AGES 6–10

Donut Day Coloring Together

Name / chosen name: _____

Choose your own colors or patterns. Coloring, pointing or talking about the scene are all welcome.

AGES 6–10

Donut Day Coloring Creative Scene

Name / chosen name: _____

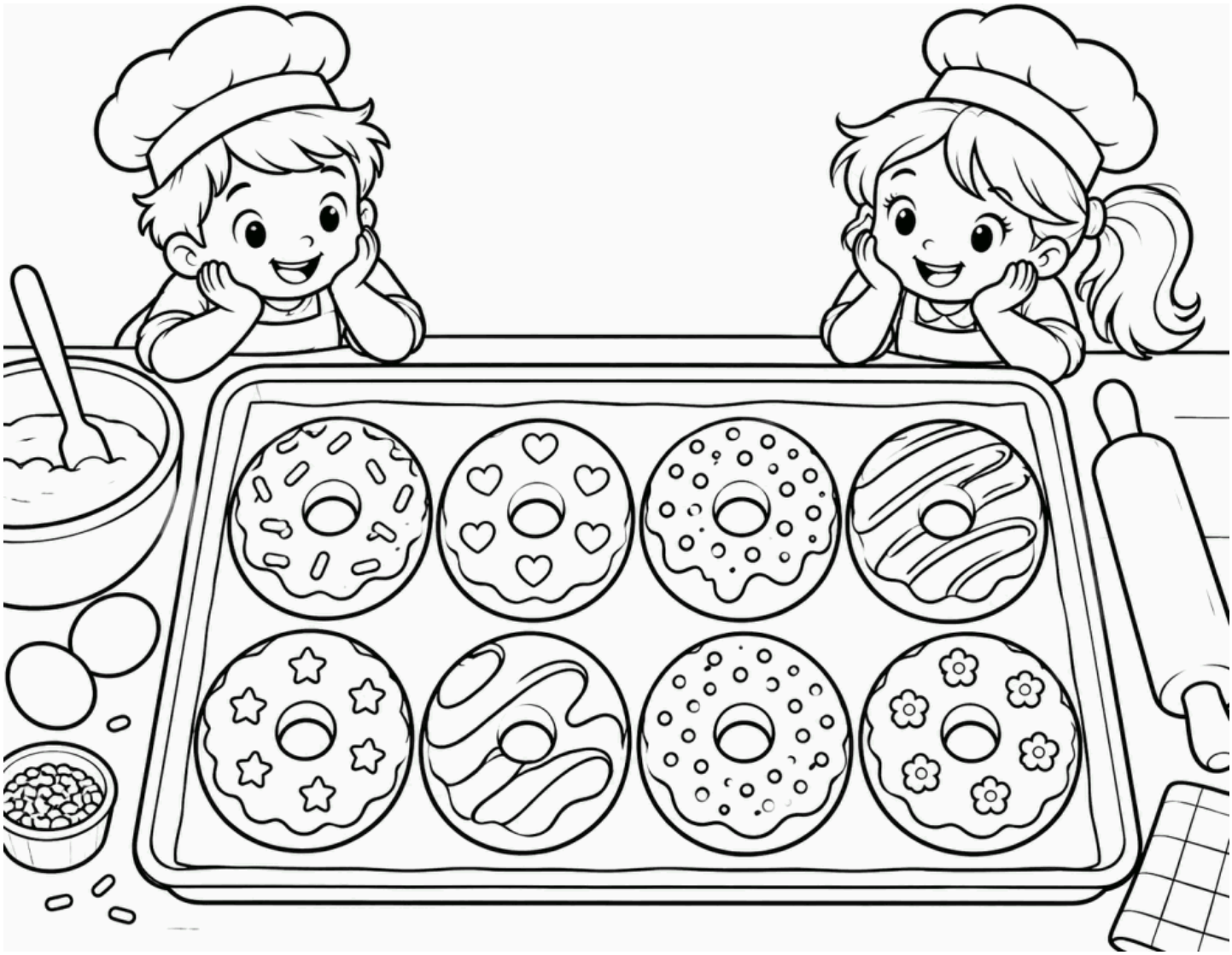
Choose your own colors or patterns. Coloring, pointing or talking about the scene are all welcome.

