



<b>Resolución de conflictos</b> <b>Mónica quiere quedarse a jugar</b>	
 <b>Link to the Game</b>	<a href="https://www.educaixa.com/-/resolucion-de-conflictos-monica-quiere-quedarse-a-jugar">https://www.educaixa.com/-/resolucion-de-conflictos-monica-quiere-quedarse-a-jugar</a>
 <b>Promoter</b>	Consejeria de Education Junta de Castilla y Leon (Spain)
 <b>Type of Game</b>	Download game - Multiplayer (for a whole class) - Narrative game
 <b>Target Age</b>	7-14
 <b>Language(s)</b>	Spanish and Catalan
 <b>Prosocial Value(s)</b>	Empathy Tolerance Accept the differences Responsibility
 <b>Prosocial Skill(s)</b>	Self control Problem solving Conflict resolution
 <b>Objectives</b>	<ul style="list-style-type: none"> <li>› <i>Direct</i>: finding new ways to deal with social conflicts,</li> <li>› <i>Indirect</i>: developing creativity and initiative on the approach either to a problem to solve or a content to learn</li> <li>› <i>Inter and cross-disciplinary</i>: Social and civic education.</li> <li>› <i>Psychological, sociological, prosocial</i>: Promoting peaceful behaviours to solve problems.</li> </ul>
 <b>Description of the games</b>	<p>Before going out with her friends Monica was told to be back at home at 20:00 h. However the game takes longer than expected and when it is time to go back home, Monica's friends try to make her change her mind to stay longer.</p> <p>The game gets an insight into the feelings of all of them and focus on the search of a suitable solution.</p>



 <b>Equipment Needed</b>	<p>A computer with Adobe Flash Player installed</p>								
 <b>Description of The Activity</b>	<p>The proposal begins with a short animation that highlights the dilemma that Mónica suffers: she is playing with her friends, and she has to leave if she wants to get home at the time she has promised her parents.</p> <p>Once the story has been presented, pupils are asked to answer some questions. By this interaction they learn how to analyse the problem while taking into account the emotions felt by all people involved in the conflict.</p> <p>Then we move on to a solution search phase, where we try to put imagination and creativity to look for different alternatives that will need to be assessed before finally choosing the option that may be the most appropriate to solve the problem.</p> <p>The game allows pupils to practice the proposed method and internalise it, with the aim that later they can follow the same steps to solve real life conflicts.</p>								
 <b>Timing</b>	<p>About 40 minutes</p>								
 <b>Images or Other Documents</b>									
 <b>Other Relevant Links</b>	<p>There is a folder with “materiales” (resources) that are different suggestions to teachers</p> <table border="1" data-bbox="517 1637 1370 1906"> <tr> <td data-bbox="517 1637 742 1704">  Descripción del recurso         </td> <td data-bbox="742 1637 1370 1704">  Educación socioemocional y en valores. Orientaciones prácticas para el profesorado         </td> </tr> <tr> <td data-bbox="517 1704 742 1771">  Objetivos didácticos         </td> <td data-bbox="742 1704 1370 1771">  Sugerencias para dinamizar el interactivo RC. Mónica quiere quedarse a jugar         </td> </tr> <tr> <td data-bbox="517 1771 742 1839">  Competencias a adquirir         </td> <td data-bbox="742 1771 1370 1839">  Ficha del alumno RC         </td> </tr> <tr> <td data-bbox="517 1839 742 1906">  Materiales del recurso         </td> <td data-bbox="742 1839 1370 1906">  Créditos         </td> </tr> </table>	 Descripción del recurso	 Educación socioemocional y en valores. Orientaciones prácticas para el profesorado	 Objetivos didácticos	 Sugerencias para dinamizar el interactivo RC. Mónica quiere quedarse a jugar	 Competencias a adquirir	 Ficha del alumno RC	 Materiales del recurso	 Créditos
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 <b>Tips and Tricks</b>	The resource is designed to be projected in the classroom, so that the whole group can see the animations and the exercises it contains and participate in a dynamic and entertaining session, doing the activities orally.
 <b>Source</b>	Obra Social la Caixa (EduCaixa) CC-BY-NC-ND-3.0 ES

