

### Learning situation 3 – Perseverance and self-regulation development by game

In a first-grade class, the teacher introduces a simple logic game. Students must recreate a pattern shown in a picture using different shaped pieces. Some students complete the task quickly, while others need more time. One student tries several times but cannot find the correct pieces and becomes increasingly frustrated. The teacher approaches the student and encourages them: *“Try again. Look carefully at the picture. Which piece looks most similar to this shape?”* The student tries again, and after several attempts successfully completes the pattern. The teacher praises the student’s perseverance and highlights that trying again and being patient helped them find the solution.