AGES 6–10

Donut Day Coloring Discovery Scene

Name / chosen name: _____

Choose your own colors or patterns. Coloring, pointing or talking about the scene are all welcome.

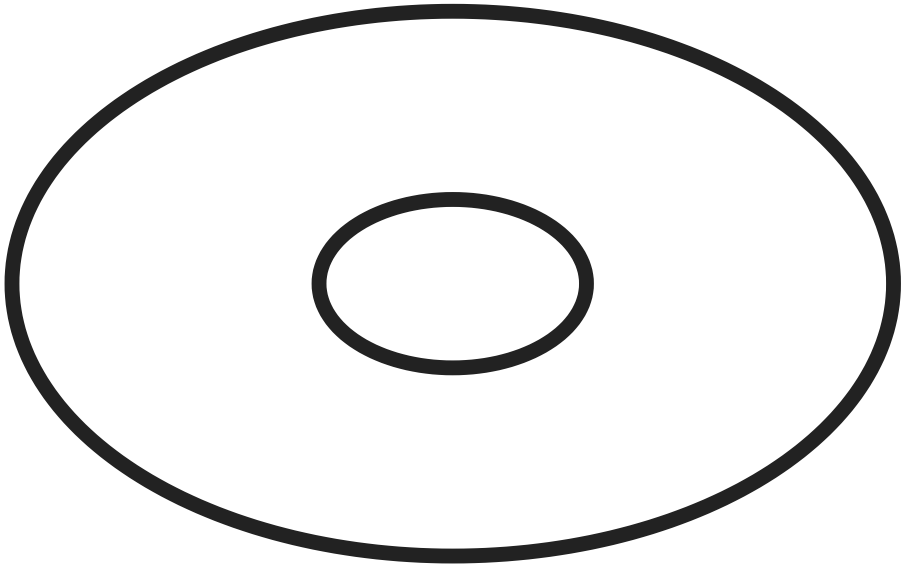


AGES 6–12

Design Your Own Donut

Name / chosen name: _____

Invent a pretend donut. Choose icing, add drawn toppings and give your design a name. No food is needed.



