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# ASCA Mindsets & Behaviors:

## Mindsets:

- M 1: Belief in development of whole self, including a healthy balance of mental, social-emotional, and physical well-being.
- M 2: Sense of acceptance, respect, support, and inclusion for self and others in the school environment.

## Behaviors:

- B-LS 2: Creative approach to learning, tasks, and problem-solving.
- B-SMS 1: Responsibility for self and actions.
- B-SMS 2: Self-discipline and self-control.
- B-SMS 7: Effective coping skills.
- B-SS 2: Positive, respectful, and supportive relationships with students who are similar to and different from them.
- B-SS 6: Effective collaboration and cooperation skills.



# To Set Up the Game:

## Materials Needed:

- Plastic spinner attachment that can be purchased here: <https://amzn.to/3hPx7YN> or you can use a brad
- 5 small binder clips
- Manila folder
- Scissors
- Glue
- Color printer and paper (cardstock recommended)
- Ziploc bag to store your materials

## Steps to Assemble the Game:

- You can see sample photos of the assembled game on the next few pages.
- Please glue the "I can BUILD up my friendships..." wheel page to the front cover of the Manila folder.
- Then, open the Manila folder and glue the 2 board game pages (pages 9-10) to the inside.
- Next, if you have double-sided printing available, print the spinner and the problem-solving tools wheel front-back and cut it out. If you don't have double-sided printing available, please print the spinner and the problem-solving tools wheel separately, cut them out, then glue them together so they're front/back. Then, attach the spinner that you purchased or created to the middle.
- Next, cut out the 5 players and place them in a binder clip so they are standing up straight.
- Then, if you have double-sided printing available, print the "Chance" and "Problem-Solvers" game cards front-back with the cover on the front and the question on the back, and cut them out individually. If you do not have double-sided printing available, please either print the front and back of the cards separately and glue them together OR just print the question side.
- Arrange the cards with the covers facing up in two piles on page 8 in front of you.

# To Play:

This game is designed for 2-5 players. Emerging readers can play the game with support, with the educator reading the questions aloud. Fluent readers can play the game on their own once they learn how to play! Before playing the game, review the difference between small problems and big problems. Small problems happen every day, and are little, frustrating, and annoying "no big deal" issues that we are strong enough and smart enough to solve ourselves. Examples of small problems include skipping in line, not sharing a crayon, or not taking turns. Big problems, on the other hand, are scary and dangerous and thankfully do not happen every day. When we have a big problem, such as someone falling off of the monkey bars, a fire, or a stranger talking to us at the playground, we need a grown-up to help. Next, review the "I can BUILD up my friendships..." problem-solving wheel with students and help them become familiar with all 6 choices that they can make to solve small problems themselves. Then, tell students that we will be pretending we are construction workers today who use the tools in their toolbox to solve small problems themselves. We'll be playing a fun board game and the first player to get to the "END" space wins!



# To Play:

Each player begins the game by placing their player on the "START" space. The youngest player goes first. Then, we take turns spinning the spinner and moving the amount of spaces on the board that the spinner tells us to move. If we land on a "CHANCE" space, we pull a

CHANCE card. CHANCE cards are miscellaneous opportunities to practice social skills, calm down strategies, problem-solving skills, self-esteem work, etc.

If we land on a "PROBLEM-SOLVERS" space, we pull a PROBLEM-SOLVERS card. Turn over the spinner so that the problem-solving tools wheel is face up. The student or educator reads the scenario aloud and then the student chooses at least 1 way to solve the small problem themselves from the wheel. The student also explains why they chose that "tool" and why they think it would work in that situation. If a student lands on a LOSE

A TURN space, they sit out for one turn. If a student lands on a SPIN AGAIN space, they get to take another turn and spin again. Again, whoever crosses the finish line first, WINS!







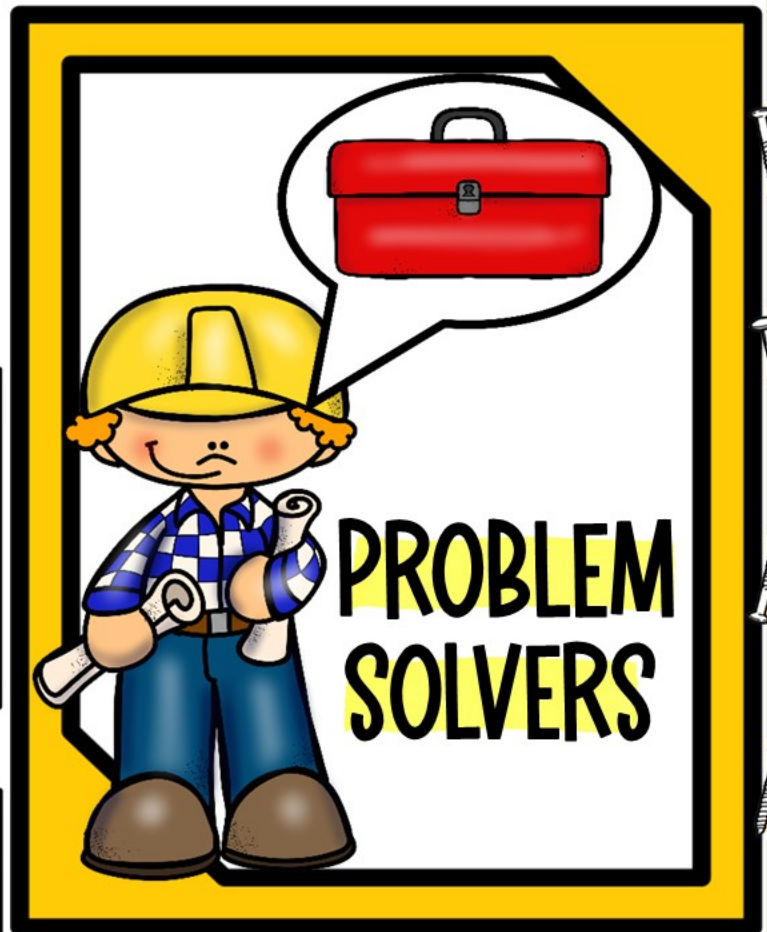
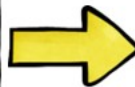
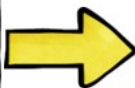
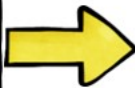
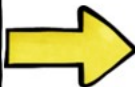
I can **BUILD** up my friendships  
and use my **TOOLS** to solve small  
problems myself!





# Let's BUILD up our friendships!

Try to be the FIRST player  
to reach the finish line!







**CHANCE**

Truck stuck in the mud!



**LOSE A TURN**

Get a new toolbox!



**SPIN AGAIN**



**PROBLEM-SOLVERS**




**PROBLEM-SOLVERS**



**PROBLEM-SOLVERS**



**CHANCE**




**CHANCE**



**PROBLEM-SOLVERS**



**START**




**PROBLEM-SOLVERS**



**CHANCE**





**PROBLEM-SOLVERS**



**CHANGE**



**PROBLEM-SOLVERS**



**PROBLEM-SOLVERS**



Left toolbox at home!



**LOSE A TURN**



Get a new toolbox!



