

**PREVENTION:
IT WORKS!**



ACTIVITIES BOOK
TO COMPLEMENT THE CAP-ESPACE
PROGRAM

A SAFE
CHILDHOOD FREE
FROM VIOLENCE

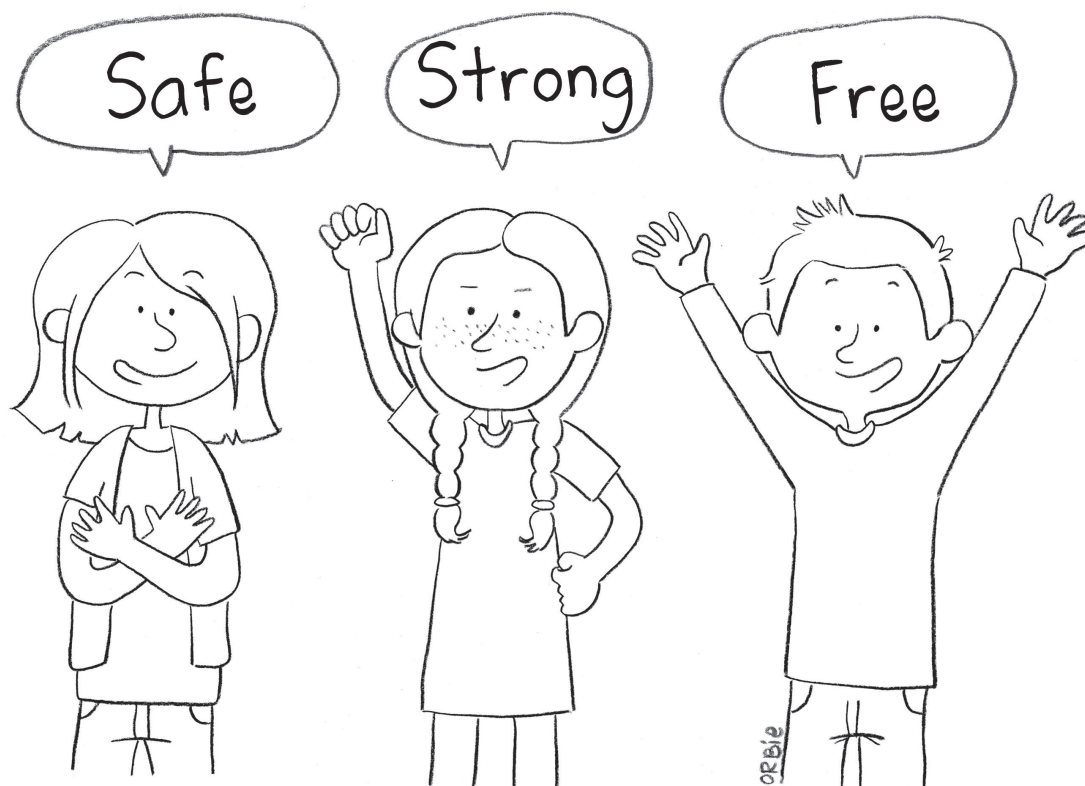
CHILDREN ABLE
TO PROTECT
THEMSELVES

INFORMED
AND SENSITIZED
ADULTS

Hello,

Now that you have participated in an ESPACE workshop, here is an activity book that proposes a few games and exercises. It will remind you of the prevention strategies to protect, with the support of adults, your fundamental rights to feel safe, strong and free.

Enjoy yourself!



Pour une enfance
en sécurité et sans violence

www.espacesansviolence.org

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SAME OR DIFFERENT?

- Draw a line to link together the same drawings and then color them.

NO!



NO!



NO!



NO!



NO!



NO!



COMPETENCE TO DEVELOP: Physical and cognitive domains.
Use fine motor skills and reasoning.

THE FUNDAMENTAL RIGHTS

- Color Maude that motions the right to **SAFE**.
- Cut along the outline of the silhouette on the dotted line.
- Ask an adult for a stick and some glue to make a puppet.



COMPETENCES TO DEVELOP: emotional, social and physical domains.
Reinforce self-esteem. Use fine motor skills.



THE FUNDAMENTAL RIGHTS

- Color Lara that motions the right to feel **STRONG**.
- Cut along the outline of the silhouette on the dotted line.
- Ask an adult for a stick and some glue to make a puppet.

