Name: _____

Circle the card.

Listen to the word. Circle the card.

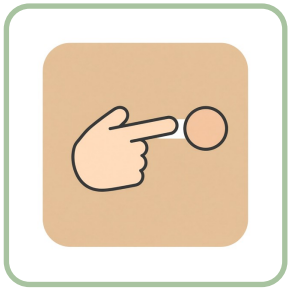
1 

2 

3 

Trace the word.

Trace the word turn.



turn

turn

turn

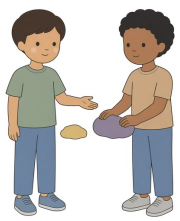
Name: _____

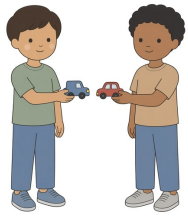
Ways to share: cut and glue.

Cut out the pictures. Glue them in the box.

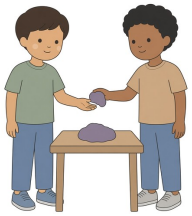
Glue here.

✂ Cut on the dashed lines.









My special things.

Draw a thing that is just for you.



my way

Name: _____

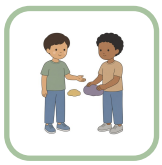
Match the picture to the word.

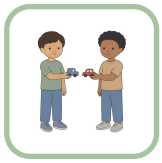
Draw a line to the matching word.











- wait
- your turn
- trade
- timer
- ask

Fill in the word.

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

turn · trade · timer · mine



1. Can I have a _____?



2. Do you want to _____?



3. The _____ shows how long.

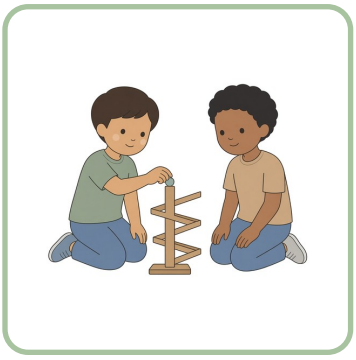


4. This chewy is just _____.

Name: _____

First, next, last.

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



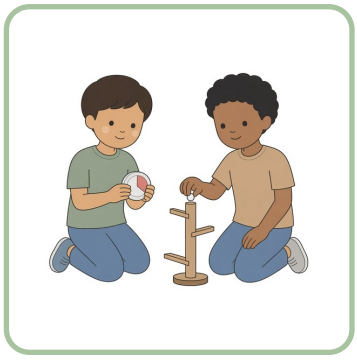
Sam takes a turn

☐



Sam waits with the timer

☐



Lee takes a turn

☐

Thumbs up or thumbs down.

Is it true? Circle thumbs up or thumbs down.

1. I can ask for a turn.

2. I have to share everything.

3. A timer can help me wait.

4. Not now means never.

Name: _____

My turn tools.

Draw or write what helps you take turns.

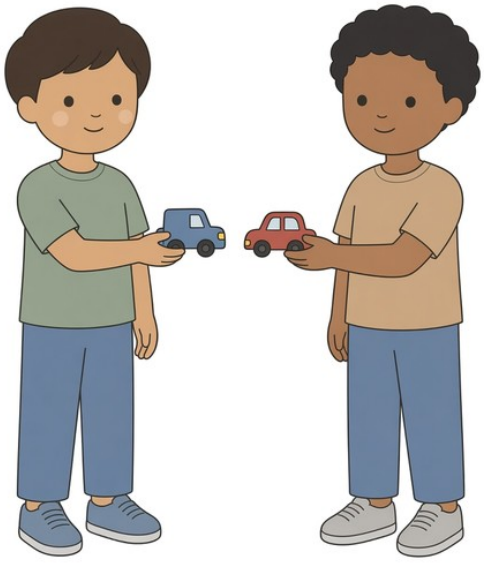
1

2

3

Ways to sort it out.

Check the ways you like.



- [ ] ask
- [ ] take turns
- [ ] use a timer
- [ ] trade
- [ ] share some
- [ ] find another one
- [ ] my own way: _____

Name: _____

What could I do?

Read the story. Show two things you could do.

1. “Lee has the toy I want.”

2. “Someone asks to use my special thing.”

3. “I am waiting and it feels long.”

Today.

Today I took turns with...

Sharing and Taking Turns · Answers For grown-ups

Name: _____

Answers

E1: row 1: icon card my turn; row 2: icon card your turn; row 3: icon card wait
E2-E4: Any careful try counts. Every picture can go in the box. Any answer is right for the child's own ways.
D1: icon card your turn = your turn; icon card wait = wait; sam visual timer = timer; sam-asks-dough = ask; toy-trade = trade
D2: 1. turn; 2. trade; 3. timer; 4. mine
D3: 1. Lee takes a turn; 2. Sam waits with the timer; 3. Sam takes a turn
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

- Teach sharing as an agreement, not an obligation. Children may keep personal, comfort or sensory items.
- Make turns concrete: turn cards, a visual timer and a clear end ("2 more marbles").
- Model asking, trading and saying "not now" yourself, and accept the child's "not now" too.
- Waiting is a skill that grows. Offer something to do with hands or body while waiting.
- Never take a toy from a child mid-use to make them share. Use a timer and a warning.
- Parallel play and having two of the same item are fine solutions too.