







This game can be used to identify a child's knowledge and awareness of desirable and undesirable behaviour. The wheel can be used to help the child with problem solving around those behaviours, be that their own or others' behaviour towards them.

First start with the two coloured faces on the floor. Put all of the tiles into a bag/cup and the child pulls them out one at a time, placing the tile on red (for poor behaviours) or green (for good behaviours) according to what they think. Each tile can then be discussed after it has been placed to aid understanding around specific behaviours.

If the child identifies that there is a problem relating to one of the tiles, for instance that they have been hit or bitten, the problem solving wheel can help the child to decide what to do about it, for example whether they can identify someone to tell.