



Conflict Resolution Choice Board

Materials/Assembly

- Choose one of the below conflict resolution choice boards. The first option is likely most appropriate for primary students while the second option may be more appropriate for upper primary and secondary students.
- Provide easy access to this visual support in an age-appropriate way. This may include printing it and posting it in shared social spaces, attaching it to the young person's desk, or having it available on their approved computer, tablet, or phone.

Instructions

1. Students with Language Disorder often benefit from the use of visual supports to aide their understanding of problem solving steps and possible solutions. When teaching about conflict resolution options, have this visual accessible for young people to refer to.
2. The presence of a visual support later during moments of social conflict can also help young people to recall different options for solving social conflicts.
3. These visuals provide a range of conflict resolution or problem solving options. Prior to expecting a young person to use this resource in the moment, ensure that you have provided teaching on each of these conflict resolution options. This may be done through:
 - Describing the steps that would be taken to use each option.
 - Providing examples and non-examples of each option.
 - Practicing or role-playing using each option.
 - Discussing in what situations each option might be the best choice. For example:
 - 'Be a Detective' might be helpful if a student hears a rumour about themselves or thinks someone has done something purposeful to harm them.
 - 'Open Mind' might be helpful if a student has a difficult time 'being flexible' when a friend suggests they do something different during a break time.
 - 'Recharge' or 'Take a Break' might be helpful when the student can feel themselves becoming too upset to think clearly.
 - 'Brainstorm' might be most helpful for complex problems where each solution might have some downsides and the student needs to find the best one.



Options for Younger Students

Try Your Luck



Flip a Coin;
Scissors, Paper,
Rock

Ask for Help



Tell someone what
happened so they
can help.

Say It



Tell the person
how you feel or
what you need.

Use a Timer



Use a timer to
take turns.

Trade



Trade toys.

New Idea



Try out the new plan
or idea. It might be a
good one.

Take a Break



Walk away and
find something

Make a Deal



Find a plan that is
good for everyone,
at least a little bit.

Take Turns



Take turns using
the toy, game or
role.



Options for Older Students

Be a Detective



Find out more before you do anything.

Talk to Someone



Tell someone what happened so they can help.

Say It



Tell the person how you feel or what you need.

Take a Break



Walk away and find something different to do.

Recharge



Give your body what it needs to think better (e.g., food, water, movement, sleep)

Open Mind



Try out the new plan or idea. It might be a good one.

Brainstorm



Think of a few solutions. Use *if/then* to see which is best.

IF I use this solution, **THEN** what happens?

Make a Deal



Find a plan that is good for everyone, at least a little bit.

Plan B



Switch out your original plan or idea for a new one.