Pip's Feelings Club · Sheet 1 Watch the episode first! Scan →

Good Game!



Rory's stick won the race. Pip lost. Losing can feel **stormy**.



Pip still felt sad. She said it anyway: **"Good game."**



Pip sat on the log. When the sad feeling got smaller, she raced again.

Which ending would you pick?

Put a big tick on it.



A: "I'm never playing again!"



B: "Good game, Rory."

What does a good sport say?

Colour the kind ones. Put a cross on the others.

Good game!

You cheated!

You nearly got me!

I'm never playing again!

Want to race again?

I'm the best!

★ Super Star Challenge: **Rory won 2 races. Pip won 3 races. How many races?**

You earned the Good Sport badge!

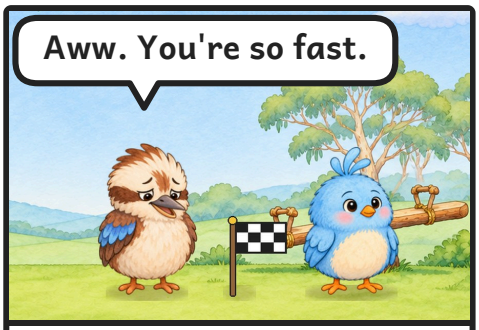
Colour it in when you finish.

Pip's Feelings Club · Sheet 2

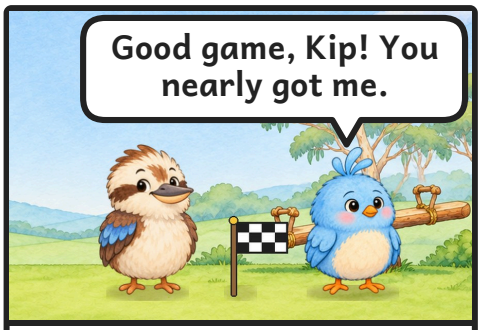
Win or Lose



Pip raced Kip across the playground. This time, Pip won!



Kip felt a bit sad. Pip did not show off.



Winners say it too. Kip said, "Good game!" back.

Win or lose, say it!

If I lose, I say Good game!

If I win, I say Good game!

When I lose, I can...

Losing can feel stormy. That is okay! Tick the ones you will try.

- ☐ Say "Good game!"
- ☐ Take a break
- ☐ Sit with a grown-up
- ☐ Play again when I'm ready

My break spot

Pip sat on the log. Where could YOU take a break? Draw it.

★ Super Star Challenge: **Kip flapped 4 times. Then he flapped 4 more times. How many flaps?** ☐

You earned the Kind Winner badge!

Colour it in when you finish.

Pip's Play Cards

Cut them out. Pick one after a sheet, or any time!

Paper Race

MOVE



Scrunch two paper balls. Ready, set... blow!
Whose ball gets across the table first?
Win or lose, say "**Good game!**"

Two Endings

PRETEND



You lost a pretend race.
Act out Ending A: a big grumpy stomp.
Now Ending B: "**Good game!**" Which one keeps the fun going?

Flap Extra Hard

MOVE



Have a hopping race, flapping like Kip.
At the finish, do a wing high-five.
Both say, "**Good game!**"

The Kind Winner

PRETEND



You beat Teddy in a race. Teddy says, "Aww."
No showing off! Say, "**Good game, Teddy! You nearly got me.**"

Sit on the Log

MOVE



A cushion is your log.
Pretend you lost a race. Sit and watch the pretend creek.
Ready? Jump up: "Best of three?"

Be Rory

PRETEND



You are Rory and you won! Your grown-up is Pip.
Say, "Good game, Pip! Want to race again?"
If Pip says, "Not yet," say, "Okay."

Grown-Up's Guide

Pip's Feelings Club · Episode 10: Good Game

"Good game!"	"Not yet. I still feel a bit sad."	"You nearly got me."
If you lose. And if you win.	It's fine to take a break	Kind words from the winner

The steps from the episode

Say "Good game!" → take a break if you need one → play again when you're ready. Pip says "Good game" while she still feels sad about losing. Then she sits on the log until the sad feeling gets smaller, and comes back when she is ready. Being a good sport is not pretending you don't mind. When Pip wins, she doesn't show off: "Good game, Kip! You nearly got me."

Doing a sheet

Watch the episode together first: scan the code on Sheet 1, or visit pipsfeelingsclub.com. A calm 10 minutes, never as a consequence. You read the comic, your child does the pens. Practise "Good game" on quick, silly games where little is at stake. Finish with a play card.

What to talk about

Sheet	Ask them	Do together
Good Game!	"How did Pip feel when she lost?" "Which ending would you pick?" "Did Pip have to race again straight away?"	Play one quick game. Both say "Good game!" at the end.
Win or Lose	"What did Pip say when she won?" "Did she show off?" "Where could you take a break?"	Choose a break spot at home together.

When they lose

1. Name it: "You wanted to win. That's hard."
2. Say it quietly yourself: "Good game."
3. Offer a break: "Come back when you're ready."

When they're stormy

Use fewer words. Stay near.
Leave "Good game" until the storm is smaller.
Still too big? Sit with them. The game can wait.

Do it out loud yourself

Lose a game: "Aww. I lost. Good game!"
Win a game: "Good game! You nearly got me."
"I felt a bit sad, so I had a little break."

Catch them doing it well

"You said good game while you were sad."
"You took a break and came back."
"You won, and you were kind about it."

Try to avoid

Letting them win every time.
Making them play again straight away.
"It's only a game." To them, it's big.

Every day (2 minutes)

One quick game: a paper-ball race or a race to the door.
Winner and loser both say, "Good game!"
A star each time they say it by themselves.

Share the words with their teacher so school can use "Good game" too. See your GP or child health nurse if losing brings big storms most times, they are getting worse, or someone is getting hurt.

Based on coping-with-losing skills from the Pyramid Model ("maybe next time").