

Read each scenario together and talk about what a bystander could do to help, and what they could do if they didn't feel safe to speak up. Make notes in the space provided.

### 1. THE EMPTY BENCH

At playtime, someone is sitting alone on the bench and looking sad.

### 2. THE NICKNAME

A child keeps being called a name they don't like. Others start copying it.

### 3. THE BUS LINE

In the line for the bus, one child is pushed to the back and told "you're too slow."

### 4. THE PLAYGROUND CHASE

A child doesn't want to play a chasing game but others keep running after them.

### 1. THE EMPTY BENCH

**At playtime, someone is sitting alone on the bench and looking sad.**

Teacher notes:

- Focus on including others: inviting them to join a game, sitting with them, or checking if they're okay.
- Discuss how it feels to be left out.

### 2. THE NICKNAME

**A child keeps being called a name they don't like. Others start copying it.**

Teacher notes:

- Bystander options: say "That's not their name," use the right name, or tell a teacher.
- Reinforce respect for people's choices.

### 3. ONLINE GAMING VOICE CHAT

**In the line for the bus, one child is pushed to the back and told "you're too slow."**

Teacher notes:

- Bystander focus: let them go ahead, stand with them, or tell the teacher.
- Emphasise patience and fairness.

### 4. THE PLAYGROUND CHASE

**A child doesn't want to play a chasing game but others keep running after them.**

Teacher notes:

- Focus on consent and listening.
- Bystanders can say "They don't want to play, let's do something else."
- Reinforce respecting boundaries.