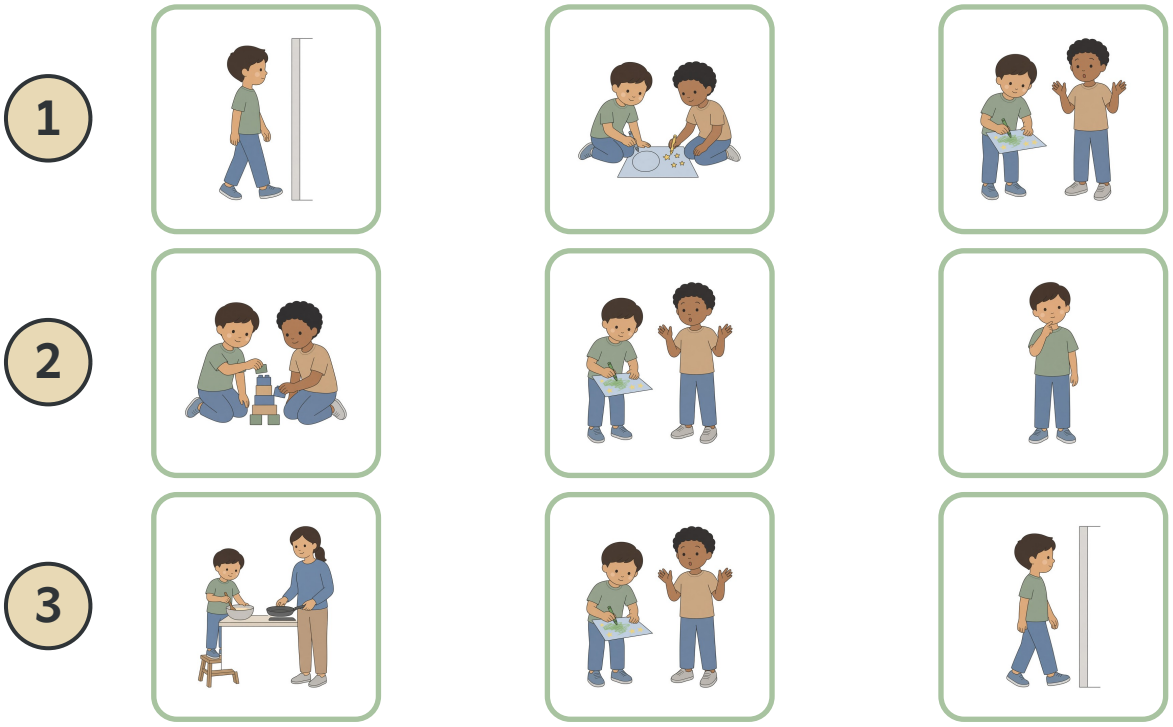
Name: _____

Circle working together.

Look at the pictures. Circle working together.



Trace the word.

Trace the word team.



team

team

team

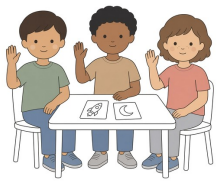
Name: _____

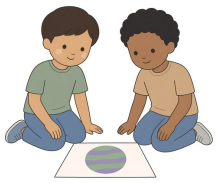
Ways to decide: cut and glue.

Cut out the pictures. Glue them in the box.

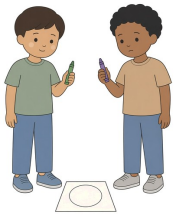
Glue here.

✂ Cut on the dashed lines.



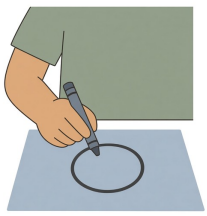






My favorite team job.

Circle a job you like.







my way

Name: _____

Match the picture to the word.

Draw a line to the matching word.











- my job
- disagree
- vote
- your job
- both ideas

Fill in the word.

Pick a word from the box. Write it in the space.

job · vote · both · break



1. Sam's _____ is drawing.



2. Teams can _____.



3. Teams can use _____ ideas.



4. I need a _____.

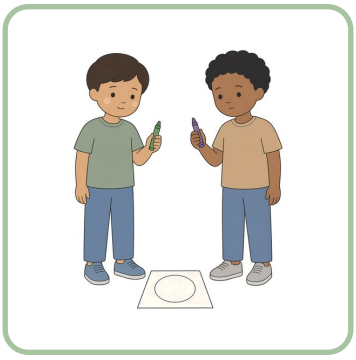
Name: _____

First, next, last.

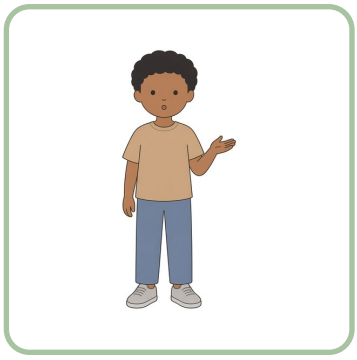
Put the pictures in order. Write 1, 2, 3.



They make stripes ☐



Sam and Lee want different colors ☐



They talk about a plan ☐

Thumbs up or thumbs down.

Is it true? Circle thumbs up or thumbs down.

1. Each person can have a job. 
2. Disagreeing means the team failed. 
3. I can take a break and come back. 
4. One person decides everything. 

Name: _____

Our team plan.

Draw or write a plan with a partner.

1	2	3

If we disagree.

Check the ways you could try.



- ☐ vote
- ☐ take turns choosing
- ☐ use both ideas
- ☐ ask the teacher
- ☐ pick by chance
- ☐ take a break first
- ☐ my own way: _____

Name: _____

What could I do?

Read the story. Show two things you could do.

1. “We both want a different color.”

2. “I need a break from the group.”

3. “Nobody knows who does what.”

Today.

Today our team made...

My job was...

Cooperation · Answers

For grown-ups

Name: _____

Answers

E1: row 1: space-poster; row 2: sam lee build; row 3: pancake-kitchen
E2-E4: Any careful try counts. Every picture can go in the box. Any answer is right for the child's own ways.
D1: sam-draws-planet = my job; lee-colors-stars = your job; team-vote = vote; planet-stripes = both ideas; sam-wants-green = disagree
D2: 1. job; 2. vote; 3. both; 4. break
D3: 1. Sam and Lee want different colors; 2. They talk about a plan; 3. They make stripes
D4: 1. thumbs up (true); 2. thumbs down (not true); 3. thumbs up (true); 4. thumbs down (not true)
A1-A4: The child's own answers are all right. Suggestions:

Tips for grown-ups

- Give clear, visual roles in group work. Ambiguity, not unwillingness, is often the barrier.
- Teach decision tools (vote, turns, combine ideas, chance) and post them as a visual.
- Allow breaks from group work without penalty and make returning easy.
- Accept parallel contributions: working side by side on parts of one project is cooperation.
- Model disagreeing calmly and treat disagreement as normal, not as conflict to suppress.
- Keep groups small (2–3) and predictable when learning.