**SPIN AGAIN**



**CHANGE**



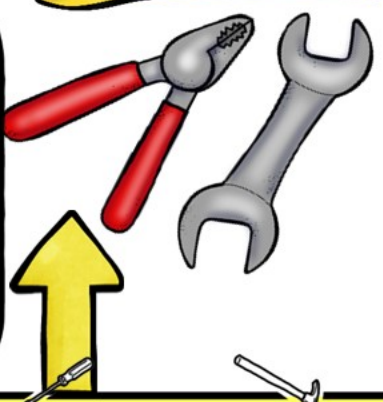
**CHANGE**



**PROBLEM-SOLVERS**



**PROBLEM-SOLVERS**



**CHANGE**

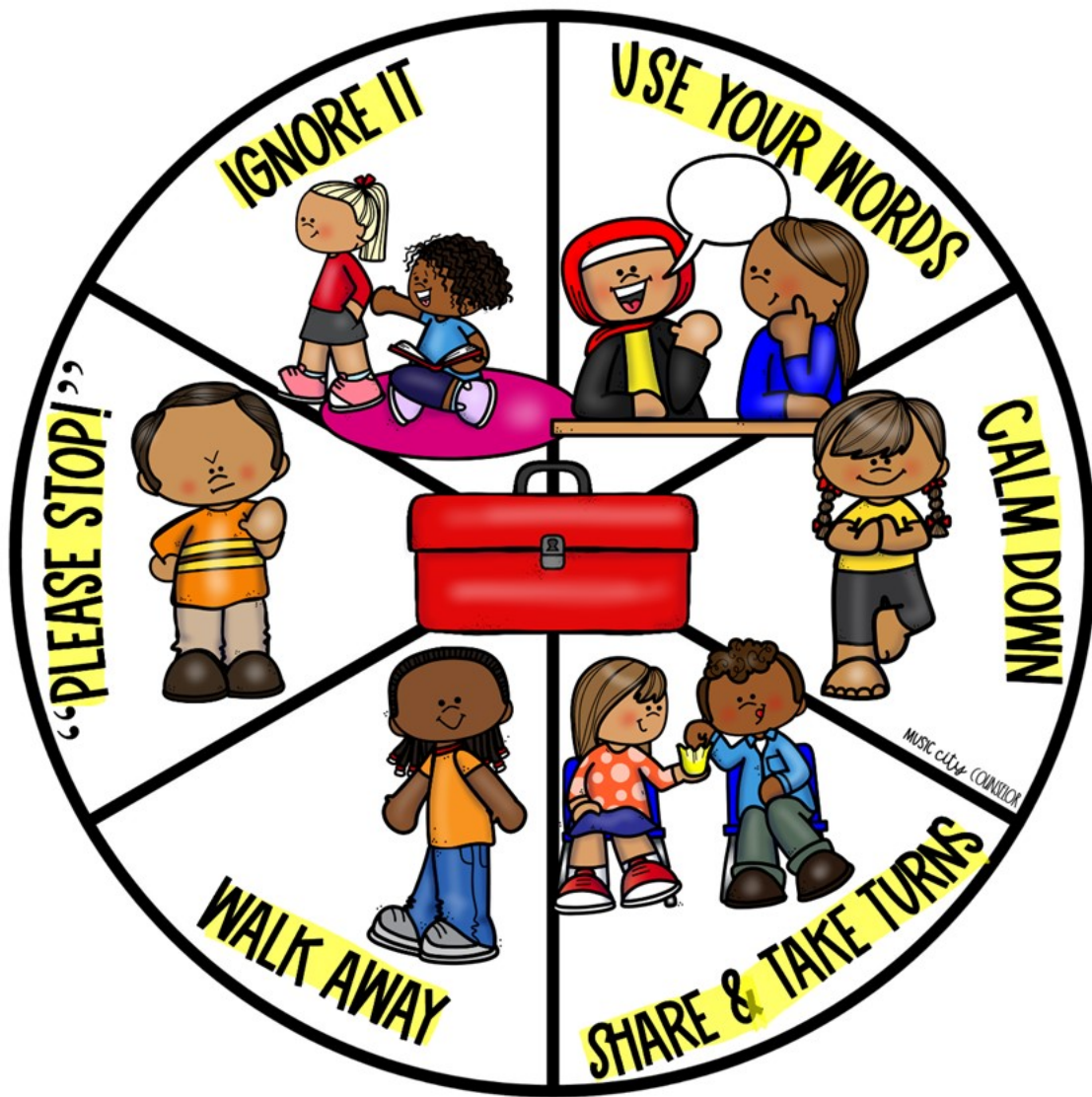


**END**





Spinner and players



# Problem-Solving Tools Wheel

Please print the spinner and this problem-solving tools wheel back/front OR print them separately and glue them together.

Students will turn the spinner over and use this wheel as a reference when answering the "problem-solvers" scenario cards in the game.



**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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CHANCE

Compliment the player to your right!



CHANCE

Share one thing that makes you special.



CHANCE

Let's RELAX! Count to 10 and take 3 deep breaths.



CHANCE

Give a high five to each player!



**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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# C H A N C E

Tell the player to the left what makes them special.



# C H A N C E

Share about a time when you "ignored it" to solve a problem.



# C H A N C E

Share your favorite "tool" for solving problems.



# C H A N C E

Share about a time when you "used your words" to solve a problem.



**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?

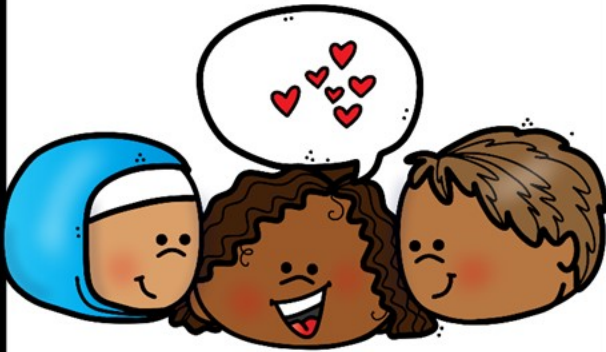


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# CHANCE

For the next 3 turns, tell each player "great spin!" or "way to play!" after they spin.



# CHANCE

Whenever anyone lands on a "lose a turn" space, tell them, "good try!"



# CHANCE

Share your favorite way to calm down.



# CHANCE

Share about a time when you asked someone nicely to "stop."



**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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**C  
H  
A  
N  
C  
E**

Share about a time when you "walked away" to solve a problem.



**C  
H  
A  
N  
C  
E**

Share about a time when you "shared and took turns" to solve a problem.



**C  
H  
A  
N  
C  
E**

Share how you are feeling now.



**C  
H  
A  
N  
C  
E**

Share how solving problems yourself makes you feel.



**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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**CHANCE**

?



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CHANCE

Name a grown-up that can help you solve big problems.



CHANCE

Why is it important to be a peaceful problem-solver?



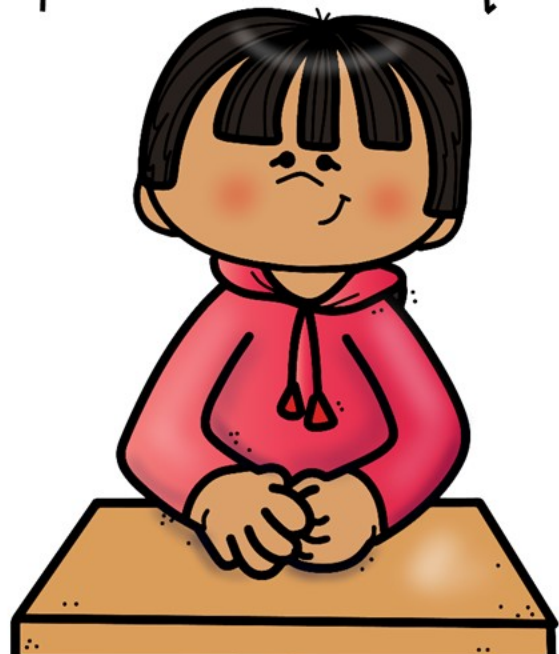
CHANCE

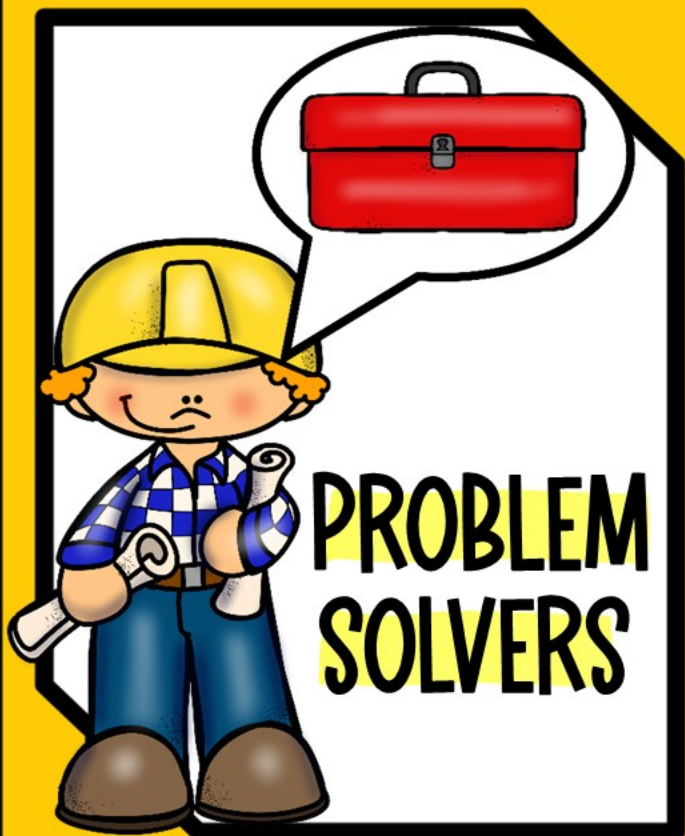
Name three things you love about yourself.