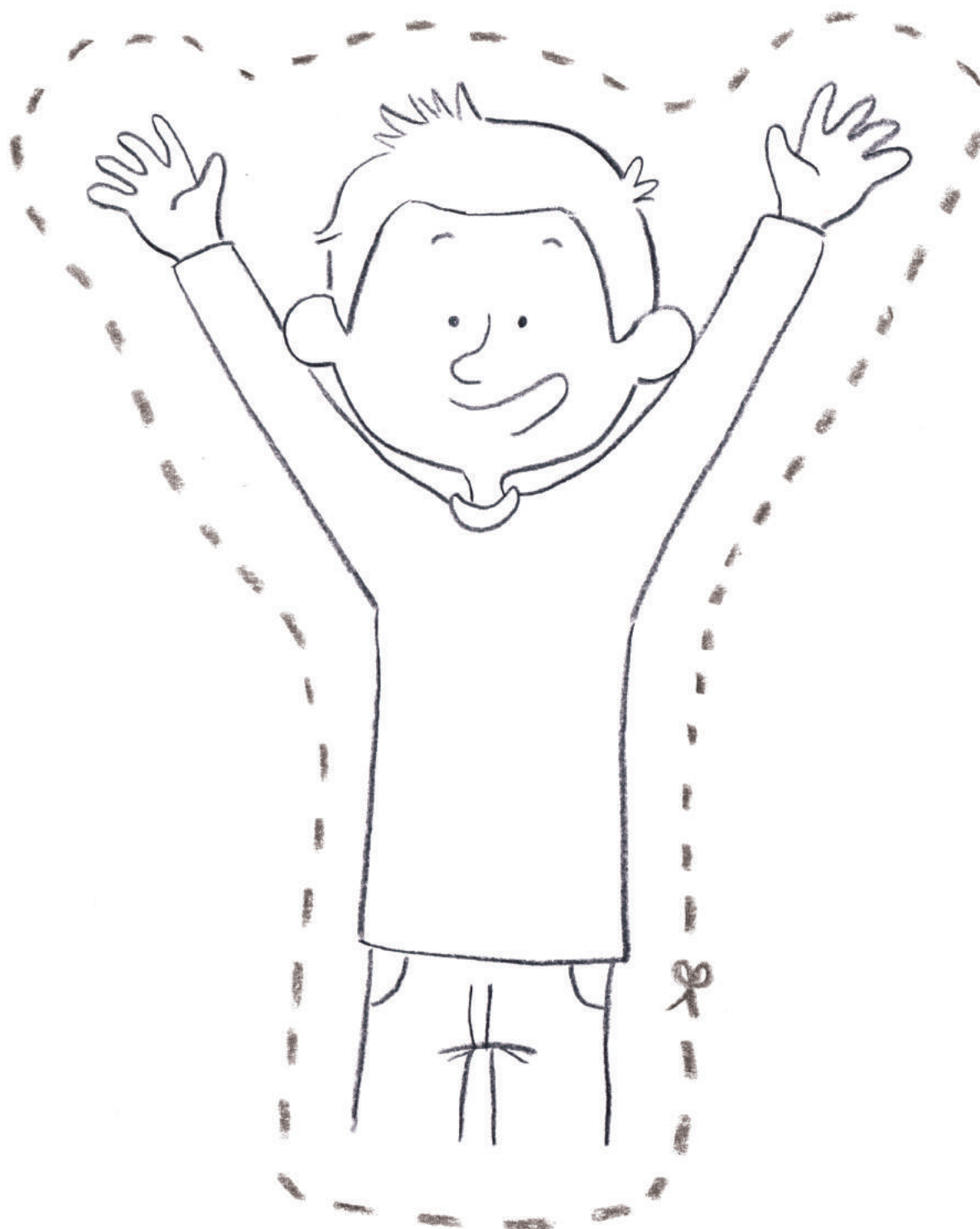


COMPETENCES TO DEVELOP: emotional, social and physical domains.
Reinforce self-esteem. Use fine motor skills.



THE FUNDAMENTAL RIGHTS

- Color Joey that motions the right to feel **FREE**.
- Cut along the outline of the silhouette on the dotted line.
- Ask an adult for a stick and some glue to make a puppet.



COMPETENCES TO DEVELOP: emotional, social and physical domains.
Reinforce self-esteem. Use fine motor skills.



