



I Will Say "I'm Sorry"

Game 1: Your Oops - Fix It! is terrific: knock something over, say "Oops," then rebuild; make a pretend mess, then clean it. The child learns that after a mistake, we can help make things right.

Game 2: Humpty Dumpty - FIX HIM!

Build a simple block Humpty/wall. It falls. Instead of ending with "couldn't put Humpty together again," our children help repair the damage. "Something went wrong. What can we do now?"

Game 3: Make It Better

Teacher acts out tiny mishaps with Teddy: bumps Teddy, takes his toy, knocks down his blocks. Children choose the repair: say sorry, return toy, help rebuild, comfort Teddy.

Game 4: Oops Detective

Teacher creates a harmless little problem. Children identify: "What happened?" Then, more importantly: "How can we make it right?"