an I-message, taking turns or a compromise. Then switch.

Roll and act it out.



You both want the last swing.



Your partner bumped your desk and your work got messy.



You both want to be line leader.



Your partner keeps humming while you read.



You can't agree on a game at recess.



Your partner used your markers without asking.

The peacemaker tool that worked best: _____

Why it worked: _____

Art © Kevin Coulston