THE SEQUENCE OF EMOTIONS

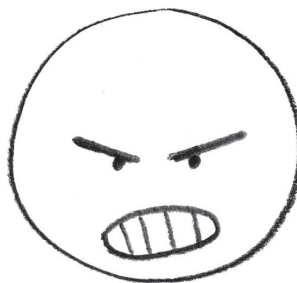
- Draw in the empty circles the emotions presented in the drawings above and the color all the faces.
- Copy on the dotted lines the letters in the names of each emotion.



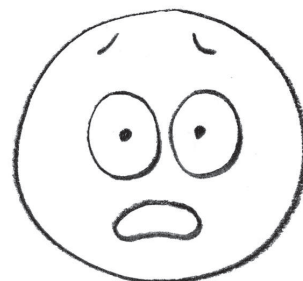
happy



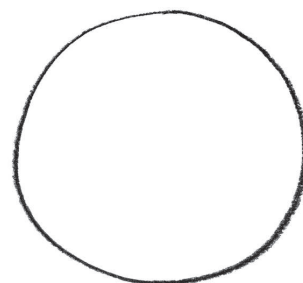
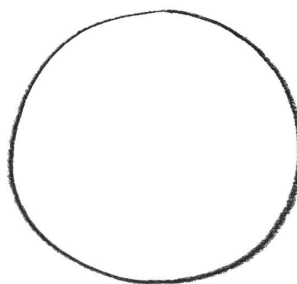
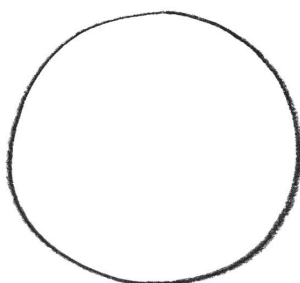
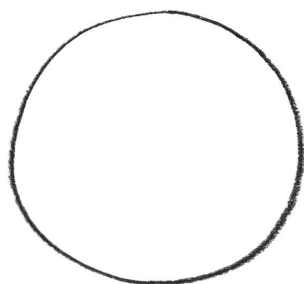
sad



angry



afraid



How many faces are there in total in the end?

With another person, do the mirror game. Facing each other reproduce, at the same time, the expression associated with each emotion.

COMPETENCES TO DEVELOP: emotional, social, physical and written language domains.

To express and regulate personal emotions.

Reinforce self-esteem. Use fine motor skills.

STRATEGIES TO KEEP YOUR RIGHTS

- Reproduce the patterns on Lara's clothes and have fun creation new ones.
- Color the illustrations.