1. My donut is called

2. My icing and toppings

3. One surprising design detail

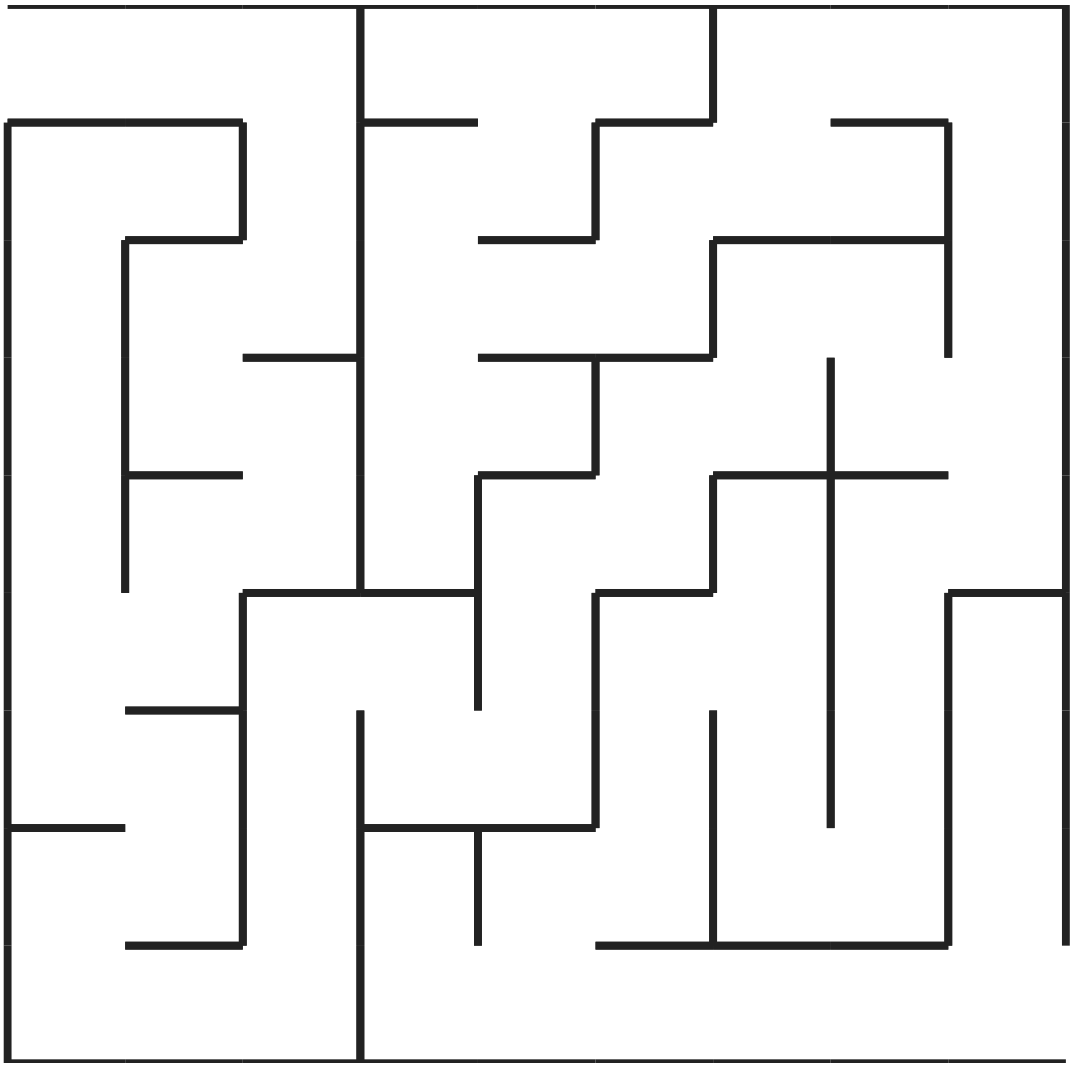
AGES 6–12

Donut Day Maze

Name / chosen name: _____

Help the imaginary baker reach the tray. Begin at the left entry and finish at the bottom-right exit. Trace with a pencil, point or give a partner directions.

