

Social Development - Peer Relationship

Social Emotional Development: Matured social skills allow individuals to interactive positively with different people.

Why should children have healthy peer relationships? The ability to relate to others Increases work skills (academics) and it is a predictor for success.

How do children learn behaviors? Children learn by observation and imitation.

1 Concept: Relationship is Dynamics

1 Tool: Play:

The best place to build friendship is through play

This is where children construct their social world

This is how they discovery how the world works and the complexity of relationships (personality / voices / give and take)

Children can experient without fear in play

Ideas - provide an environment for playdates

What are some ideas that you have tried in setting up playdates?

Knowing the categories from last week, can you come up with a few more ideas? (physical, exploratory, manipulative, constructive, pretend)?

A few more areas to consider: art, music, performing arts, cooking

Challenge: Conflict - if there is interaction, there is conflict. Conflict helps us have a better understanding of social relationships

The victim and villain mentality myth: there is a clear victim and villain in peer relationship

Myth buster: understand that there are different dynamics at play and the dynamic shifts

Stress: short term stress is good for neurodevelopment. It is okay to let the children feel stress when they are in a conflict

Parents' Role: Support and Empower:

Support the children to express their feelings and explain it

Empower the children to solve the problems rather than solving the problems for them.

Takeaway:

Model positive behavior

Allow play, stress, and conflict

Let the children be the hero of their stories

幼兒社交情商發展 - 同伴的關係聯結

社交情商發展 - 社交技巧趨向成熟，面對不同人時，可用正面態度與之交流
為何與同伴的關係聯結對幼兒來說至關重要？因為可以增進各類常識相關之
技能，並奠定未來成功的基礎。

幼兒社交行為發展需通過觀察和模仿來學習。

多元化發展

遊戲：在遊戲過程中結交朋友

建立社交行為

通過繁複的朋友關係（個性/聲調/互動）探索社交生活

在沒有壓力下經驗社交關係

理念：適當的環境和時間

在什麼時間點 玩什麼遊戲

從以前玩過的各類遊戲中發展出更多想法（體能、探討、操控、建造、模仿）

其他各式選擇：畫圖，唱遊，表演，烹調

挑戰性 - 衝突；有互動就有衝突，通過處理衝突更多的了解社交關係

弱勢（受害者）和強勢（惡者）的概念

遊戲中不同階段性也有不同的變數

衝突會帶來壓力，短期的壓力可訓練大腦發展

父母親的角色 - 支持和責任歸屬

鼓勵幼兒表達內心的感覺，並學習如何講訴

鼓勵幼兒自己解決問題，而非幫他解決

不用制式化規範

不要求他們做中規中矩的模範生

讓他們經驗遊戲，壓力和衝突

讓他們在自己的生活中當主角