

Bridge, Picture Thinking, Wishes Diagram & Newspaper Game

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Bridge

Small Children: wonder why coming - everyone who comes, comes here for a reason - not naughtiness, just difficulties, eg not getting on at school, home, lessons, other people, thinking brother or sister is a nuisance, taking things that don't belong - they all come here because those things are pictures of their feeling unhappy inside - if you're unhappy & fed up inside, you're cross on the outside. Being grumpy outside, grown ups just don't understand a bit what you're really feeling like inside. This is really like a river: grown-ups on one side, children on the other side, grown-up just doesn't understand, just sees child being tiresome & child doesn't understand either, just sees grown-up being stupid.

This place exists to make a bridge between the grown up on the one side & the child on the other, so they can understand how each other are feeling.

We're interested in what has made them miserable & in a muddle. When we've found that out, & bridge is complete, the tiresome things that people dislike will stop happening.

Older children/ Adolescents: Know why come- no drawing necessary. Not here because naughty - we're not interested in that, but in why they did it, & we know reason was because must have been feeling fed up inside. But what went wrong?

Number of grown-ups who've discussed with us - they're fed up with this, but sympathetic, no opposition to giving their point of view because clinic is where they can say what they think, & it won't be repeated; pact: you will tell them what others say, but won't repeat what they tell you. If you do - ask permission first.

Picture Thinking

Begin just after Bridge.

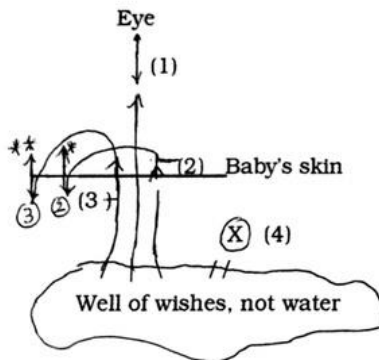
The infuriating thing about grown-ups is that they ask why you did a thing, & of course you don't know. Can't explain in words. Another way of explaining how you feel - making pictures. All things done in playroom are pictures of how we're feeling inside.

Little Children: Draw pictures for them, act out knocking at door, smiling a welcome; running away when afraid etc. All things done in playroom are picture thinking. Keep on rubbing in "Now you're making a picture of water coming out of a hole. etc. Link (to picture thinking) all the time.

Older children: Cartoons. adverts = picture ways of saying things without using words or too many words. Rub in more with inhibited children. Making Worlds is a grown-up piece of thinking. not silly.

Wishes Diagram

What happens to feelings when you feel awful inside.



(1) Hunger - yells > fed

(2) Noise - shut up, so dashes into cupboard, emerges > *offers to nail lino

(3) Mess - grown up squashes > fright, > pops down, pops up again as **neat, tidy boy upside down

(4) Two wishes come up together- 2 things wanted inside & can't decide which, awful muddle inside, tangle > that's what we're here for - link with Bridge & Picture Thinking; via latter, we can untangle. Demonstrate: put hands tog. fingers interlocked & invite child to untangle. They pull. You show how to lift one finger up at a time. Now can you think of a wish the Baby might have? What would happen to it? would it be allowed. if not what? > Play > subsequently during the session. this should show up as a wish, eg mess & you can take it up right away. Aggression > thing itself right - only when transformed eg rudeness = undesirable (but not wrong?).

Newspaper Game

1. When people set up a Newspaper, they decide headings and set up type in slats What shall we have as a heading?

Child does it with letters;

You do it with capitals across top of page.

2. Add, on your paper, with their letters if you like, all letters not in heading below it.

3. Letters down left: Game: - words beginning with each letter. If no word, leave it.

4. Sort the words out - put on right of words just done - into People, Types of People, Places, Things, Food, Animals, Verbs, Adjectives, Adverbs Abstract, Miscellaneous. Make sure all 26 words are in.

5. Take fresh piece of paper > Free Associate to words.

6. Look at results with child:

Verbs = doing things

Adverbs & Adjectives = describing, stories? critical?

People = friendly, none - no one they like?

Things - interests, eg tools? Places = have they been shifted around much?

When happy?