

# Sharing

*Sharing is a difficult skill, for adults as well as children! Children operate very much in the "here and now" and often cannot understand that if they give an item to another child that they may get it back later. They need lots of support from sensitive practitioners.*



## What are the common difficulties?

- Children refusing to share resources with other children
- Children snatching resources off other children
- Children becoming very distressed

## Why do sharing difficulties occur?

- Children have not had any experience of sharing before coming to your setting
- Children have learnt that if they protest, they can keep the item
- Children have siblings or relatives that take their toys and have learnt to make their needs known very clearly!
- Children believe that if children give up an item, they will not be able to play with it again
- Children have received inconsistent responses from parents and staff when they do not share



## How can we help?

- Set up "room rules" where you clearly state (with photos/pictures) the behaviour you expect
- Give all children specific praise for sharing
- Make sure that staff expectations are realistic and that they consider the child's developmental level rather than their chronological age. Complete an Early Support Summary Profile if necessary
- Carry out observations to find out when the incidents of not sharing occur and if there is a trigger or if particular children are always involved
- Speak sensitively to parents about your concerns and ask for their advice
- Agree a strategy with parents, write a Play Plan if necessary
- Make sure that all staff give children the words they need. Eg. "You need to say - my turn please"
- Signpost parents to their Health Visitor or local Children's Centre if they have concerns about their child's behaviour
- Provide lots of regular opportunities for structured turn-taking/sharing activities (ask your Area SENCO for activity ideas)
- Make sure all staff give a consistent response when the child doesn't share
- Use a 30 second or 1 minute large sand-timer so the child has a visual cue and knows when they will get the item back