



Project Number: 2016-1-RO01-KA203-024630

Communicating with Children

Practical Activity

Yes/No Scenario – “The toy is sick”

Problem addressed: Management of injection phobia in children through communication games

Soft skills: critical thinking and creativity, bringing arguments in a polite and professional manner

Method: Yes/No scenario, Discussion, Toy games

CLASS ACTIVITIES:

1. Students are divided into two groups and each is given one scenario in dealing with a needle-phobic 10-year old patient:
 - **Doctor speak - Standard scenario**
 - **Games - Child as a parent**
2. Each group has to bring at least 3 arguments for and three arguments against the scenario they are given. Then they have to argue and convince the other group of the positive aspects of their own scenario and of the negative aspects of the other group's scenario.
3. Arguments for and against are mind-mapped on the Board
4. Students watch the video: [The game – The toy is sick - https://youtu.be/nT5uG5-VYi8](https://youtu.be/nT5uG5-VYi8)
5. **Teacher emphasizes key concepts in the Game scenario:**

Tutorial [“The game – The toy is sick”](#) - One of the most important forms of child's manifestation is the game. Games are more child-friendly, providing children and adolescents the opportunity to be engaged cognitively, physically and emotionally, especially compared to other didactic forms of communication.

It involves spending time to talk and answer patients' needs for information.

Information is provided in an adequate/indirect way: by transferring the disease to the doll, the child is detached and is able to understand different types of symptoms, medications and that sometimes pain is involved in getting better.

Games build the child's confidence through verbal and physical participation.

Attention is drawn to the fact that it is important to pay careful attention to all aspects of such messages, the obvious (verbal and non-verbal) and the subliminal.

Besides learning a communication technique, students also learn to respect the others' point of view, to argue with tact and politeness, cooperate in a team and be creative.



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