



Activity 1 of 9

Remember the story

1. What does Chavie want to play?

2. What does Rina want to play?

3. What is the cash box made of?

4. What do they play in the end?



Activity 2 of 9

Fact or guess? (circle one)

1. The girls play for two hours. Fact / Guess
2. They never play together again. Fact / Guess
3. Chavie's mother suggests doing both. Fact / Guess
4. They agree to take turns choosing. Fact / Guess



Activity 3 of 9

Think and write

1. Why do the girls get stuck?

2. How does the compromise help?

3. When have you made a plan that mixed two ideas?



Activity 4 of 9

Word search (find all 6)

Words: STORE, SCHOOL, TEACHER, CASHIER, TURNS, GAME

R	C	F	B	O	Y	P	R	L	W	W
S	A	E	S	B	S	H	K	J	G	Y
I	B	M	D	U	B	O	N	T	Y	P
L	N	A	B	M	W	I	C	U	K	I
G	V	G	A	R	K	T	A	R	Y	A
L	K	E	W	E	Y	D	S	N	N	W
O	G	R	W	H	N	D	H	S	S	C
O	U	O	D	C	N	N	I	H	Y	O
H	H	T	W	A	P	W	E	O	J	M
C	P	S	P	E	N	V	R	N	M	A
S	O	U	Y	T	B	F	W	B	E	T



Activity 5 of 9

Scrambled words (from the story)

1. TESOR = _____

2. OHOLSC = _____

3. HRAESCI = _____

4. SHOEXBO = _____

5. RKEISSCT = _____



Activity 6 of 9

Say it out loud

Practice each line in a calm, steady voice:

"What if we do both?"

"You pick first next time."

"I'm sorry I was grumpy."



Activity 7 of 9

My chart

My Compromise Chart

#	What I wanted	What my friend wanted	What we did
Time 1			
Time 2			
Time 3			



Activity 8 of 9

Draw it

Draw a classroom with a little school store and a shoebox cash register.

A large, empty rectangular box with a thin black border, intended for the student to draw a classroom with a school store and a shoebox cash register.



Activity 9 of 9

Answers

Remember the story:

1. Store
2. School
3. A shoebox
4. School with a store inside

Fact or guess: 1 Fact; 2 Guess; 3 Fact; 4 Fact

Scrambled words: STORE, SCHOOL, CASHIER, SHOEBOX, STICKERS

Think and write: answers will vary; talk them over together.