START →



FINISH →

1. A strategy I used

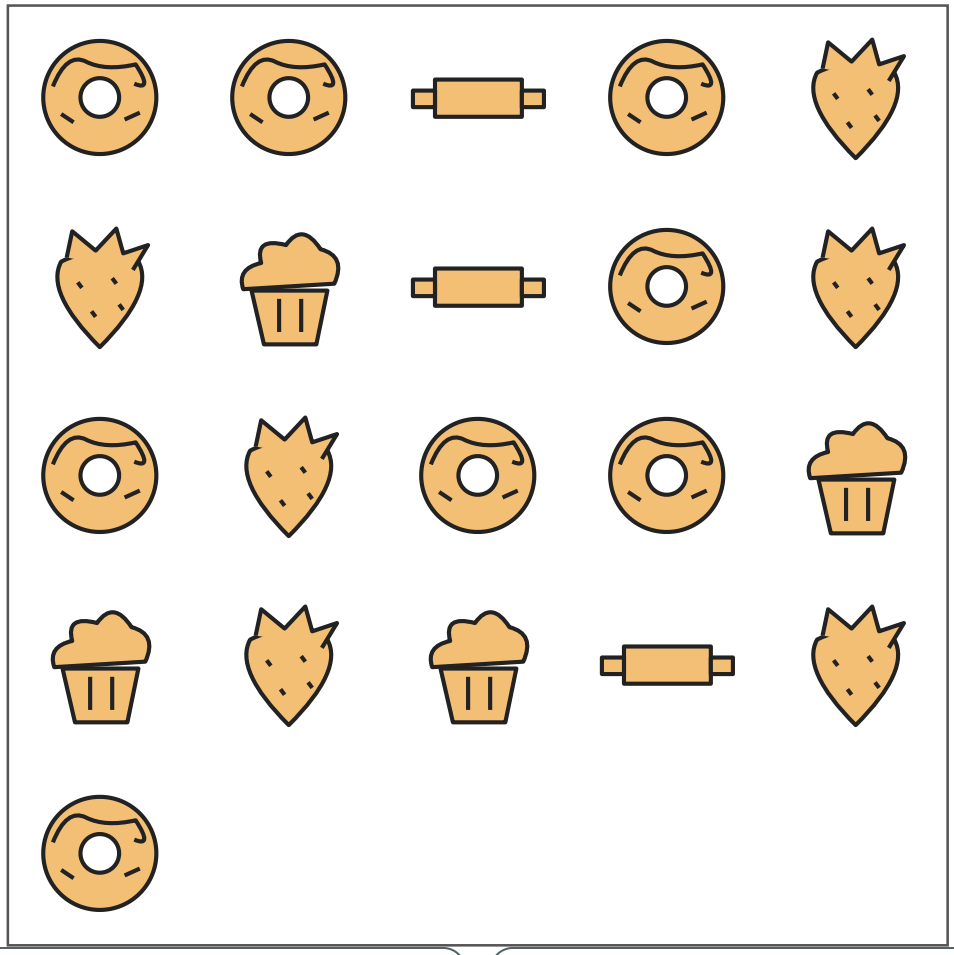
_____

AGES 6–12

Donut Day I Spy

Name / chosen name: _____

Count only complete icons inside the activity box. Each icon counts once. The pictures are an exact puzzle scene; do not count decorations elsewhere.



donuts: _____

cupcakes: _____

rolling pins: _____

strawberries: _____

1. My checking strategy

AGES 8–12

Donut Day Word Search

Name / chosen name: _____

Find the words in the bank. Words can run forwards, backwards, up, down or diagonally.

A	G	L	G	O	L	E	X	V	G	X	Q	B	V
C	J	F	H	O	Y	D	V	P	U	N	O	I	X
F	R	X	D	D	X	V	N	O	I	H	I	X	W
F	N	D	C	O	T	G	J	U	U	B	K	C	X
G	N	I	P	P	O	T	D	C	O	W	X	U	I
L	S	I	Z	E	Q	M	Y	M	I	R	I	N	J
G	U	M	D	O	F	Y	V	L	K	E	M	E	X
D	R	E	L	K	N	I	R	P	S	K	U	M	H
U	L	B	Q	B	V	C	H	K	R	A	T	U	F
K	J	M	S	I	S	P	V	D	F	B	G	Z	R
A	T	E	Q	H	H	D	O	N	U	T	Z	D	C
R	H	R	J	K	O	F	H	O	G	I	K	C	W
X	U	K	A	U	P	H	A	X	O	L	M	W	C
Z	A	L	Z	Y	H	C	D	O	Y	I	N	V	E

DONUT · ICING · SPRINKLE · TRAY · BAKER · SHOP · MIX · ROUND · TOPPING · MENU

1. Choose one word and explain or draw it

AGES 6–12

Donut Shop Role Play

Name / chosen name: _____

OUR PRETEND PAPER SHOP

Take turns as customer and shopkeeper. Use drawn food and pretend notes. Read an order card, record the order, add the prices and check any change. Real food and money are not used.

Our pretend menu

Item	Price
Plain paper donut	$1
Patterned paper donut	$2
Invented special paper donut	$3

Customer A: order one $1 item and one $2 item. Pay $3.

Customer B: order one $3 item and one $1 item. Pay $5.

