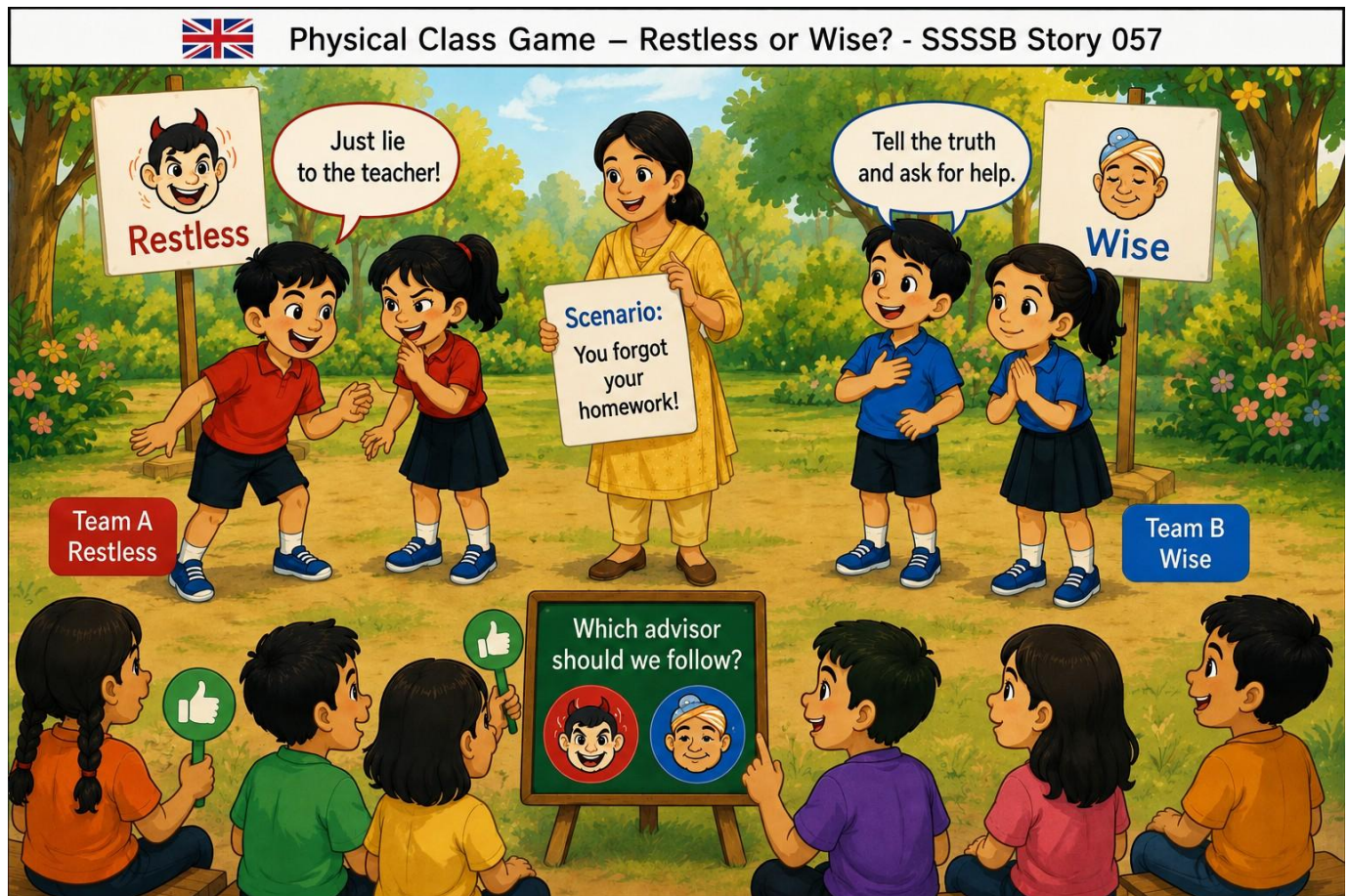




Materials

- Two cards or signs: one labeled **Restless** (with a playful, restless icon), one labeled **Wise** (with a calm, smiling icon).
- A set of short scenario slips (teacher prepares examples).

How to Play

1. **Divide the group** into two teams. Team A = “Restless” Team B = “Wise”
2. **Teacher reads a scenario** aloud. Example:
 - “You forgot your homework. Restless says: ‘Just lie to the teacher.’ Wise says: ‘Tell the truth and ask for help.’”
3. **Teams respond:**
 - Team A acts out what Restless would say/do.
 - Team B acts out what Wise would say/do.
4. **Discussion moment:** After each round, the whole class votes: *Which advisor should we follow?*
5. **Scoring:**
 - Each time the class chooses **Wise**, Team B earns a point.
 - If the class mistakenly chooses **Restless**, Team A earns a point.
6. **Reflection:** At the end, learners share one moment in their life when Restless whispered to them, and how they could invite Wise instead.