

Effectiveness of an Educational Program Based on the Collective Games in Treating the High Selfishness Behavior among the Kindergarten Children

This research aimed effectiveness of an educational program based on the collective games in treating the high selfishness behavior among the kindergarten children. study sample consisted of (52) male and female children at Al-Husein Ben Talal University Kindergarten, and distributed to two groups, the control group its individuals' number reached (26) and the experimental group its individual number reached (26) child, they were selected by the purposeful method. Study instruments consisted of the selfishness behavior scale among the children and the educational program based on the collective games. Validity and reliability of the instruments were confirmed and using (ANCOVA) to study the differences in the arithmetic means between the two groups at the post-test degree, since the results showed the presence of differences with statistical significance at significance level ($\alpha \leq 0.05$) in the means between the experimental and control groups individuals at the total degree. And to know the differences between the degrees means of the experimental group individuals after applying the program and degrees means of the same group after two months of the follow-up on the selfishness behavior scale (Eta square) was used to know the effect size caused by the educational program at the selfishness behavior scale. Results showed that effect of the educational program lasted for two months after monitoring their degrees at the post-scale. The study recommended necessity for interest in equipping the kindergarten children with the appropriate social interaction Behaviors, in addition to raise the awareness of the families about teaching their

children the participation and cooperation with the others, and introducing programs and activities to train the children on the collective work.