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Psychology for children: Know yourself and others.

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• The rules and norms of life of children and adults
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• Knowledge of the norms is not enough because children associate implementation with subordination to the teacher.

• Children know:
  • violation of the norms leads to punishment.
  • moral formalism creates a gap between knowledge and the actions.
Preschoolers do not act in accordance with the norms and ideas

• Their behavior is based on their own sensory impressions and direct experience. Therefore, it is necessary not only to explain to children the norms, to use incentives or censures, but also to organize direct relationships between children.

• Therefore, practical methods of education should be used in preschool age.

• 3–year-old children should be taught specific ways of showing responsiveness.
Specific Methods of Upbringing

• **Method of Staging**
  • The aim - to teach children to pay attention to their peers and to be like them as children tend to focus on themselves.
  • to educate children in proper behavior, communication skills, moral feelings.
  • The main method of developing moral feelings is
  • raising child's awareness of their experiences,
  • developing self-knowledge through recognizing and naming emotions
  • stimulation comparison with others
    (comparison of their qualities with those of others)
Method of Staging

• Example
• The doll is going along the road. Suddenly she falls down. She has hurt herself, she is crying. What shall we do? It is necessary to show empathy.
• We say to children: Help the doll please.
• (We can play with children)
Method of Staging

• To consider the situation
• To sympathize with the emotional state of another
• To pay attention to the situation, emotional state of the other and explain the ways of showing responsiveness
Let’s join hands. Looking into the eyes of the neighbor tell him / her a few kind words, for something to praise. Example: you have such beautiful shoes, or you play so well; or you can sing and dance better than anyone.

Receiving a compliment nodding his head and say: ‘Thank you, I am very pleased!’ Then he gives a compliment to his neighbor. The exercise is conducted in a circle. ...
Let’s play together

• **The game ‘Snake’** Stand up for each other, please. ‘I will be a head, and you — a body’. We will have many obstacles on the way. Watch me carefully and exactly follow my movements. Ready? Let’s crawl"

• **Option** - The adult goes into the tail of the snake, and the child who was behind him becomes the next presenter.
An important method is the organization of joint activities of children

- It forms friendly attitude to peers and implements the norms on the ability to coordinate their actions with other children. It implements the rule on the ability to negotiate and coordinate their actions with other children.

- The Task. Draw a pair of mittens, please. Each draws one mitten, but so that you both get a pair of mittens, that is, on the one and the other should be the same pattern. We need to agree what the elements of a pattern for mittens to choose, what colors, how to place the pattern, how to draw, etc. Consult each other where better to start drawing, listen to each other.
The Mittens
Games
for the formation of friendly relationships with peers

• Magic glasses

• This game is aimed at learning the qualities of the individual, interests and needs of peers.

• The Teacher says ‘I have the magic glasses so I can see the good things that are in a person. Here I am now trying on these glasses...Oh, you're all beautiful, funny, smart! Approaching every child, adult calls any of his qualities (someone who draws well, someone has a new doll, someone made their bed well ).’

• And now, let each of you try on your glasses, look at the others, and try to see as much good as possible in each, maybe even something that you did not notice before.’
The Game ‘Radio’

- ‘Announcer’ is looking for a lost child in the supermarket (concert hall, station, etc.).
- The ‘Speaker’ chooses one of the participants and he describes his appearance and characteristics.
- The other participants have to guess who you are talking about, who guessed it, and he becomes speaker.
The Task:

• ‘Continue the sentence’ ‘I think, my friend is with me, because I am…’
• Games to experience shared emotions
• ‘The Magic bag’
• ‘What mood do you have now, what do you feel’ … I suggest you to put away all negative emotions in the magic bag: anger, offense, sadness, disgust.
• This bag with everything bad is thrown out.
• You can use another "magic bag" from which the child can take those positive emotions that he wants.
Playing out situations of interaction with peers

• A Story: Mary was hurrying to the party.

• At the house she saw her friend lying on the ground with an injured knee. The boy asked Mary to help him – to run and call his parents. Mary wondered what she should do: should she go and call the boy's parents, and remain without her favorite cake and fun games...

• It is the ethical choice.
To continue the sentences
I'll read you incomplete sentences, and you have to come up with good and evil endings for them.

• 1. The girl found the kitten and…
• 2. The boy found a toy and….
• 3. My mom got sick and I…
• 4. An old grandmother dropped her stick and…
• 5. The children made a beautiful snowman, and Mike, passing by…
• 6. All the children were cleaning the toys in the group, and Nick at this time…
• 7. Tanya cut her finger and her friend…
Playing out the situations of interaction with peers

• Let’s have a Talk. Do you often do good things for other people?

• The teacher encourages children's stories about good deeds including who they were done for

• Children's answers…

• Who felt good as a result
Can you handle this alone?

- Pick up the card where one person can do it alone.
- Then you pick the card with the picture of a few people.
Can you handle this alone?

• To celebrate your birthday;
• To read a book;
• To make repairs in the apartment;
• To eat a cake;
• To play football;
• To be on a desert island;
• To go hiking in the mountains;
• To build a LEGO design;
• To sleep.
Proverbs

• A bad compromise is better than a good lawsuit.
• One man no man
• Do as you would be done by