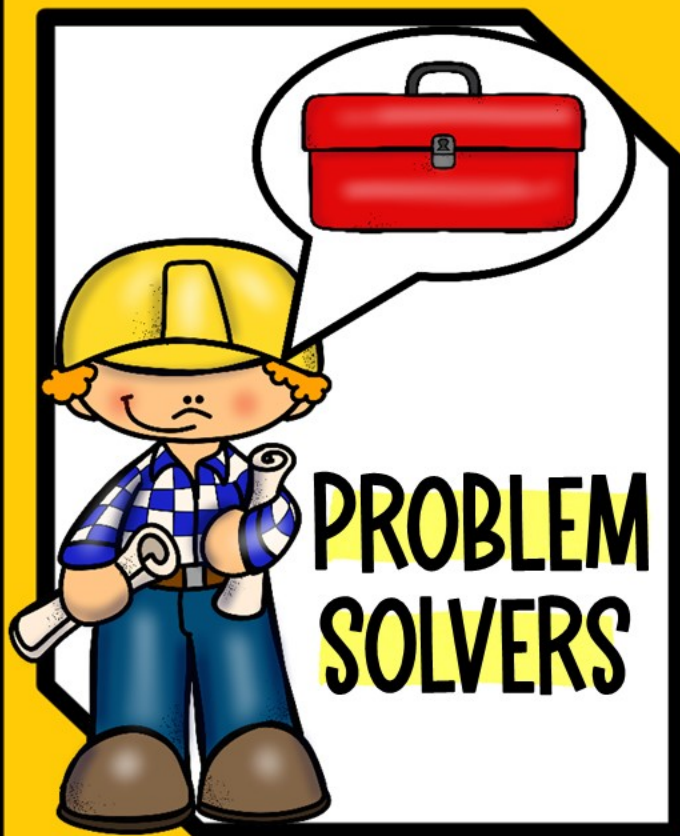
CHANCE

Name something that makes you special and unique.

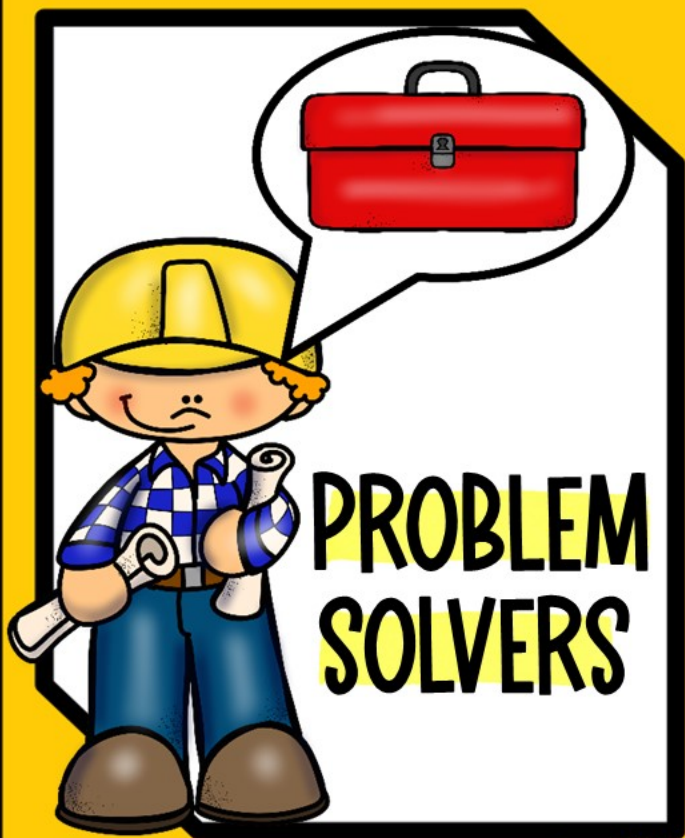




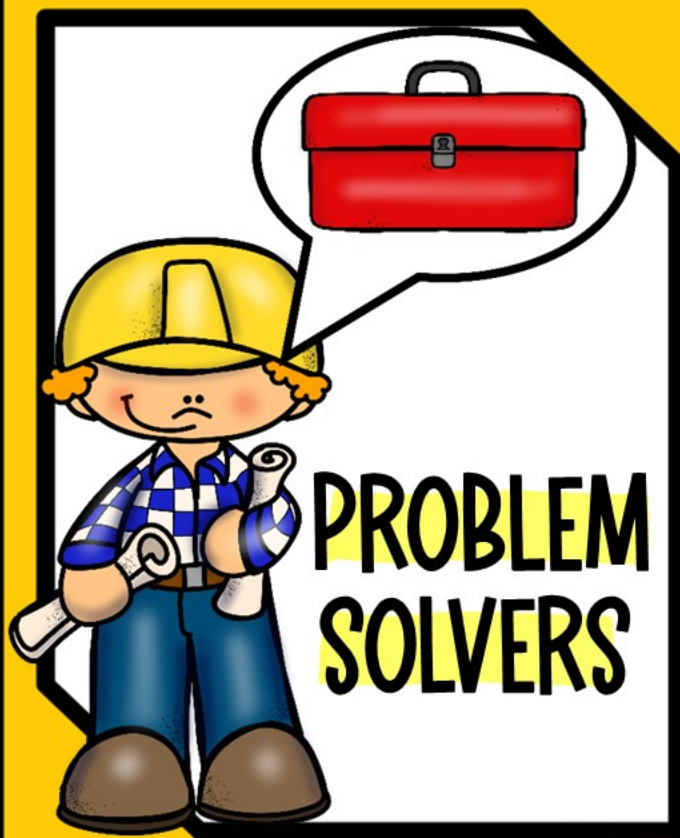
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# SOLVERS

Maria won't let you have a turn on the slide.



# SOLVERS

Carla won't let you sit with her on the bus.



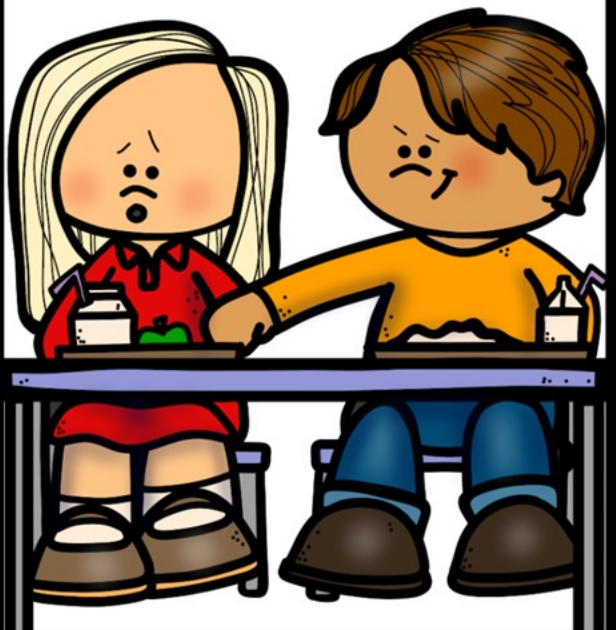
# SOLVERS

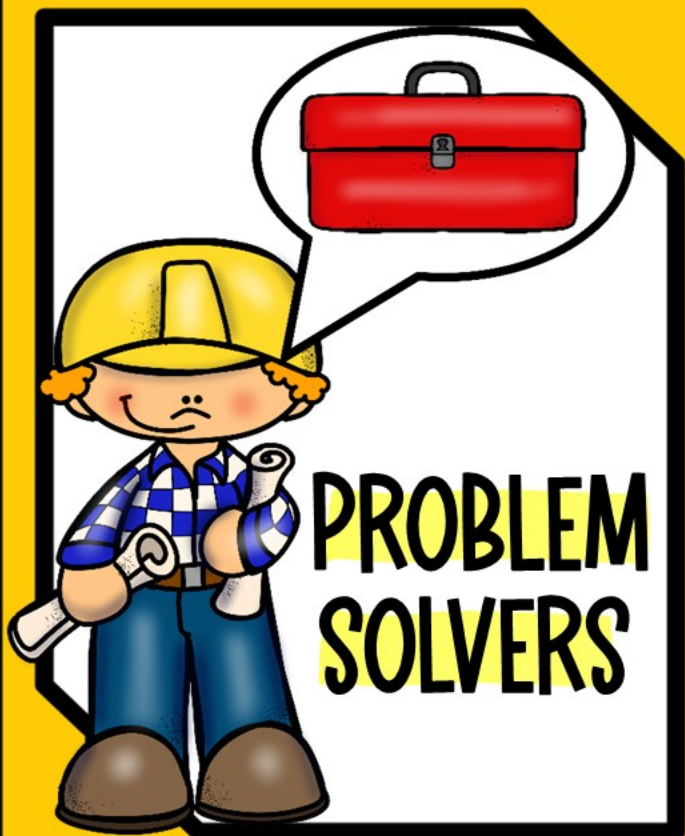
Sarah kept throwing food at lunch.



