



TITLE
THE QUARREL



AUDIOVISUAL RESOURCE
<https://bit.ly/3k4BbIK>



TOPIC
Emotional identification

SCHOOL CONTEXT
Bilingualism, school coexistence

RECOMMENDED AGE
From 3 to 6 years old

SUMMARY
Peppa and Suzy have a quarrel while playing a game. They try to solve the problem.

THEORETICAL BASIS: Expressing emotions as a way of protection requires the help of the teacher to lead pupils to communicate their feelings in their social groups. Learning to express affection, irritation, nostalgia or disappointment verbally and with proper gestures, is one of the most important pillars of a stable personality.

PURPOSE: With this activity, pupils learn ways to express their emotions. The teacher gives simple instructions to help his/her pupils express affection to their classmates. A series of questions will help the pupils find ways to behave and express their emotions in different situations. As a final activity, children play a game about giving something special to a friend.

LESSON PLAN

Stage 1

The teacher explains it is very easy to tell someone we care for them. Some instructions can be given to the pupils:

- *María, tell Ignacio you love him*
- *Rosa, give Manuel a cuddle*
- *Fernando, use your hands (hug) to show Mario you care for him.*

The video is presented with a brief summary of what will happen: Peppa Pig and Suzy are very good friends, but they have a quarrel. Watch until 1:35
Questions to ensure comprehension of the video:

- *Why did Peppa and Suzy have a quarrel?*
- *How did they feel?*
- *What did they say to each other?*

Carrying on watching until 4:00.

- *Did they say sorry?*
- *What happened in the end?*

Stage 2

The teacher asks hypothetical questions like:

- *When Suzy left Peppa's house she was not happy with Peppa. Would you like to leave a friend's house feeling cross? Or do you think it's better to say sorry and leave the house feeling happy?*
- *What could you do to make a friend feel better?*

Stage 3

Play a matching pairs memory game to help children identify emotions. When they make a match, have them give an example of a situation in which they have felt that way or have them express the emotion with gestures or expressions.

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