Order / quantity	Total	Paid	Change

PLAY MONEY
$1
USD · not real money

PLAY MONEY
$2
USD · not real money

PLAY MONEY
$3
USD · not real money

PLAY MONEY
$5
USD · not real money

Use tokens or written totals instead of cutting. Reuse the notes between turns; prices are in dollars for this pretend shop.

AGES 6–12 · GROUP / MOVEMENT OPTION

Donut Shop Role Play

Name / chosen name: _____

With an adult-approved route, find examples of these ideas in the room or in pictures. Move calmly with a partner, or use a seated picture hunt. Do not leave the activity area. A missing item is a valid finding.

Find or imagine	Draw / describe
Something useful for donut day	
A way two people could take turns	
A tool for creating	
A quiet activity choice	
A helpful action	
A group idea	

1. One discovery to share

AGES 6–12

Invent a Donut Flavour

Name / chosen name: _____

Draw, write, speak or use a fictional example. You may choose fewer prompts or pass.

1. My invented flavour name

2. My pretend topping pattern

3. Who might enjoy this imaginary design

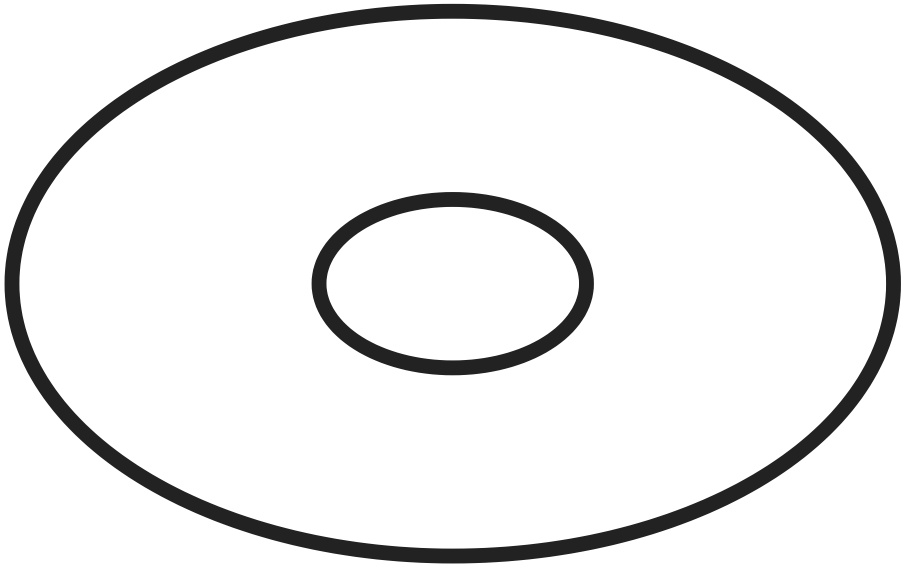
4. A silly shop name

AGES 6–12

Build a Donut Paper Craft

Name / chosen name: _____

Create a pretend donut using the paper pieces. Color the base, icing and toppings. An adult can support cutting; glue the pieces or draw your own. No real food is needed.