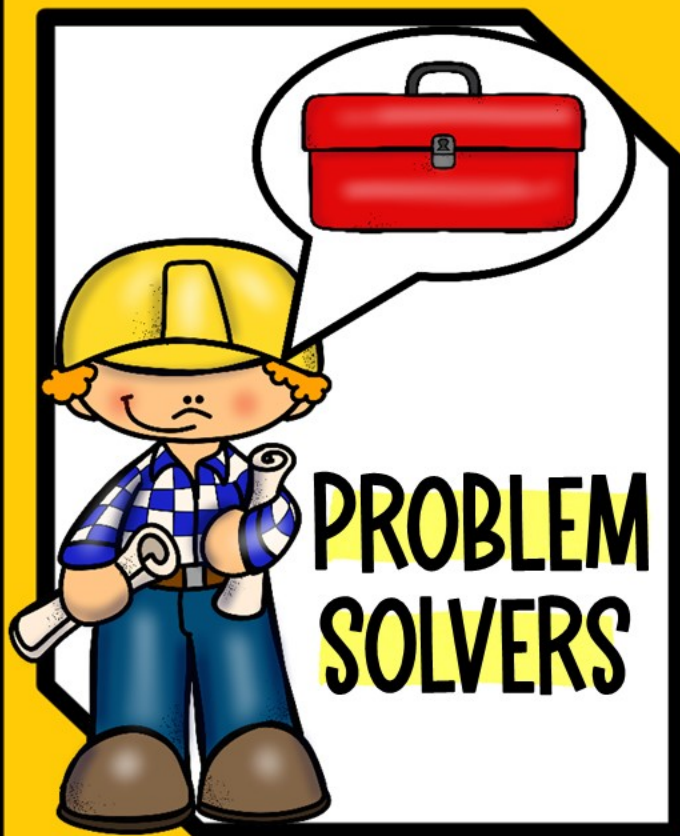
# SOLVERS

Henry wouldn't keep his hands to himself at lunch.

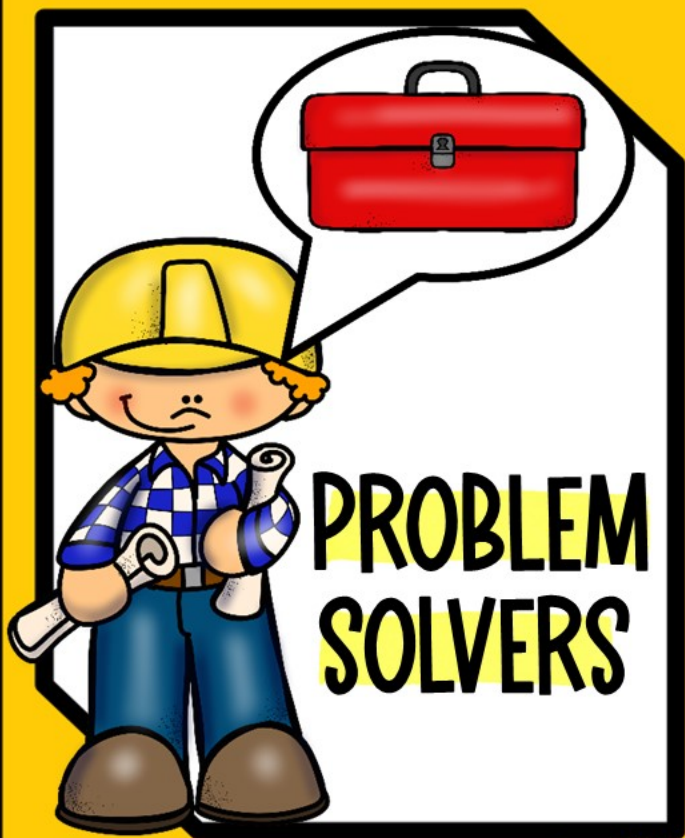




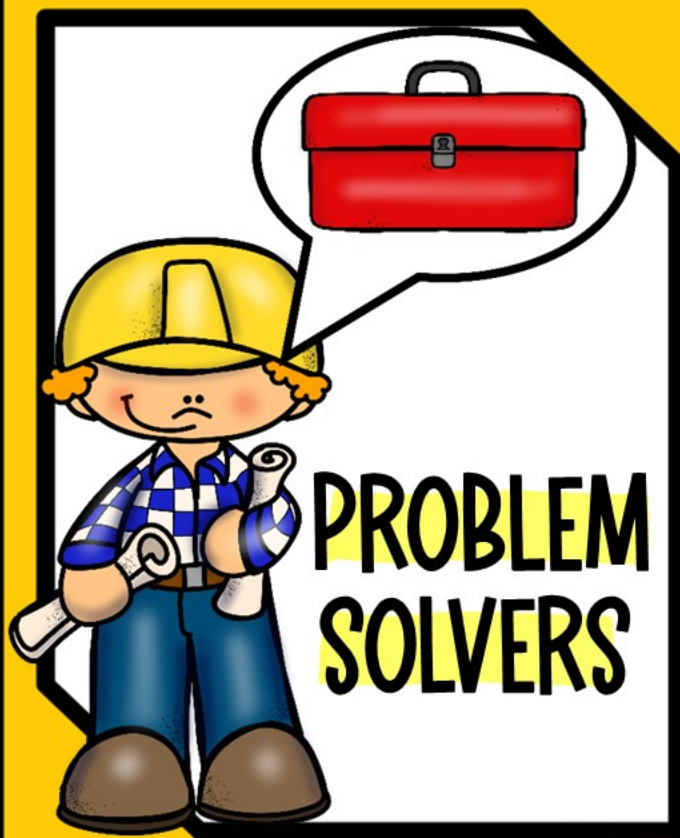
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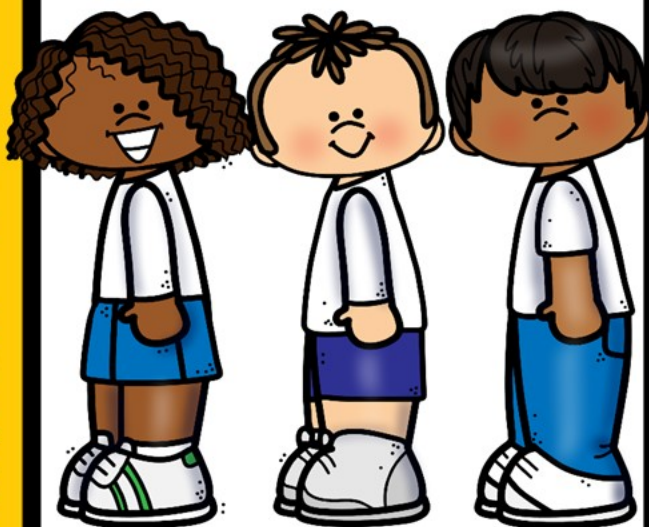


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# SOLVERS

Kia skipped you in line.



# SOLVERS

Ke'Marion wouldn't help you clean up the PE equipment.



# SOLVERS

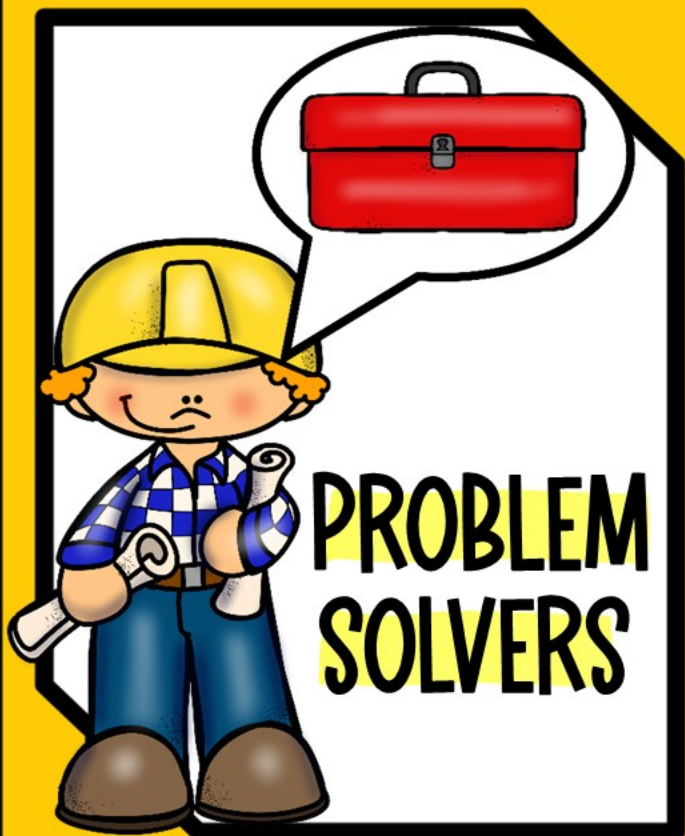
Carly, Rose, and Claire left you out of the kickball game.



