

## Conflict Resolution

Month: Oct.

Week #: 7

Day: Th - F Time: 30 min.

# Peace Conferences: Practice

Life Tree Learning Systems ©

### Objectives/Aims

The students will: know how to have successful peace conference.

### Materials

a poster with the 'Peacemaking Poem' written on it; rug

### Illustration

This is the process and the words that the students used to solve their problem and remain friends. It's called a 'Peace Conference.'

### Background

When words have failed to solve the problem, it's time to have a Peace Conference. A Peace Conference puts the responsibility for solving a problem back on the students. If this process fails or if a younger student is intimidated by an older student, the teacher can offer to be a mediator in the Peace Conference.

### Group Activity

1. Review the peacemaking poem and the steps for having a Peace

Conference. Cool down, find a quiet, private place and then:

State the problem with an I,  
Active listening if you try.  
Solve the problem if you can,  
Being friends is the plan.

2. Split the students in pairs. Have them sit facing each other. Tell one person that he will be *A* and the other person that she will be *B*. Remind the students that this is a skit and it is only pretend... so don't take the other person's words personally.

3. Assign each person a part in the play (for example: *A* is offended because *B* borrowed something without asking). Leave it to the group to solve the problem using a Peace Conference. Have all the pairs work on their situation concurrently. Individually assist those pairs that are struggling.

4. When all of the pairs are done, ask if anybody would like to do their skit for the group. After the skit, check to make sure that all of the steps of the peace making poem were utilized. Ask the class to comment on what they liked about the skit.

5. In the next round, be sure that *A* and *B* switch roles, with *B* initiating the Peace Conference.

## PEACE CONFERENCE

Four Steps to Friendship:  
(Be sure to **cool down** first!)



**Step 1.**  
State the problem with an I,  
\* Say, "I don't like it when people...."  
\* Don't forget to tell them how it makes you feel!



**Step 2.**  
Active listening if you try.  
\* Say, "So you don't like it when..."

**Step 3.** Solve the problem if you can,  
\* Remember to take responsibility for your actions!  
\* Say you're sorry if you made a mistake.  
\* How can you keep this problem from happening again?



**Step 4.** Being friends is the plan!  
\* Smiling, shaking hands or hugging means you've solved the problem and remained friends!

### Possible Scenarios:

- calling a person names or teasing them
- bragging or in other ways putting the other person down
- cheating or not being fair in a game
- borrowing things without permission or stealing
- violating a trust

**\*Note:** In my classroom it crosses a line when physical violence is used. I tell them that when such a choice is made, myself, the principal and even the parents might have to be involved.

### Variations/Extensions

1. Practice doing Peace Conferences for at least a week, trying more complex conferences with each succeeding practice session. (Often times both parties have been offended in some way so the I statements and active listening go back and forth for several rounds.)

### Conclusion

Say, "Now you know how to solve a problem with your friend without somebody getting in trouble or needing to have the adult solve the problem for you."

# PEACE CONFERENCE



Four Steps to Friendship:  
(Be sure to **cool down** first!)

## Step 1.

State the problem with an I,

- \* Say, "I don't like it when people...."
- \* Don't forget to tell them how it makes you feel!

## Step 2.

Active listening if you try.

- \* Say, "So you don't like it when..."



## Step 3. Solve the problem if you can,

- \* Remember to take responsibility for your actions!
- \* Say you're sorry if you made a mistake.
- \* How can you keep this problem from happening again?

## Step 4. Being friends is the plan!

- \* Smiling, shaking hands or hugging means you've solved the problem and remained friends!



July 7  
2009  
Lucas  
Boris-  
Holmes