Paper icing and toppings

1. My paper donut name

_____

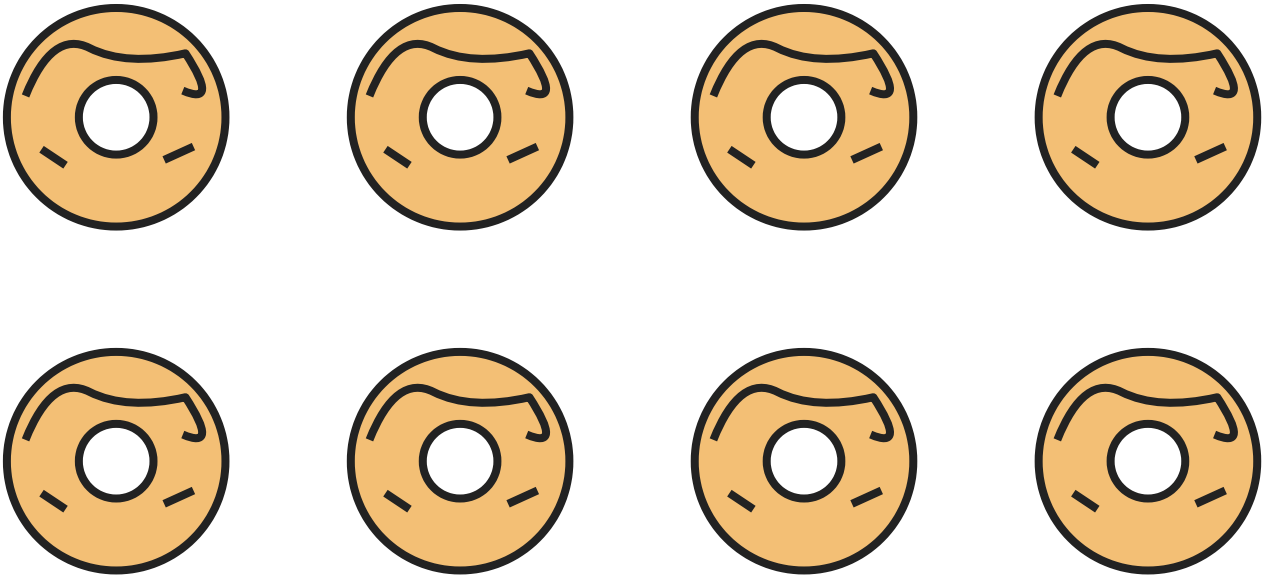
AGES 6–12

Donut Math Three Levels

Name / chosen name: _____

Choose a level. Use the pictured paper donuts, counters, pointing or written working. No food is needed.

Level 1: count and compare



1. How many donuts are pictured?

2. If two are set aside, how many remain?

3. Which is greater: eight or six?

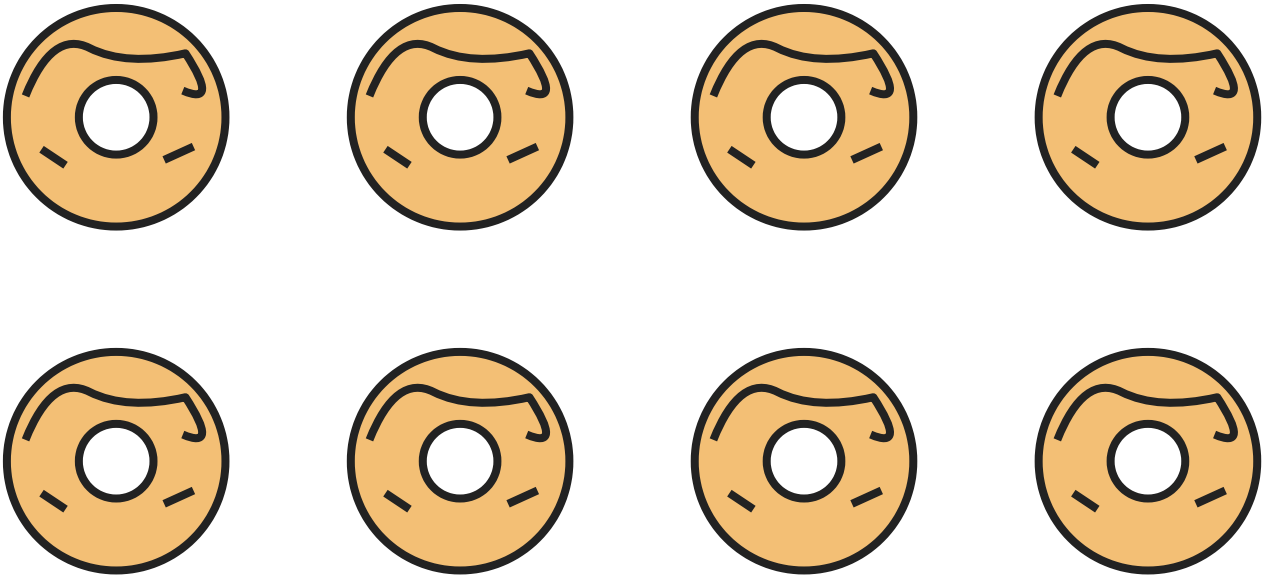
AGES 6–12

Donut Math Three Levels

Name / chosen name: _____

Choose a level. Use the pictured paper donuts, counters, pointing or written working. No food is needed.

