

## At Recess or Playdate - How did I do?

**0** = I **forgot** – or – need to **practice this friendship skill more**.

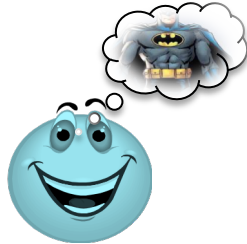
**1** = I had a **hard time** with this friendship skill today.

**2** = I did **OK**. I could do better the next time.

**3** = I feel **good** about how I played and talked with my friend.

**4** = I did **excellent** and my friend and I had a lot of fun today.

**Taking Turns** on what we **talked** about with my friends / **Option Thinking**



0 1 2 3 4

N/A - No chance to use this skill.

**Taking Turns** on what we **played** with my friends  
**Option Thinking**



*Lets' play BOTH games*



0 1 2 3 4

N/A - No chance to use this skill.



Give a **Compliment** when playing: *"Nice shot ... You're good ... You are fun to play with."*

0 1 2 3 4

N/A - No chance to use this skill.

## Don't Forget: Have Fun With Your Friends

**Hang** together

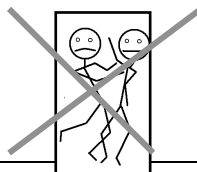
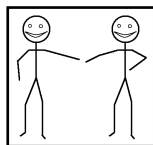


**Stay** together

0 1 2 3 4

N/A - No chance to use this skill.

Stay an Arm's Length Away: **Don't be a Space Invader**



0 1 2 3 4

N/A - No chance to use this skill.



## Overall, how much value did I *give*?



Took away value



Zero/Not much



A little bit



Pretty good



Really good

## Overall, how much value did I *receive*?



They took away value



Zero



A little bit



Pretty good



Really good

Later on ...you can think about the following:

I think the play time with my friend(s) today was

- a. Easy and Fun
- b. A little bit hard but still fun
- c. Hard
- d. Really hard

How Relaxed or Nervous was I today?

- a. Really, really nervous
- b. A little awkward
- c. Normal, not nervous but not really relaxed
- d. Relaxed

If my **friends gave me a score** on **how friendly and nice I was**,

I think they would give me...

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

