

Conflict Resolution Theater

SOCIAL-EMOTIONAL LEARNING



Puppet Pals

Overview

Students create scenarios showing conflicts and peaceful resolutions, learning and demonstrating strategies for solving problems without aggression.

Steps for Teachers

1. Discuss common conflicts students face (sharing, disagreements, misunderstandings)
2. Introduce conflict resolution strategies (I-statements, compromise, walking away)
3. Students select a realistic conflict scenario
4. Students write a script showing the conflict and a peaceful resolution
5. Students create characters and act out both the problem and solution
6. Students explain which strategy they used and why it worked
7. Practice strategies through role-play discussions

Example

A student shows a playground conflict. Character 1: 'That's MY ball! I was using it!' Character 2: 'But you just left it there!' Both characters look upset. Narrator: 'Let's try again with I-statements.' Character 1: 'I feel frustrated when you take the ball because I was still playing with it.' Character 2: 'I didn't know. I feel bored and wanted to play too.' Character 1: 'Maybe we could play together?' Both smile. 'Using I-statements helped us understand each other!'

Grading Rubric

Criteria	Excellent	Proficient	Developing
Conflict Realism	Shows a realistic, relatable conflict situation	Conflict scenario is believable	Conflict seems unrealistic or trivial
Strategy Application	Correctly demonstrates a specific resolution strategy	Shows a resolution strategy with some clarity	Strategy is unclear or incorrectly applied
Emotional Awareness	Characters express and acknowledge feelings	Some emotional content present	Emotions are ignored or minimized
Practical Application	Viewers could use this strategy in real life	Strategy is somewhat applicable	Resolution wouldn't work in real situations