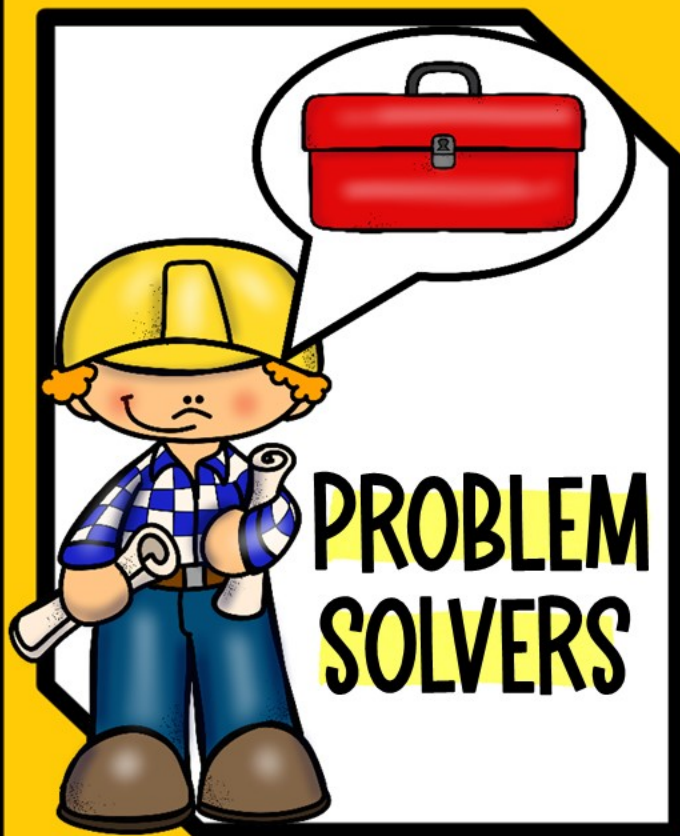
# SOLVERS

Your little brother made a big mess in your room.

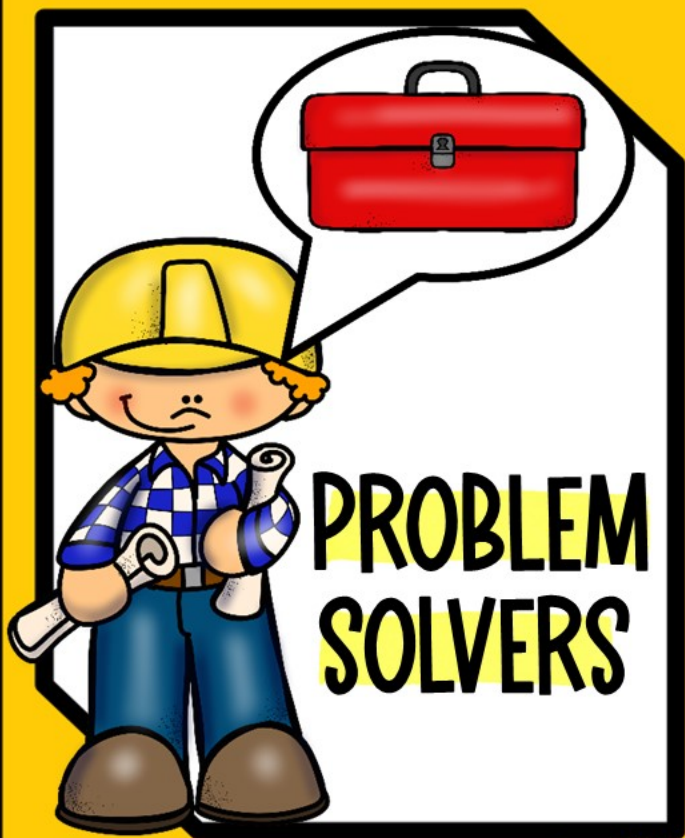




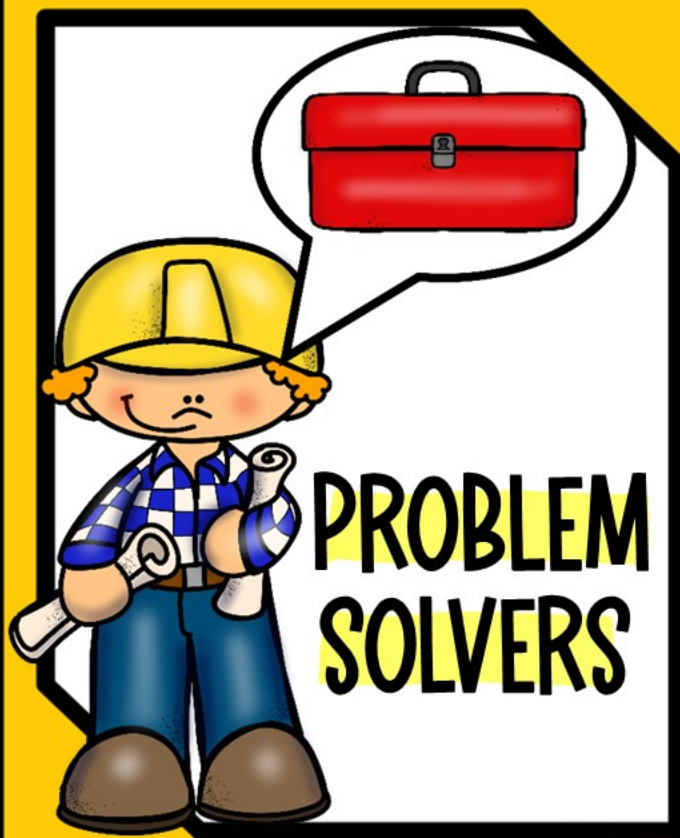
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# SOLVERS

Juan Carlos  
accidentally spilled  
water on your art  
project.



# SOLVERS

Kenny played too  
rough at recess.



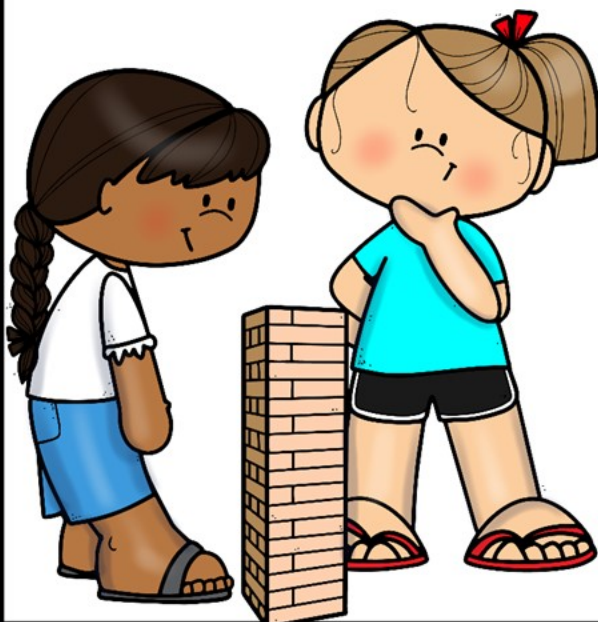
# SOLVERS

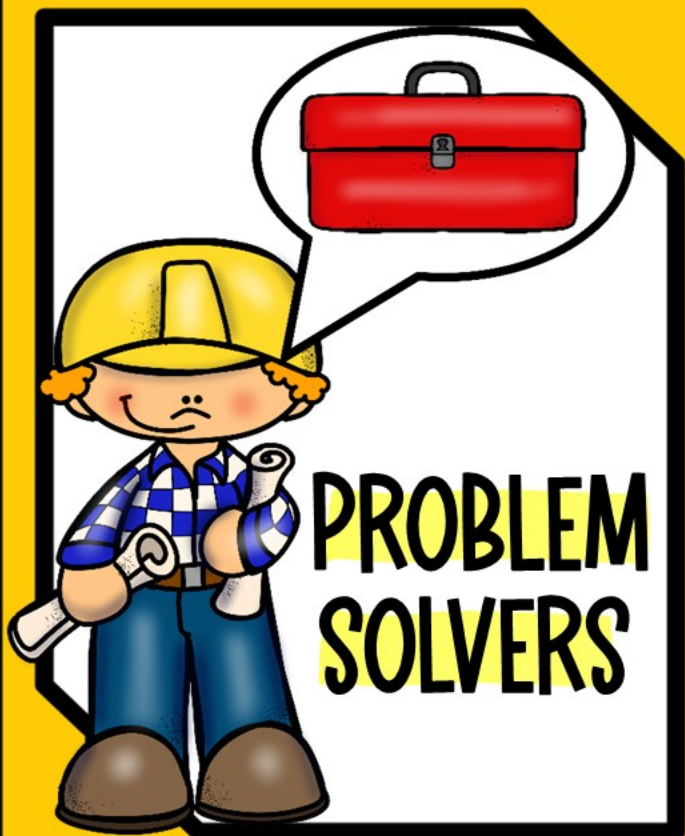
Tammy kept  
distracting you  
during centers.



