

Chain Reaction

Respectful Relationships

To help students explore how actions in peer relationships create ripple effects, and to reflect on how respectful and courageous choices can influence group dynamics in a positive way.



Learning Intentions

Students learn to recognise how power and influence affect relationships.

This helps students understand peer dynamics and the subtle ways influence can shape actions in both positive and negative ways.

Students look to identify how their actions and words affect others.

This encourages reflection on the consequences of behaviour and builds social awareness.

Students explore the importance of being a positive influence in their relationships and community.

This empowers students to make kind and courageous decisions that shift the tone of peer interactions.



Success Criteria

Awareness of peer influence:

Students can describe how influence and power show up in social scenarios.

Reflective thinking:

Students can identify moments when things could have gone better and why.

Positive peer leadership:

Students can name and practise strategies for being a respectful and supportive friend or bystander.



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Objective:

To help students explore how actions in peer relationships create ripple effects, and to reflect on how respectful and courageous choices can influence group dynamics in a positive way.

Players:

Ideal for small groups of 6 - 8 students, but can also be run as a whole-class performance or rotation activity.

Materials:

- Scenario Cards - Influence and Peer Dynamics (found in PDF resource tab)
- Open space for group role play
- Reflection prompts for whole-class debrief (see below)

Setup:

Have 5 - 10 scenario cards prepared. These can reflect both respectful and disrespectful behaviours, focusing on themes such as gossip, kindness, peer pressure, exclusion, empathy, and leadership.

Activity:

1. Intro and warm-up discussion:

Ask students to define the word "influence" and give examples of both positive and negative peer influences.

2. Play the chain reaction:

In groups or as a class:

- One student selects a scenario card and begins acting it out (solo).
- After 5 - 10 seconds another student steps in to react to that behaviour. Their choice (positive or negative) builds on the story.
- The scene continues to evolve as more students join and respond based on the previous actions, a new student should enter the scene every 5 - 10 seconds.
- Let the chain build for 4 - 6 moves (or as long as you like, if it's on a roll, let it flow!).

3. Class debrief:

Pause the action and reflect:

- "Where did things go wrong or right?"
- "What helped turn things around?"
- "What choices had the biggest impact?"

4. Rewind and replay (optional):

Challenge the group to rewind the scenario and try a different choice at a key moment to shift the outcome.



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Reflection prompts:

- What role do you usually play in tricky peer situations (bystander, upstander, leader, follower)?
- What are some small actions that create big positive ripple effects in your class?
- How does it feel when someone uses their influence for good?

Winning the game:

No points, no scoreboard, just powerful conversations and insights. The goal is learning how every choice, big or small, can shift the culture of a group.

Additional notes:

This game helps students connect respectful choices to real social dynamics. It gives students the language and experience to step into situations with awareness, empathy, and courage.



SCENARIO CARDS

PRINT AND CUT OUT THE SCENARIO CARDS. IN SMALL GROUPS, STUDENTS ACT OUT A SCENE STARTING WITH ONE SCENARIO AND TAKE TURNS ADDING REACTIONS TO SHOW HOW BEHAVIOUR SPREADS.

A GROUP LAUGHS WHEN A STUDENT TRIPS IN THE HALLWAY.



A STUDENT INVITES EVERYONE TO HANG OUT EXCEPT ONE PERSON.



A BYSTANDER STEPS IN KINDLY TO STOP TEASING.



SCENARIO CARDS



SCENARIO CARDS

A CLASSMATE COMPLIMENTS
SOMEONE WHO USUALLY
GETS IGNORED.



A STUDENT SPEAKS UP
WHEN A TEACHER IS
BEING DISRESPECTED.



FRIENDS EXCLUDE SOMEONE
FROM A GROUP CHAT.



SCENARIO CARDS

A STUDENT APOLOGISES
PUBLICLY AFTER REALISING
THEIR WORDS HURT
SOMEONE.



SOMEONE MAKES A JOKE
THAT CROSSES A LINE, AND
EVERYONE LAUGHS INSTEAD OF
SAYING SOMETHING.



SOMEONE POSTS A MEAN
COMMENT ONLINE AND
OTHERS START TO JOIN IN.

