

🇬🇧 Physical Class Game: Story 057: “Whom to Listen To”



How to Play

1. Circle of Voices

- Children sit in a circle. Each child represents a “voice” (grandparent, parent, friend, teacher, etc.).
- One child (the “Decision-Maker”) sits in the middle.

2. Advice Round

- Each “voice” gives one piece of advice.
- Example: “Be a doctor!” “Open a shop!” “Play football!” “Become a magician!” etc

3. Reflection Round

- The Decision-Maker listens to all voices, then says:
 1. Which advice made them feel happy.
 2. Which advice connects with values (truth, discipline, kindness, responsibility).
 3. What their own heart says.

4. Joyful Twist

- After choosing, the Decision-Maker must act out their choice in a playful way (e.g., pretending to run a shop, teaching a class, or playing sports).
- The group claps and cheers for their courage to choose.

Moral Message

- Many voices will guide us, but the best choice comes when we listen with respect, reflect with values, and follow our own heart.
- Happiness is not about pleasing everyone—it’s about making a good, value-based decision.