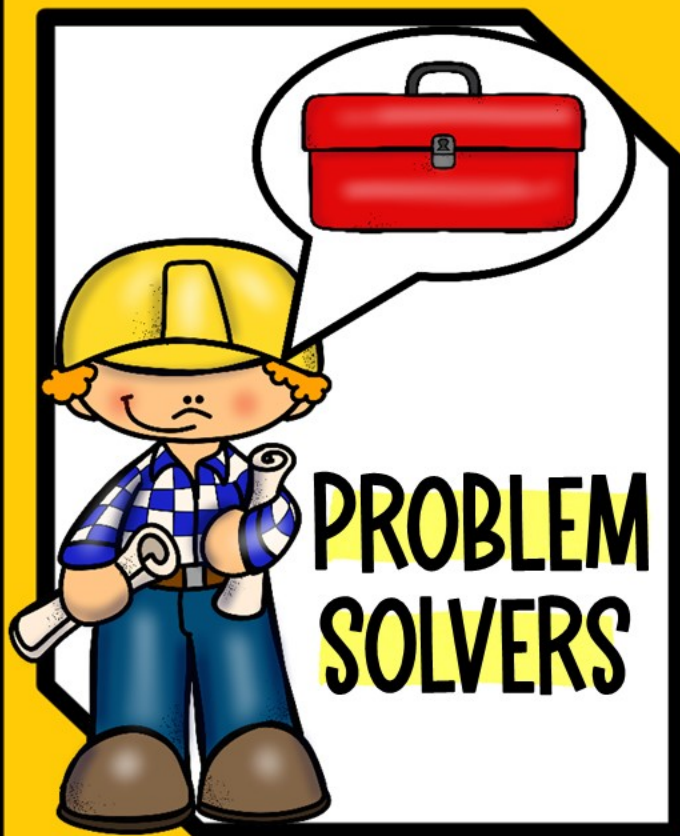
# SOLVERS

Tameka and Karen  
wouldn't let you  
play.

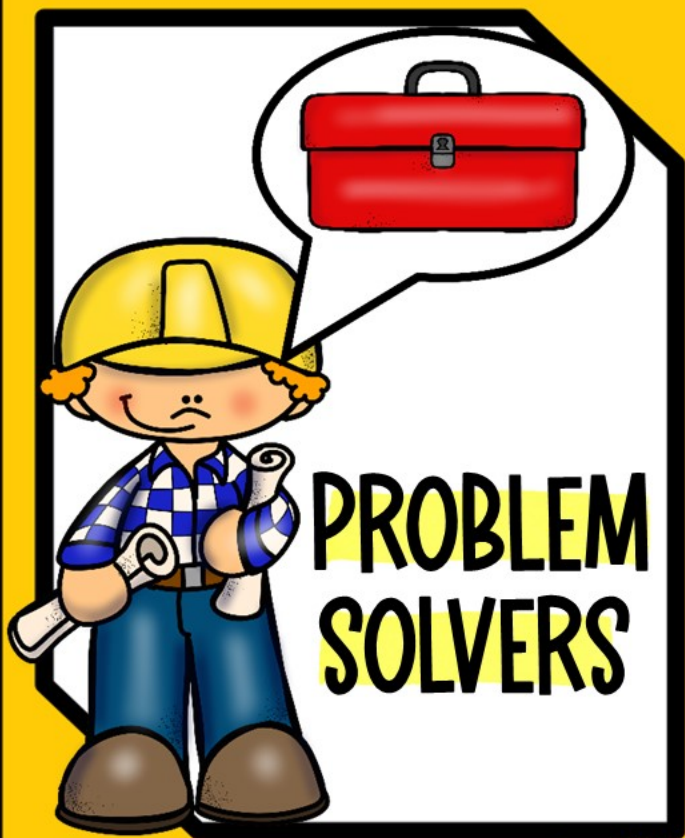




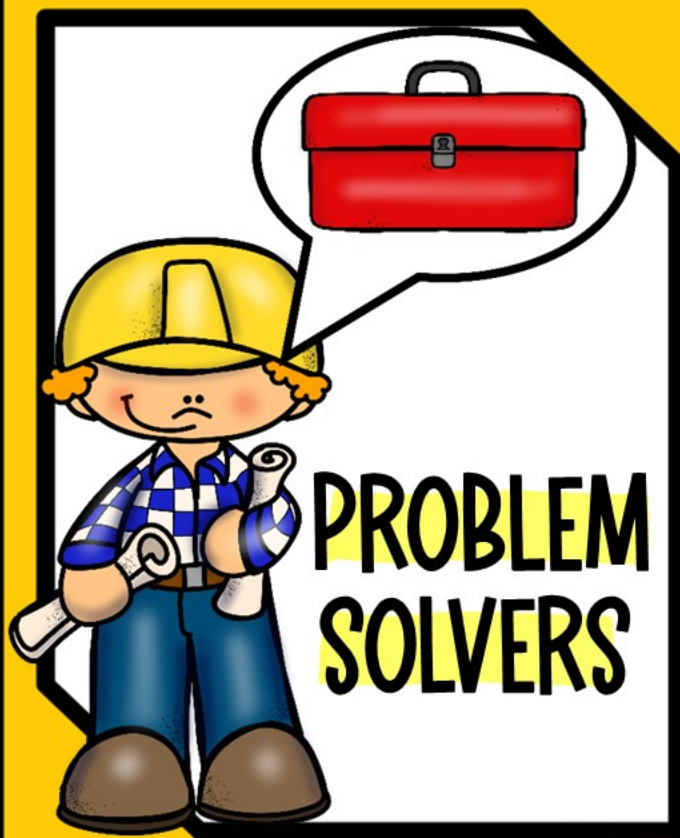
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# SOLVERS

Laura was cheating during the math test.



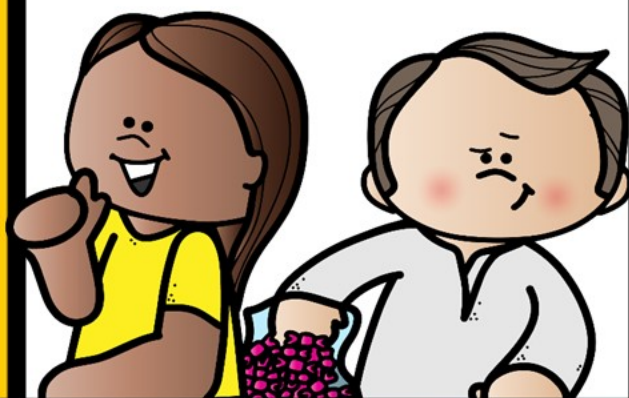
# SOLVERS

Jennifer kept calling you names.



# SOLVERS

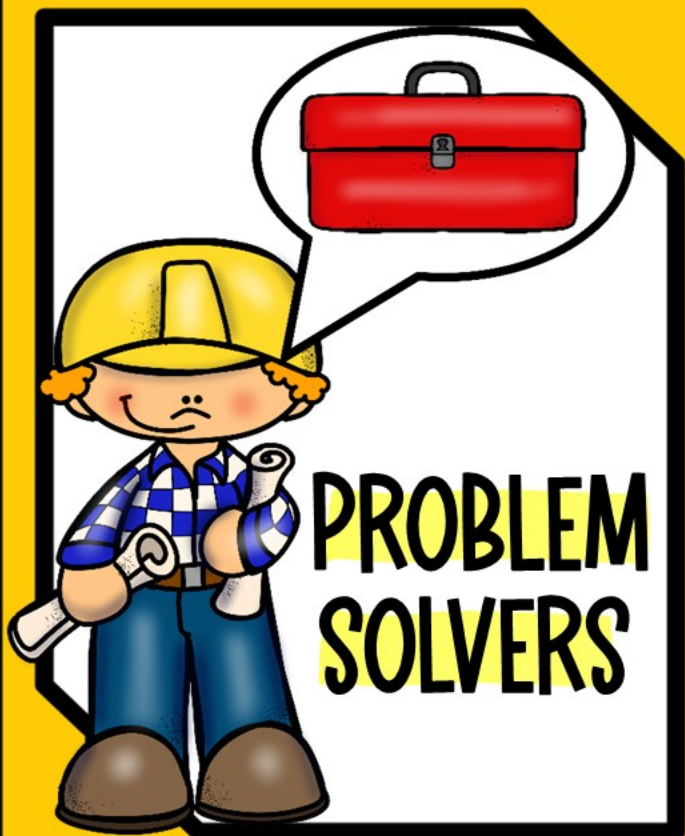
Martin took some candy from you at snack time.