Level 2: add and subtract



1. Eight donuts plus four more is…

2. Twelve donuts minus five is…

3. Eight donuts shared equally between two is…

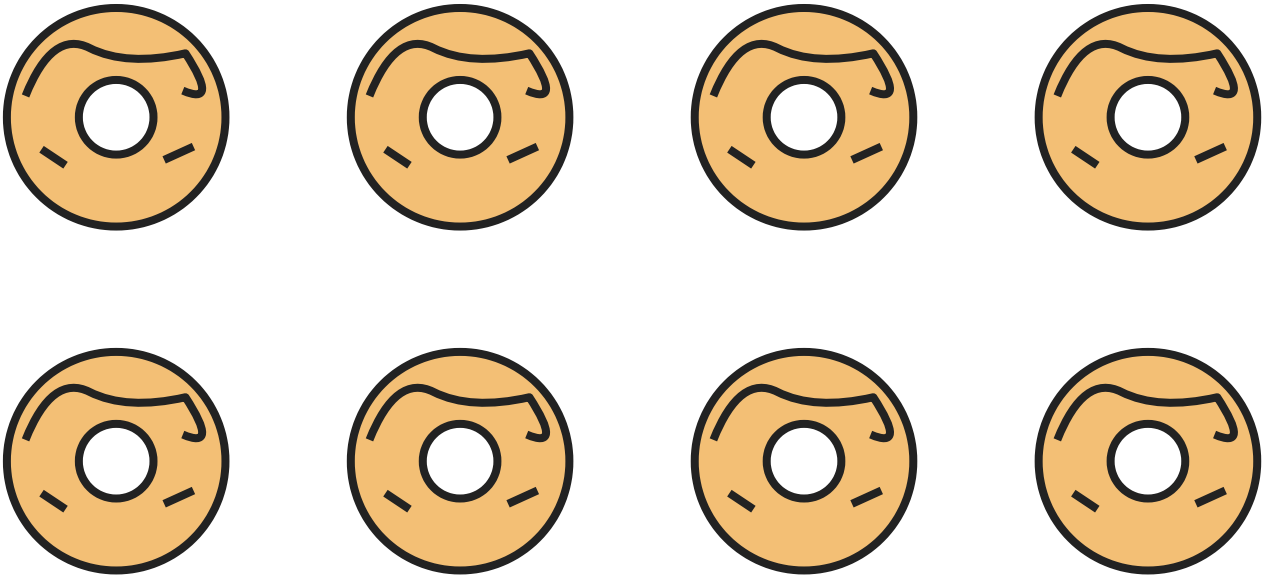
AGES 6–12

Donut Math Three Levels

Name / chosen name: _____

Choose a level. Use the pictured paper donuts, counters, pointing or written working. No food is needed.

Level 3: arrays and fractions



1. Three rows of four paper donuts is…

2. One quarter of eight donuts is…

3. What fraction is four out of eight?

AGES 6–12

Donut Picture Bingo

Name / chosen name: _____

Card 1 · Choose a caller. Call one item from the reference below. Cover or mark matching spaces; three in a row wins. Passing or fictional examples are welcome.

strawberries	books	hearts
cupcakes	bowls	pancakes
donuts	rolling pins	plates

Calling reference: donuts · cupcakes · rolling pins · strawberries · potted plants · books · stars · hearts · bottles · bowls · plates · pancakes · bananas · circles · flowers · pencils

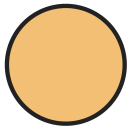
Use tokens, pencil marks, pointing or a partner. No private information or completed personal acts are required to win.