Say NO

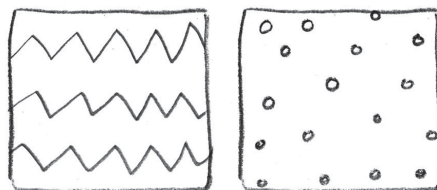
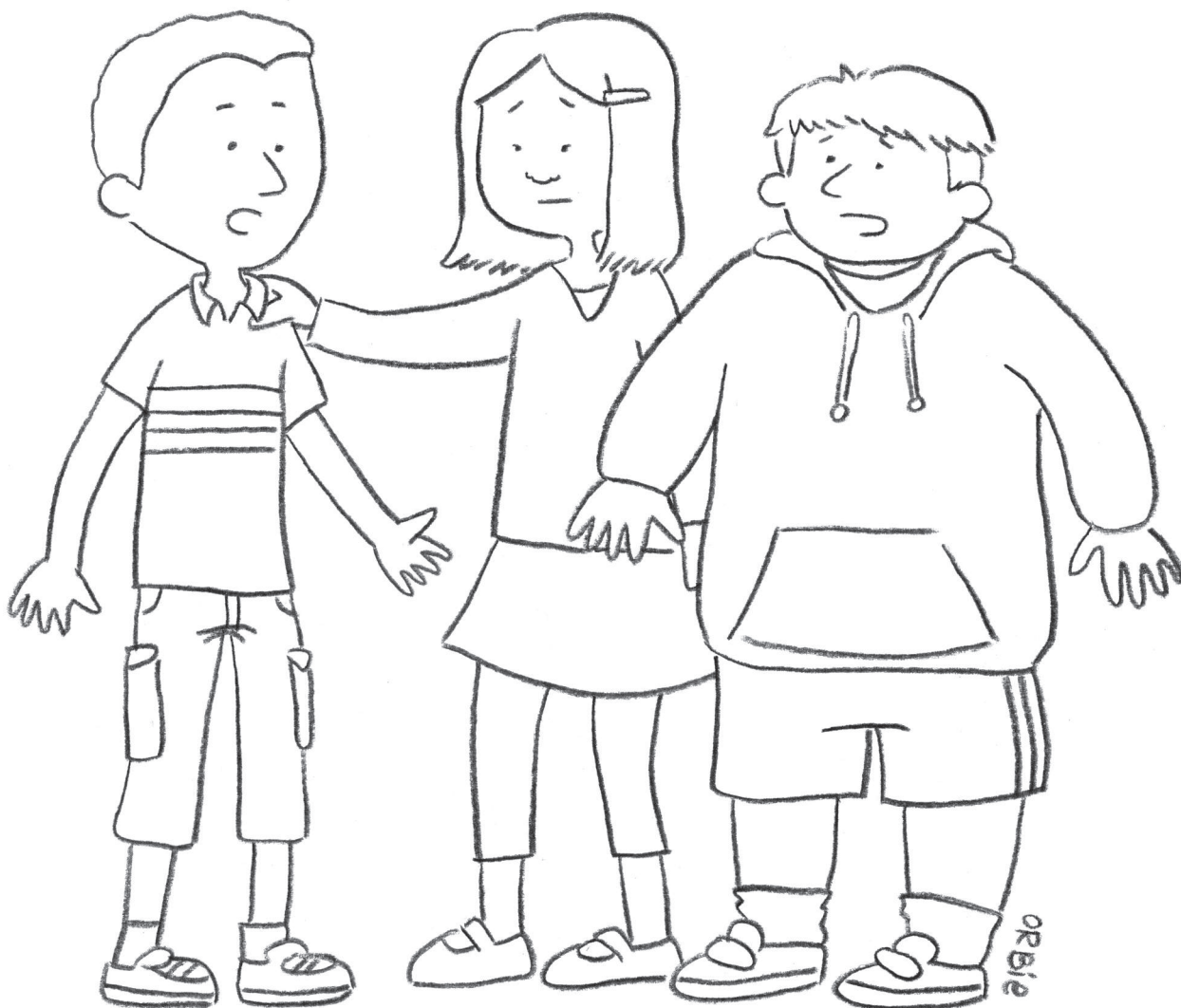


COMPETENCES TO DEVELOP: emotional, social, cognitive and physical domains.
To exchange positively with others and to reason. Use fine motor skills.

STRATEGIES TO KEEP YOUR RIGHTS

- Reproduce on the characters clothes the patterns you see in the squares below and have fun creation new ones.
- Color the illustrations.

Ask for help

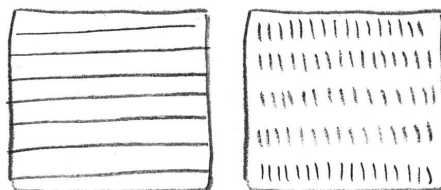


COMPETENCES TO DEVELOP: emotional, social, cognitive and physical domains.
To communicate positively with others and to reason. Use fine motor skills.

STRATEGIES TO KEEP YOUR RIGHTS

- Reproduce on Joey's clothes the patterns you see in the squares below and have fun creation new ones.
- Color the illustrations.

Tell an adult



COMPETENCES TO DEVELOP: emotional, social, cognitive and physical domains.
To communicate positively with others and to reason. Use fine motor skills.

STRATEGIES TO KEEP YOUR RIGHTS

- Reproduce on the characters clothes below the patterns you see in the squares below and have fun creation new ones.
- Color the illustrations.

Self-defence



COMPETENCES TO DEVELOP: emotional, social, cognitive and physical domains.
To communicate positively with others and to reason. Use fine motor skills.

LET'S PLAY TOGETHER AND SHARE OUR TOYS

- Joey invited Kimi to come play at his place. The two friends take out their favorite toys to share.
- Count the number of toys that the friends want to share and write that number in the square.
- Circle the name of the friend that has the least toys.



