**🎮 Activity 3: John’s New School – Simulation Challenge**

**🎯 Activity Introduction (Voice-Over)**

"John has joined a new school. Because of his height and voice, he feels different and isolated. In this activity, you will decide his actions and see how each choice shapes his self-esteem."

**🛠️ Developer Guide Instructions**

* Create a **simulation with branching choices**.
* Provide **three scenarios**, each with **four choices (A, B, C, D)**.
* Each choice should trigger an **animated outcome** and **specific correct or incorrect facilitative feedback**.
* Narration must explain the impact of each choice on John’s self-esteem.

**📱 Learner Instructions (On Screen)**

Read the situation carefully. Choose what John should do. Observe how your choice affects his confidence and friendships.

**💡 Hints (On Screen)**

* "Would hiding from people solve his problem or make it worse?"
* "Could one kind friend make a difference?"
* "What happens when you join groups with shared interests?"

**🧱 Activity Content**

**Scenario 1: First Break Time at the New School**

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| --- | --- | --- | --- |
| **Choice** | **John’s Action** | **Outcome** | **Value Highlighted** |
| A | Avoids others and eats alone | John feels more isolated | Avoidance |
| B | Greets a classmate confidently | The classmate responds kindly, John feels noticed | Confidence |
| C | Joins a game without asking | John is rejected and feels embarrassed | Impulsiveness |
| D | Waits quietly hoping to be invited | Nobody approaches, John feels invisible | Passivity |

**Feedback**

* A → ❌ "Not correct. Avoiding others deepens isolation and prevents new friendships."
* B → ✅ "Correct. Greeting a classmate builds confidence and connection."
* C → ❌ "Not correct. Joining without asking can feel forceful and may lead to rejection."
* D → ❌ "Not correct. Waiting passively leaves John feeling ignored."

**Scenario 2: Class Group Work**

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| --- | --- | --- | --- |
| **Choice** | **John’s Action** | **Outcome** | **Value Highlighted** |
| A | Refuses to participate | Group struggles without his input, John feels useless | Withdrawal |
| B | Offers to share his ideas | Group listens, John gains confidence | Contribution |
| C | Copies others silently | Work is done but John feels he added nothing | Dependence |
| D | Complains that nobody includes him | Group feels annoyed, tension increases | Blame |

**Feedback**

* A → ❌ "Not correct. Refusing to participate lowers self-esteem and teamwork."
* B → ✅ "Correct. Sharing ideas shows contribution and builds confidence."
* C → ❌ "Not correct. Copying prevents growth and lowers self-worth."
* D → ❌ "Not correct. Complaining without action causes conflict instead of solutions."

**Scenario 3: After-School Clubs**

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| --- | --- | --- | --- |
| **Choice** | **John’s Action** | **Outcome** | **Value Highlighted** |
| A | Joins a music club | John meets new friends with shared interests | Belonging |
| B | Avoids all clubs | John misses opportunities to connect | Isolation |
| C | Chooses a club only to impress others | John feels unhappy and unmotivated | Pretence |
| D | Visits different clubs before choosing | John finds the best fit for him | Confidence in Decision-Making |

**Feedback**

* A → ✅ "Correct. Joining a club helps John build belonging and new friendships."
* B → ❌ "Not correct. Avoiding clubs increases loneliness."
* C → ❌ "Not correct. Pretending for approval does not build self-esteem."
* D → ✅ "Correct. Exploring options first shows confidence and wise choices."

**🔚 Activity Conclusion (Voice-Over)**

"John’s story shows that every decision shapes how confident you feel. Support, courage, and belonging are powerful builders of self-esteem."