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Titolo	Game time : games to promote social and emotional resilience for children aged 4 to 14 // Robyn Hromek
Pubbl/distr/stampa	London : , : Paul Chapman Thousand Oaks, California : , : SAGE, , [2005] ©2005
ISBN	1-282-02082-X 9786612020827 1-84920-246-X
Descrizione fisica	1 online resource (153 p.)
Collana	Lucky Duck Books
Disciplina	155.418071
Soggetti	Resilience (Personality trait) in children Resilience (Personality trait) in adolescence Games in mental health education Life skills
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (page 65).
Nota di contenuto	Play and socio-emotional development -- Emotional resilience -- The life space interview -- Game leaders -- Using therapeutic games -- The games.
Sommario/riassunto	Includes CD-Rom These games will be invaluable for those working with small groups of young people who find it difficult to behave and co-operate with their peers. They are progressive in terms of skill development and complexity and have a strong focus on early intervention (age range from 4 to 14). The games may be used sequentially over 6 to 8 sessions to practise a range of social and emotional skills; or in a one-off session to cover specific skills. Socio-emotional development addressed includes: - social and friendship skills - anger ma