

Users' Guide for Adults Leading Discussions on the Three Choices... and Then What Happens Scenarios

The game consists of:

Fifty-three cards with scenarios in three categories: School, Friends, and Family. All of the scenarios are those that 8- to 11-year-olds in the United States, Norway, Great Britain and Romania have told us are important to them. We found consistency among the topics regardless of geography and believe that wherever you live, the Tweenz in your life will find these topics relevant.

Purpose:

1. Provide an opportunity for Tweenz to have brief but meaningful conversations with their peers and in the presence of an adult (i.e., a teacher, school counselor, parent, or therapist), about challenges they experience but that don't lend themselves to easy answers.
2. Help Tweenz imagine different social outcomes based on their actions and the possible responses of others (what comes next).

Tweenz need to exercise their judgement, imagination, and creative/critical thinking skills, understanding that there is always more than one option when faced with a challenging situation. "Three choices..." is asking Tweenz to imagine three possible and productive options for a given scenario and to sense what will happen next if they chose each of the options. Adults guide the conversation by helping Tweenz imagine the positive possibilities as well as the downsides or trade-offs that might occur and how others might be affected. This helps children imagine how social worlds get made one conversation at a time.

Playing the game:

It can be played in many different ways and we encourage you to use your imagination. Here are but two examples:

1. After choosing a scenario, the children work in small groups to decide three productive choices and what is likely to happen next for each of the choices. Each group identifies what they like, what they don't like and what they are giving up (the trade-offs) for each option. They then choose their preferred option and present this to the class. After all groups have presented their preferred option, the class votes on their favorite.
2. Small groups build on what previous groups have said. For example, one group comes up with an option, a second group imagines what would happen next, a third group talks about what they like about that option, and a fourth group talks about the downsides or trade-offs for that option. The groups rotate perspectives for the additional two choices. The group votes on which choice they like the best.

A note of caution:

These topics will affect Tweenz in different ways. We recommend the adult pick scenarios that you think the children can meaningfully discuss. Create guidelines to help them share in productive ways. Teachers, we also recommend you only use the School and Friends scenarios. The Family scenarios are best used with parents, school counselors or a licensed therapist in a small group or individual setting.

For more information, visit the CMM Institute:
www.cmminstitute.org