

**Objective**

- The students will be able to use the steps of the Win/Win Guidelines to solve normal conflict.

**Materials**

Win/Win Guidelines Poster (*This poster is available through the New Jersey State Bar Foundation.*)

Rules for Win/Win Handout — pg. 63

Abbreviated Win/Win — pg. 64

Step Up to Conflict Resolution Game  
(*see inside back cover*)

**Procedure**

1. Review the Win/Win Guidelines Poster. Emphasize past essential lessons. For example, taking time to cool off requires that students avoid aggressive behavior.
2. Introduce the Abbreviated Win/Win.
3. Set ground rules for using the Win/Win Guidelines by discussing the Rules for Win/Win Handout.
4. Using the following scenario, model the steps of the process:

Two students disagree about a call during a basketball game. One student insists the ball was out of bounds, while the other says it was a fair ball. The students begin arguing and calling each other names.
5. Elicit examples of conflicts that could be solved using the Win/Win Guidelines. Be sure to reinforce that these steps are only used

for normal conflict; they are never used in bullying situations where there is an imbalance of power. These situations always require adult intervention.

6. Divide students into groups of three. Have each group select one of the scenarios discussed in Step 5. Have two students role-play the steps while the third monitors that the Rules for Win/Win are followed.

**Closure**

Have pairs of students play the Step Up to Conflict Resolution Game.

**Rules:**

1. Create game cards. Each card should contain a grade-appropriate normal conflict.
2. After students have had a chance to "cool off" from the conflict, each student should choose a game piece and set it on the first conflict resolution step, I'm Cool.
3. Students should take turns moving up the steps (i.e., by giving an "I" message for the conflict; by having students "say back" what they heard; and by having students take responsibility for their part in the conflict.
4. If both students reach the center circle the conflict is resolved and both are declared winners.
5. If a student gets stuck at a step, both students must move back to the first step and try again.

**Suggested Follow-Up Activities**

1. Using any piece of literature, have the students identify how the Win/Win Guidelines could have been utilized by the characters in the story.
2. Utilize the Characters in Conflict Worksheet discussed in Lesson One. Have students highlight those conflicts that could have been solved using the Win/Win Guidelines. This will reinforce that these steps are not appropriate for bullying situations. Have students take on the roles of the characters and role-play the conflict resolution steps.
3. Have students complete a writing assignment that reflects their understanding of why the guidelines are called Win/Win.

## Rules for Win/Win

1. Treat each other with respect. No blaming or put-downs.
2. Listen with an open mind.
3. No interrupting, negative faces or body language.
4. Attack the problem, not the person.
5. Work together toward a fair solution.
6. Tell the truth.

1. Cool Off
2. "I" Message
3. Say Back
4. Take Responsibility
5. Brainstorm Solutions
6. Acknowledge