



Game Time: Games to Promote Social and Emotional Resilience for Children aged 4 - 14 (Lucky Duck Books)

Robyn Hromek

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Includes CD-Rom

These games will be invaluable for those working with small groups of young people who find it difficult to behave and co-operate with their peers.

They are progressive in terms of skill development and complexity and have a strong focus on early intervention (age range from 4 to 14). The games may be used sequentially over 6 to 8 sessions to practise a range of social and emotional skills; or in a one-off session to cover specific skills.

Socio-emotional development addressed includes:

- social and friendship skills

- anger management

- coping with teasing

- coping in the playground

- paying compliments

The nine games are presented on a CD for users to print their own colour copies. The disc contains the games board and all the necessary cards.

If the award cards are missing from your CD you can download them here: [Award Cards \(pdf 996kb\)](#)

Robyn has also modified some of the elements to be suitable for the Australian market - these are downloadable here:

[Decision Cube \(pdf 513kb\)](#)

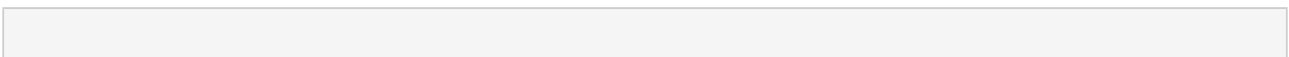
[Money Cards \(pdf 10kb\)](#)

[Playground \(pdf 2,875kb\)](#)

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