



How to Play

1. **Create Two Paths – A and B:** On the floor, draw two paths:
 - Path A (Fun but Risky) – ignoring advice, doing only what feels fun.
 - Path B (Wise and Growing) – listening to teachers, parents, and values.
2. **Decision Round**
 - One **Child** stands at the start.
 - Friends take turns being Path A and Path B, inviting the **Child** to join their path.
3. **Walking the Path**
 - The **Child** chooses a path and walks along it.
 - If they choose Path A, they encounter playful but tricky challenges – like pretend to argue, ignore homework, convince others.
 - If they choose Path B, they encounter positive actions - help a friend, share, listen, grow.
4. **Joyful Twist**
 - If the **Child** starts on Path A, they can *switch* to Path B at any point by saying: “I choose to grow wisely!”
 - Friends cheer when someone makes the switch.
5. **Reflection Circle:** At the end, each child says one short sentence: “The path I want to walk with my friends is _____.”

Moral Message

- Friends invite us to walk different paths.
- We can choose wisely which path to follow.
- True friendship means walking together on the path of values, growth, and joy.