Joey

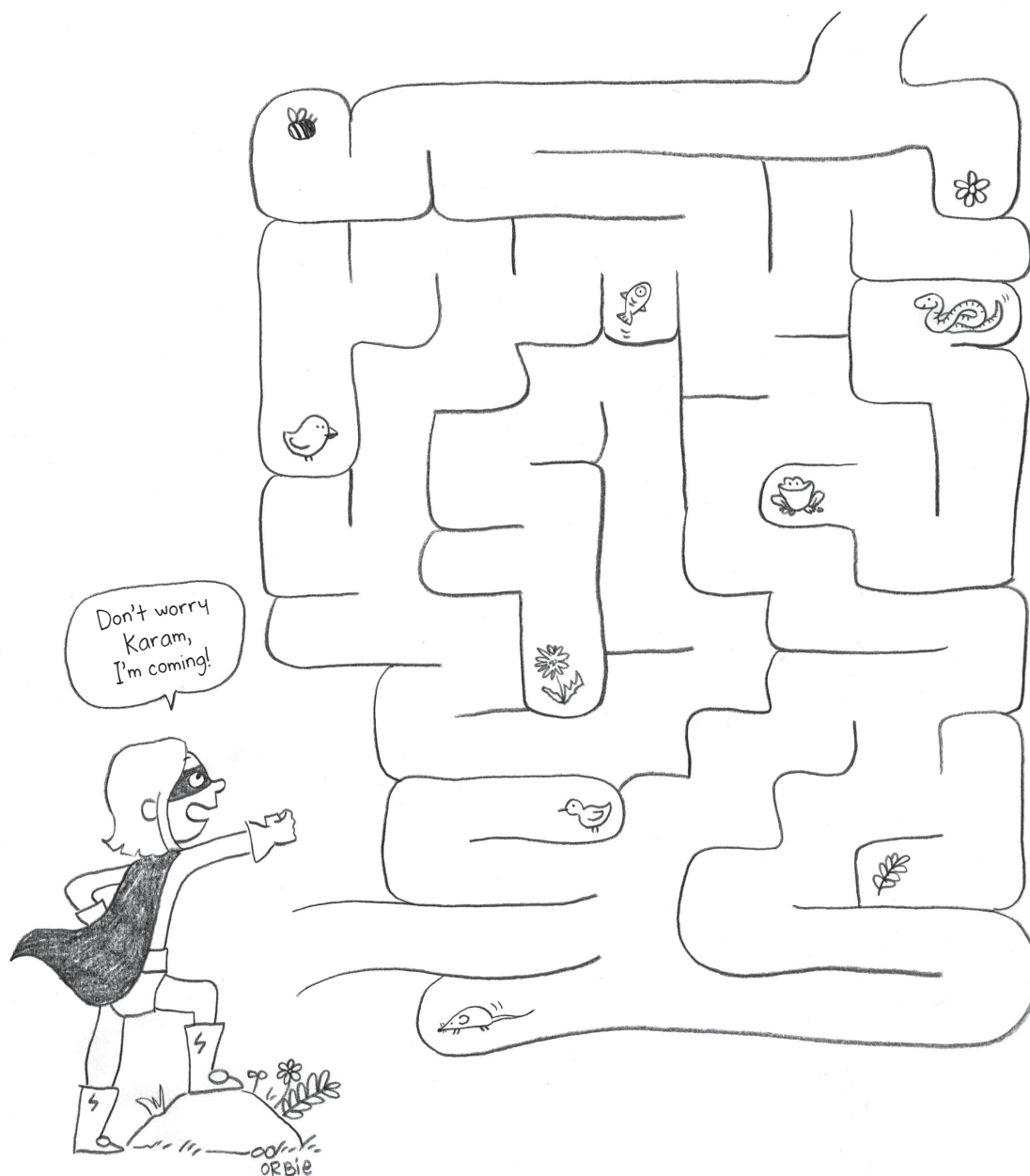


Kimi

COMPETENCES TO DEVELOP: emotional, social and cognitive domains.
To communicate positively with others and to reason.

LABYRINTHE

- Karam is hurt and asked his friend Maude for help. Could you show him the right way?



Congratulations! Karam feels stronger with his friend Maude.

COMPETENCES TO DEVELOP: emotional, social and cognitive domains.
To communicate positively with others and to reason.

DRAWING TO DISCOVER

- Connect the numbers from 1 to 23 and you will discover who is with Paolo.



Paolo feels safe with this person. And you, who do you feel safe with?

1. _____ 2. _____ 3. _____

COMPETENCES TO DEVELOP: emotional, social, spoken and cognitive domains.
To communicate positively with others and to reason.

