

# The Grand Patch Up

A Guide for Teachers and Parents



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## THEMES

Family & Friends

Social & Emotional Learning

STEAM

# Story Discussion Guide

- Understand the value of friendship, empathy, and apologies.
- Explore basic concepts of bridge construction (beam bridges).
- Recognize the symbolic and emotional act of “building bridges” in relationships.
- Learn about real-world bridges including the living root bridges of Meghalaya.

## Lesson plan

This story introduces the emotional ups and downs of friendship and the importance of making amends. The STEAM component allows students to channel this theme into action by building bridges—literally!

## Learning Outcome

### Before Reading:

- Have you ever had a disagreement with a friend? What helped you feel better?
- What does it mean to “build a bridge” between people?

### During Reading :

- Have you ever had a disagreement with a friend? What helped you feel better?
- What does it mean to “build a bridge” between people?

### After Reading:

- Why is saying “I’m sorry” important?
- What are other ways we can show someone we care?

## Activities:

### **STEAM: Build a Beam Bridge:**

- Using ice cream sticks or cardboard, build a simple beam bridge between two chairs/books.
- Test what the bridge can hold—coins, erasers, or paper clips.
- Compare with photos different kinds of bridges
- . Discuss: Explore the innovative root bridges of Meghalaya. How do these bridges form over time? Who builds them?

### **Roleplay:**

- Act out a situation where someone says something unkind and then finds a way to apologize.

### **Bridge of Kindness Wall:**

- On each “plank,” write an act of kindness that helps keep friendships strong.

## Expected Outcomes

Children will learn to resolve conflict with empathy and creativity. They'll begin to see how every relationship can be repaired with effort and kindness—and that sometimes, a bridge is the perfect metaphor for a new beginning.

## Applicable SDGs

- SDG 4 – Quality Education
- SDG 16 – Peace, Justice and Strong Institutions

## SDG Explanation

SDG 4: Encourages creativity, problem-solving, and applied learning through the STEAM activity of building a bridge.

SDG 16: Promotes peaceful conflict resolution, empathy, and rebuilding relationships after misunderstandings.

## ABOUT ZAMASAMA

Zamasama is a nonprofit initiative that curates children's stories from diverse cultures and lived experiences around the world. It gives children a window into other communities—and a mirror that affirms their own, helping children recognize the shared humanity that connects us across differences.

Through narratives that gently challenge biases and broaden worldviews, Zamasama helps children see difference not as a barrier but as a bridge. Through the power of stories, we sow the seeds of pluralism that can grow into a more harmonious world for all.