BOYS SOCIAL SKILLS GROUP

OVERVIEW OF WHAT WE LEARNED!

1) DEVELOPED SKILLS FOR MAKING AND KEEPING NEW FRIENDS
2) LEARNED HOW TO START, MAINTAIN, AND STOP A CONVERSATION
3) LEARNED VERBAL AND NONVERBAL COMMUNICATION SKILLS
4) DEVELOPED PERSPECTIVE TAKING SKILLS
5) GAINED A BETTER UNDERSTANDING OF HUMOR
6) LEARNED SELF-CONTROL AND SELF-REGULATION SKILLS

FRIENDSHIPS

Choosing friends

• Identify "ingredients" that make a good friend

Social problem solving

- Generate solutions and flexibly solve problems related to compromise
 - Example: What do you do when your friend wants to play tag but you want to play hide-and-seek?

Conversations

- Conversation starters
 - Introducing yourself (e.g., "hi, my name is...")
 - o Complimenting someone (e.g., "I like the color of your shoes")
 - Use of questions to initiate and maintain conversations
 - <u>Hint:</u> Ask enough questions but not too many Goldilocks Questions!

HELPFUL ACTIVITY:

Make a list of qualities that make a good friend

SOCIAL CUES

Identifying social cues and their meaning

- Facial expressions, body language, tone of voice
- o Someone who is frowning might be sad
- Knowing when someone is listening to you (Hint: pay attention to social cues!)
- · Active listening
 - Face the person, use directed eye contact, nod, comment!

HELPFUL ACTIVITY: Social Cues guessing game





HUMOR!

- What is humor vs. rudeness
- Rules for using humor appropriately:
 - Timing (when is it o.k. to tell a joke)
 - Age appropriate
 - Avoid insult jokes
 - Avoid inside jokes when talking to a group
 - Avoid potty humor
- Paying attention to feedback from peers
 - Are their facial expressions, body language, tone of voice indicating your joke was appropriate?

SELF-CONTROL

- Identifying basic emotions: Happy, Sad, Fear, Anger, Surprise/Shock, Disgust
- Zones of Regulation
 - o Blue Zone: Sad, Bored, Tired, Sick
 - o Green Zone: Happy, Focused, Calm, Proud
 - Yellow Zone: Worried, Frustrated, Silly, Excited
 - o Red Zone: Elated, Panicked, Angry, Terrified
- · Cool down strategies
- o Deep breathing, take a walk, get a drink of water, write, etc.
- · Controlling your Impulses
 - Stop, Think, and Go!

HELPFUL ACTIVITY:

STOP: What are you thinking about doing? **THINK:** What will happen if you do it? What will happen if you don't do it?

GO: What is the best choice



