

	To help members to...	a group might...
WOODCHIPS	Be kind to others	- Encourage children to help each other with tasks that they find difficult, e.g. tying laces, pouring drinks
	Resolve conflict without violence	- Play dressing up or role play games where adults support children to share and take turns with different outfits
ELFINS	Develop empathy with others	- Make a <b>Feelings Collage</b> (PLH)
	Begin to understand the effects of wars (e.g. refugees in their own community)	- Support refugee families from the community to join the group - Discuss or act out what members would pack if they became refugees
	Learn to make up after arguments - saying (and meaning) sorry	- Do role plays about arguments and play out positive and negative endings to the scenario (PLH) - Run the <b>Resolving Arguments</b> activity (AfE)
PIONEERS	Consider the causes of war and conflict	- Run the <b>Weapons of War</b> exercise (AfP)
	Understand how democratic participation and mediation can help avoid war and conflict	- Run the <b>Conflict Resolution</b> activity (AfP) - Run <b>Positive About Peace</b> (P3)
VENTURERS	Consider how to promote peaceful solutions	- Book a speaker from Veterans for Peace - Campaign against military recruitment and engagement in local schools
	Model non-violent conflict resolution and mediation	- Run the <b>Becoming a Changemaker</b> activity (IfV)

### Key to resource packs:

(RR) Rainbow Resources

(AfE) Activities for Elfin Groups (TREE)

(AfP) Activities for Pioneer Groups (TREE)

(AfV) Activities for Venturer Groups (TREE)

(IfV) Issues for Venturers (TREE)

(VB) The Venturer Book

(ELH) Elfin Leaders' Handbook

(PLH) Pioneer Leaders' Handbook

(P3) Pioneer Peace Pack

(ACC) All Together Against Climate Change