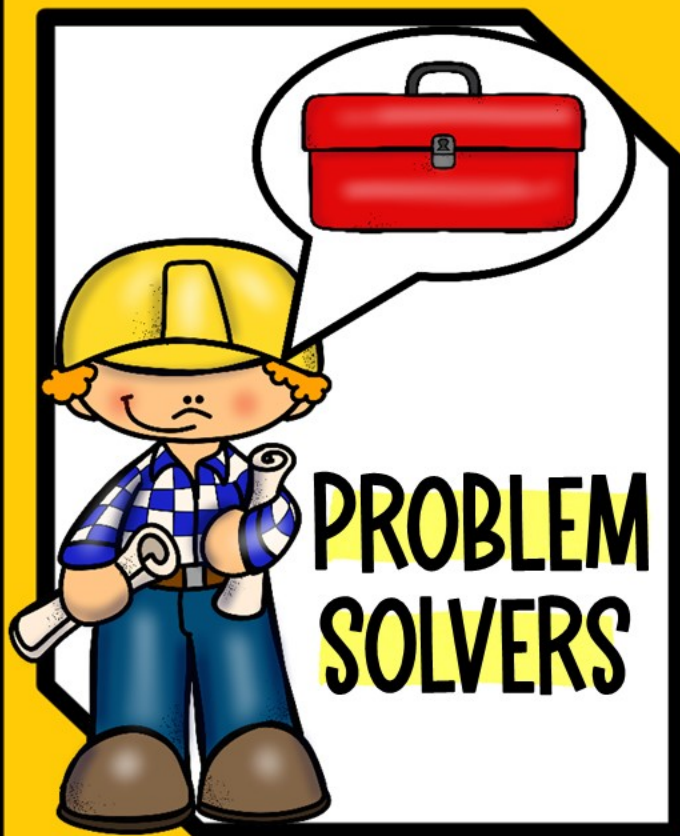
# SOLVERS

Roen kept scribbling all over your work.

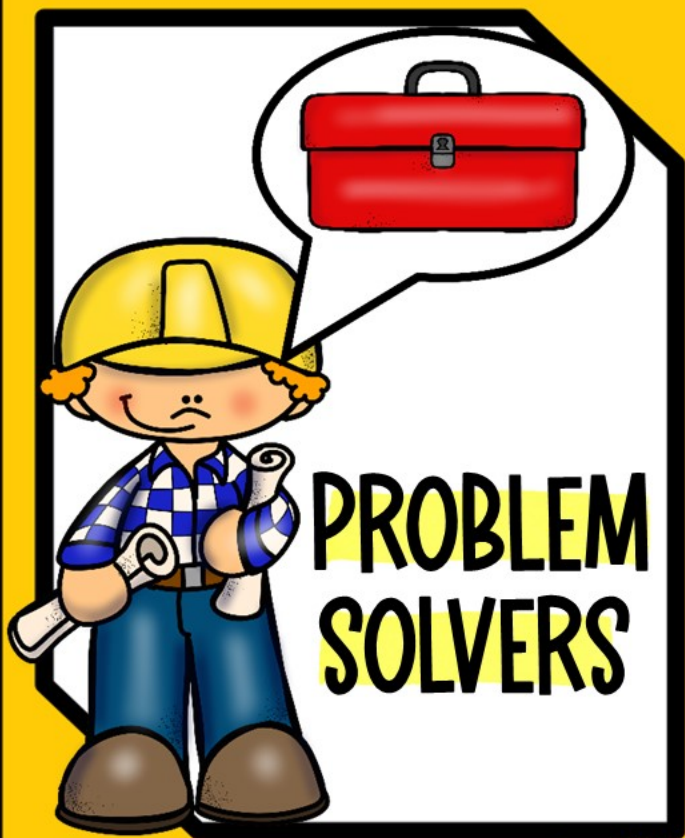




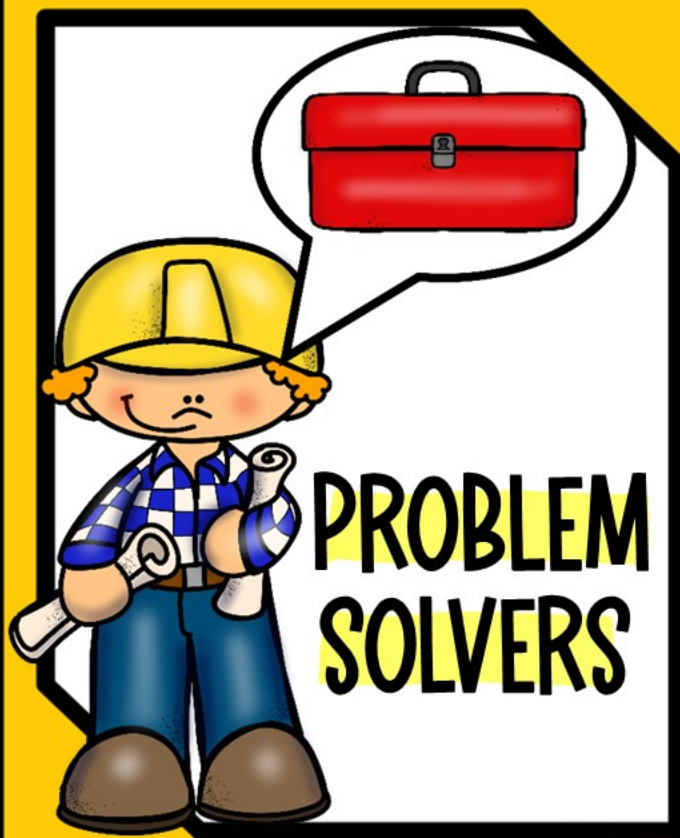
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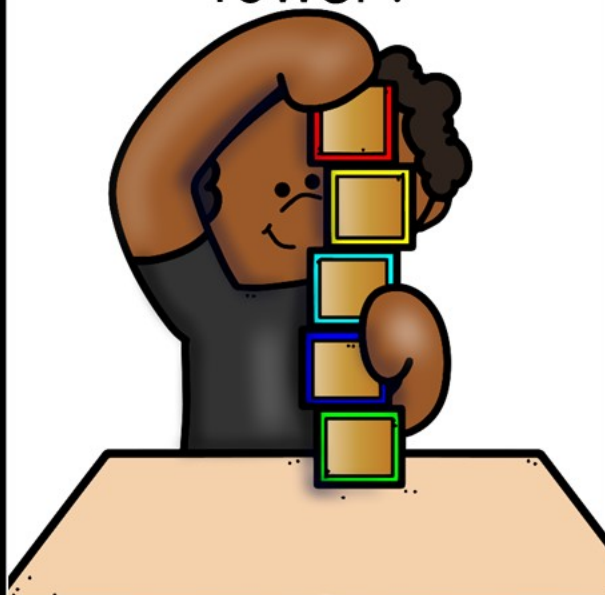
# SOLVERS

Harry wouldn't share the play-dough.



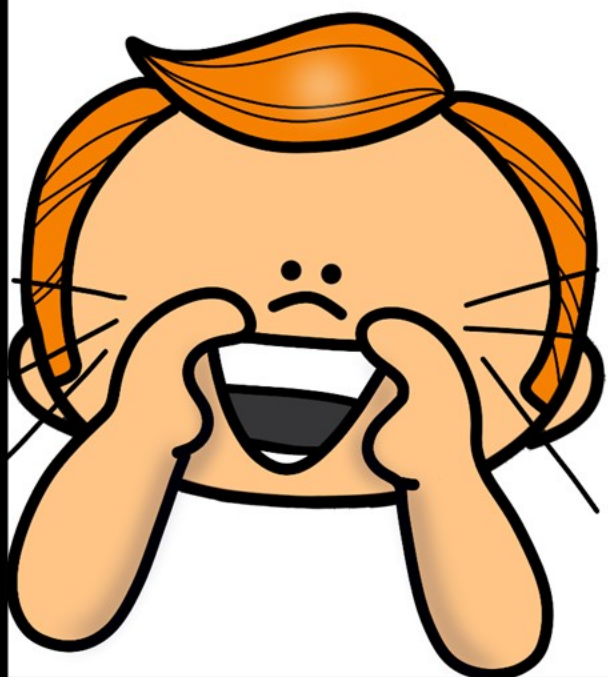
# SOLVERS

Ricki kept knocking over your block tower.



