|  |  |  |  |
| --- | --- | --- | --- |
| Session Log | Name: | Session Number: | Date: |

|  |  |
| --- | --- |
| Director |  |
| Architect |  |
| Supplier |  |
| Builder |  |

|  |
| --- |
| Activities: |
|  |
| Targets: |
|  |

|  |  |  |  |
| --- | --- | --- | --- |
| Director | Never | Sometimes | Often |
| Praised children |  |  |  |
| Allowed group to resolve issues without intervention |  |  |  |
| Highlighted issues |  |  |  |
| Prompted positive social interaction |  |  |  |
| Invoked time-out |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Certificates | Helper | Builder | Creator | Master | Genius |
| Awarded to: |  |  |  |  |  |

|  |
| --- |
| Observation comments: |
|  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Child Participation | Never / Rarely | When Prompted | Sometimes | Often |
| Built models with others |  |  |  |  |
| Followed the rules |  |  |  |  |
| Helped others |  |  |  |  |
| Took turns |  |  |  |  |
| Initiated conversation |  |  |  |  |
| Responded to interaction |  |  |  |  |
| Compromised / negotiated |  |  |  |  |
| Reconciled discord |  |  |  |  |
| Avoided interaction |  |  |  |  |
| Behaved inappropriately (verbal) |  |  |  |  |
| Behaved inappropriately (physical) |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |