



How to Play

1. **Two Advisors Role-Play:** Divide the class into two groups: *Restless Advisors* and *Wise Advisors*. Each group prepares short “whispers” (advice).
 - Restless group: playful but negative suggestions (lie, argue, boast, ignore).
 - Wise group: positive, value-based suggestions (share, help, respect, grow).
2. **Decision-Maker Round:**
 1. One child becomes the *Decision-Maker*.
 2. Both groups whisper their advice (Restless first, then Wise).
 3. The Decision-Maker must choose one piece of advice to act out.
1. **Busy Restless Twist**
 - If the Decision-Maker ignores Restless, the Restless group must do a funny “busy task” (e.g., pretend to sweep, juggle, or dance) to show they are kept occupied.
 - This adds humor and keeps the game joyful.
2. **Reflection Round**
 - After acting, the Decision-Maker explains why they chose Wise advice and how it connects to values. The class claps and cheers for the courage to choose wisely.

Moral Message

- Restless and Wise are always with us. We cannot lock Restless away, but we can keep him busy with harmless tasks. Happiness and respect come when we listen to Wise and connect our actions with values.