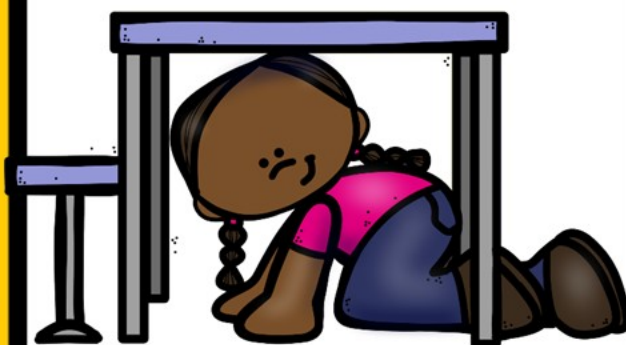
# SOLVERS

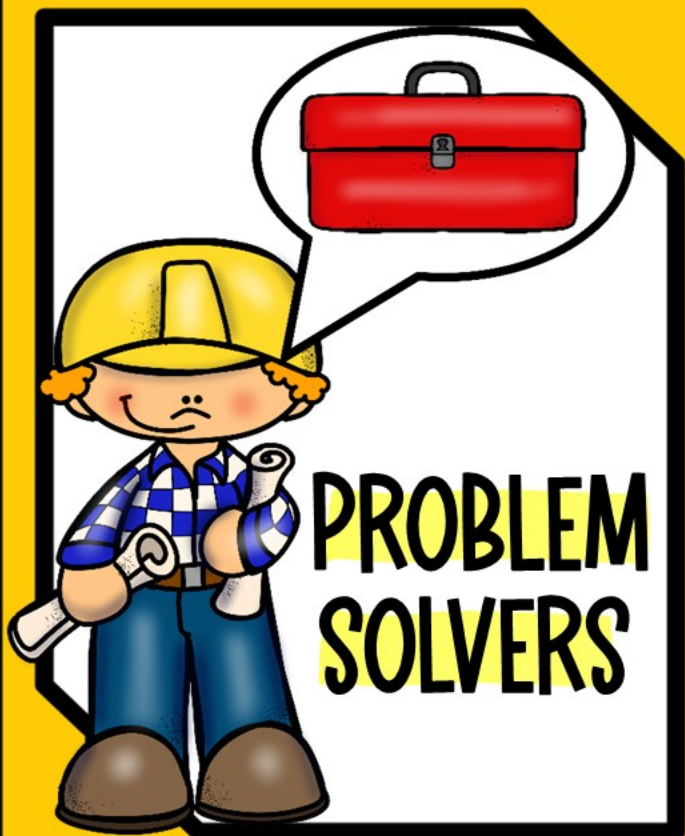
Martin kept yelling at you at recess.



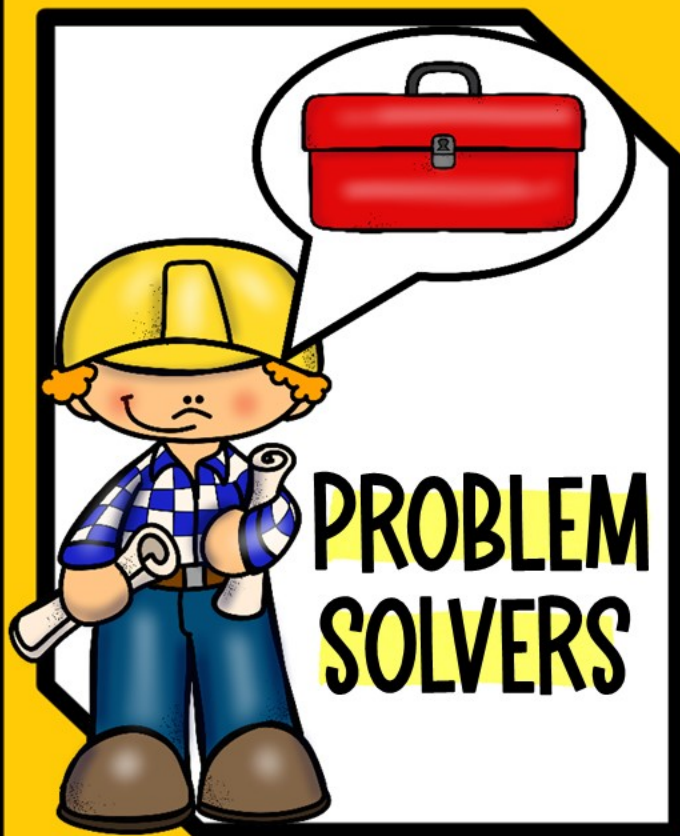
# SOLVERS

Keisha kept climbing under the table at lunch.

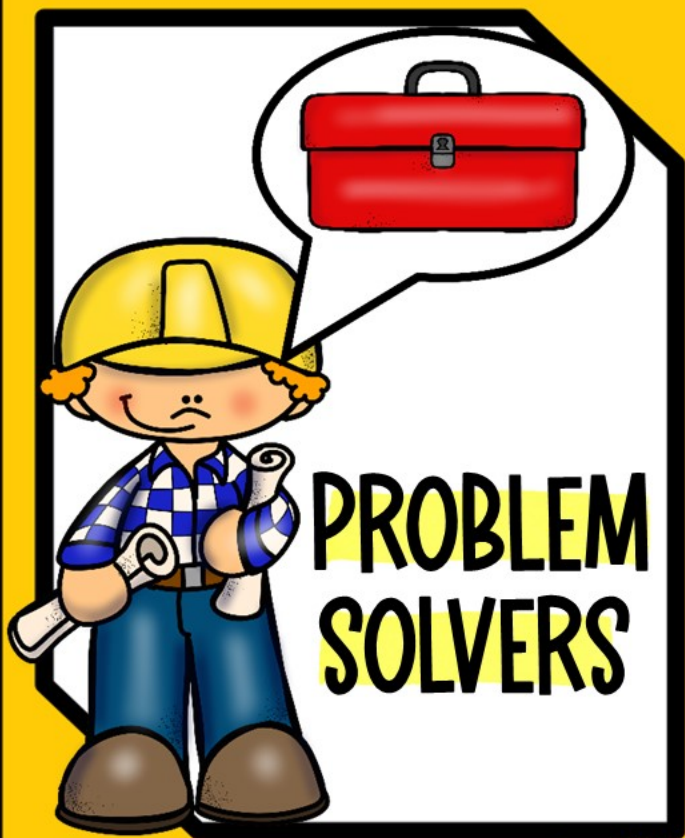




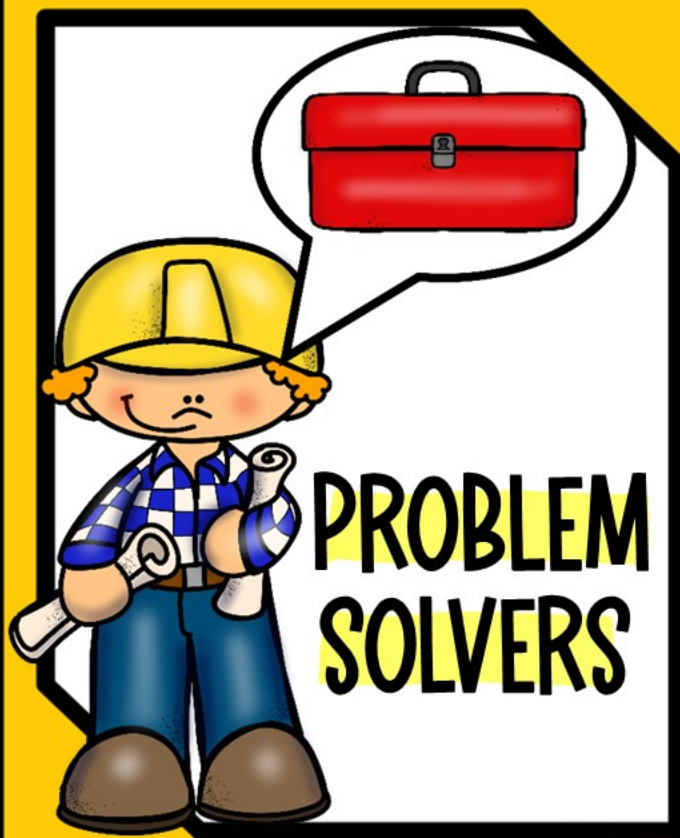
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# SOLVERS

Addison made fun of your new haircut.



# SOLVERS

Corey didn't invite you to his birthday party.



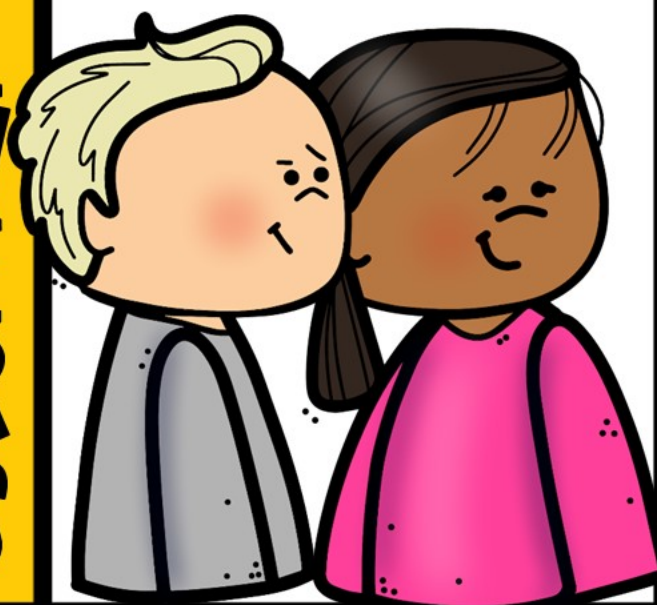
# SOLVERS

Luke wouldn't listen to you.



# SOLVERS

Carmen kept ignoring you.





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