



HSCI Problem Solving Kit

Creating a classroom Problem Solving Kit is a wonderful way to teach children how to begin to solve problems such as two children wanting to use the same toy, on their own. This series of problem solving visual pictures can be kept in a container (card board box, small plastic tub with lid, large Ziploc bag, etc.) or placed on a wall (in a way that can easily be removed and replaced) and when a problem arises in the classroom, a child or pair of children can access the problem solving kit. The children take out the pictures and decide together which solution might work to solve their problem.

Each visual should be specifically taught during a large or small group time. This can be done through puppet shows or calling on children to act out the new card. This is a good time to discuss specific scenarios that frequently happen in the classroom and the specific idea (visual) that can help to solve the problem. Try adding one new visual picture to the kit every few days as children learn what each picture means. Children should be encouraged and positively supported as they learn to independently access and use the problem solving kit.

The introduction of the problem solving kit provides a wonderful opportunity to introduce a timer for waiting and taking turns. A timer is pictured in several of the solutions in the HSCI problem solving kit visuals. Along with the visual picture supports, a timer should be introduced and taught to the students before being used in the classroom. There should be a consistent and known process for using the timer (i.e. it is always set for 1 minute, it is always stored next to the problem solving kit at the front of the room, etc.).



Problem Solving

Ask Nicely



Ask Nicely



Eney Meeney Miney Mo



Eeny Meeny Miney Mo



Let's Play Together

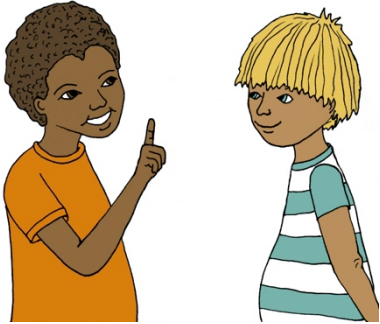


Make a New Choice



Problem Solving

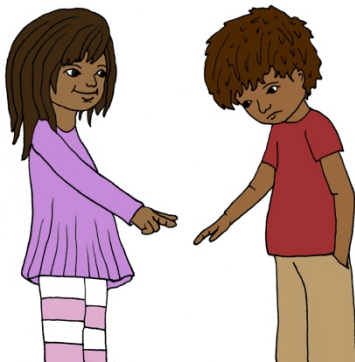
One More Minute



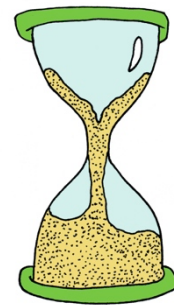
Waiting 1 minute



Rock, Paper, Scissors



Sand Timer



Set a Timer



Playing Using Sand Timer



Problem Solving

Take a Break



Take a Break



Trade



Wait Patiently for a Turn



Problem Solving

Be Flexible



Say "Maybe next time..."



Flip a Coin



Flip a Coin



Talk to Teacher



Talk to Teacher

