



BOXALL PROFILE – CLASSROOM ACTIVITY MENU

Boxall / Boxall-Aligned Area	Focus (Staff Reminder)	Example Activities Teachers Can Use
Organisation of Experience	Attention, routines, emotional safety	Turn-based card games (UNO, Snap); Timed puzzles or logic games; Instruction relay; Blind builder; Pattern sorting tasks; Structured board games (chess, draughts); Countdown challenges with visible timer; Calm target games; Role-based team tasks; Reset → restart activities
Internalisation of Controls	Self-regulation, following rules	Chess / draughts (waiting turns); One-speaker rule discussions; One-minute opinion tasks; Silent strategy games; Choice-and-commit activities; Score-tracking games; Survival ranking tasks; Build challenges with constraints; Time-limited challenges
Development of Self-Limiting Features	Confidence, resilience, safe risk-taking	Card tower build (retry allowed); Junk modelling / construction; Free painting (no theme); Would-you-rather debates; Guess-and-justify games; Design-a-rule challenges; Personal-best challenges; Retry-the-challenge tasks; Present your build
Development of Social Skills	Relationships, cooperation	Team tower build; Group puzzle (single shared outcome); Cooperative board games; Blind builder (paired roles); Back-to-back drawing; Pattern pass games; Shared score challenges; Role-based group tasks; Group decision by consensus
Emotional Containment	Managing feelings safely	Quiet drawing while listening; Pattern colouring; Silent debates (written responses); Calm games (Jenga, Connect 4); Sorting or organising tasks; Calm construction (no time pressure); Low-demand creative tasks; End-of-session reset routines; “Fresh start” statements
Engagement & Participation	Motivation, staying with tasks	Beat-your-own-score games; Timed challenges; Build-and-improve tasks; Puzzle progression (easy → harder); Choice-based activity stations; 10-minute focus sprints

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Independence & Responsibility	Working without constant adult support	Solo card games (solitaire); Independent puzzles or logic tasks; Independent creative work; Choice-and-commit activities; Design-your-own game rule; Classroom responsibility roles (timekeeper, equipment monitor)
Emotional Literacy	Understanding emotions safely	Tone-guessing activities; Discuss how a character might feel; Emotion ranking tasks; Agree / disagree emotion statements; Scenario discussions linking emotion and behaviour
Repair, Reflection & Reset	Recovering after mistakes or dysregulation	Reset-and-retry tasks; Rebuild challenges after failure; One-sentence reflection (“Next time I will...”); End-of-lesson reset routines; Clear fresh-start scripts
Belonging & Inclusion	Feeling part of the group	Cooperative board games; Shared score challenges; Team build tasks; Role-based group work; Paired problem-solving activities
Communication & Listening Confidence	Speaking and listening safely	Would-you-rather debates; One-minute opinion tasks; One-speaker rule activities; Paraphrase partner (“I heard...”); Back-to-back drawing; Barrier description games
Attention & Concentration	Sustaining focus	Listening bingo; Timed focus games; Instruction-following challenges; Pattern completion tasks
Impulse Control	Thinking before acting	Turn-based games; Delayed response tasks; Stop-and-start games; Wait-your-turn challenges
Peer Boundaries	Respecting space, turn-taking	Paired tasks with clear roles; Barrier games; Back-to-back activities; Structured seating games
Self-Efficacy	Belief in ability to succeed	Personal-best challenges; Retry tasks; Presenting builds; Success reflection statements
Transition & Change	Coping with endings and movement	Structured pack-up games; End-of-session routines; Transition countdowns; Fresh-start statements before next lesson