



Materials: Flashcards with short situations, a board or chart with two paths - Kind Path Vs Stubborn Path

How to Play

1. **Divide into Teams:** Each team represents a “family” with parents, siblings, and friends.
2. **Draw a Situation Card:** Example cards:
 - “Your friend talks back to the teacher. Do you copy them or stay respectful?”
 - “Your little brother asks for help with homework. Do you help or ignore?”
 - “You want a phone because your friend has one. Do you ask kindly or argue?”
3. **Choose a Path:** Teams decide together whether to take the **Kind Path** or the **Stubborn Path**
4. **Points System:**
 - Kind Path : +2 points (wisdom, respect, kindness)
 - Stubborn Path : 0 points (lesson learned, but no growth)
5. **Reflection Round:** After each choice, the teacher asks: “*What would Dinesh do? What would Tara do if she wanted to be kind again?*”
6. **Winning:** The team with the most points at the end is called “**The Wise Family.**”