AGES 6–12

Donut Picture Bingo

Name / chosen name: _____

Card 2 · Choose a caller. Call one item from the reference below. Cover or mark matching spaces; three in a row wins. Passing or fictional examples are welcome.

bowls	cupcakes	strawberries
donuts	rolling pins	 circles
bananas	plates	hearts

Calling reference: donuts · cupcakes · rolling pins · strawberries · potted plants · books · stars · hearts · bottles · bowls · plates · pancakes · bananas · circles · flowers · pencils

Use tokens, pencil marks, pointing or a partner. No private information or completed personal acts are required to win.

AGES 6–12

Donut Picture Bingo

Name / chosen name: _____

Card 3 · Choose a caller. Call one item from the reference below. Cover or mark matching spaces; three in a row wins. Passing or fictional examples are welcome.

cupcakes	books	stars
strawberries	plates	hearts
bananas	potted plants	bottles

Calling reference: donuts · cupcakes · rolling pins · strawberries · potted plants · books · stars · hearts · bottles · bowls · plates · pancakes · bananas · circles · flowers · pencils

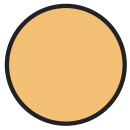
Use tokens, pencil marks, pointing or a partner. No private information or completed personal acts are required to win.

AGES 6–12

Donut Picture Bingo

Name / chosen name: _____

Card 4 · Choose a caller. Call one item from the reference below. Cover or mark matching spaces; three in a row wins. Passing or fictional examples are welcome.

books	bananas	 circles
plates	strawberries	pancakes
stars	bowls	bottles

Calling reference: donuts · cupcakes · rolling pins · strawberries · potted plants · books · stars · hearts · bottles · bowls · plates · pancakes · bananas · circles · flowers · pencils

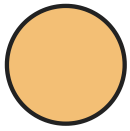
Use tokens, pencil marks, pointing or a partner. No private information or completed personal acts are required to win.

AGES 6–12

Donut Picture Bingo

Name / chosen name: _____

Card 5 · Choose a caller. Call one item from the reference below. Cover or mark matching spaces; three in a row wins. Passing or fictional examples are welcome.

rolling pins	bowls	strawberries
cupcakes	pancakes	stars
potted plants	plates	 circles

Calling reference: donuts · cupcakes · rolling pins · strawberries · potted plants · books · stars · hearts · bottles · bowls · plates · pancakes · bananas · circles · flowers · pencils

Use tokens, pencil marks, pointing or a partner. No private information or completed personal acts are required to win.

AGES 6–12

Donut Picture Bingo

Name / chosen name: _____

Card 6 · Choose a caller. Call one item from the reference below. Cover or mark matching spaces; three in a row wins. Passing or fictional examples are welcome.

plates	stars	bowls
donuts	strawberries	potted plants
bottles	rolling pins	cupcakes

Calling reference: donuts · cupcakes · rolling pins · strawberries · potted plants · books · stars · hearts · bottles · bowls · plates · pancakes · bananas · circles · flowers · pencils

Use tokens, pencil marks, pointing or a partner. No private information or completed personal acts are required to win.

AGES 6–12

Donut Conversation Cards

Name / chosen name: _____

Choose a card and talk, draw or write. In a group, pass a card around or take turns with a partner. Take turns listening. Passing and imaginary examples are welcome.

Invent a silly pretend topping.

_____

_____

Describe a repeating icing pattern.

_____

_____

Design a shop for imaginary creatures.

_____

_____

How could a pretend shop welcome everyone?

_____

_____

What shape could a paper donut be?

_____

_____

How could two people share a paper design?

_____

_____

AGES 6–12

Donut Shop Paper Stand STEM

Name / chosen name: _____

Build a paper shop stand that holds six flat paper donuts for ten seconds. Use two sheets of scrap paper or card, tape and the six cut-outs on the next sheet. No food is needed. An adult can support cutting.

1. My stand sketch and plan

2. One folded support I will try

3. What happened with six paper cut-outs?

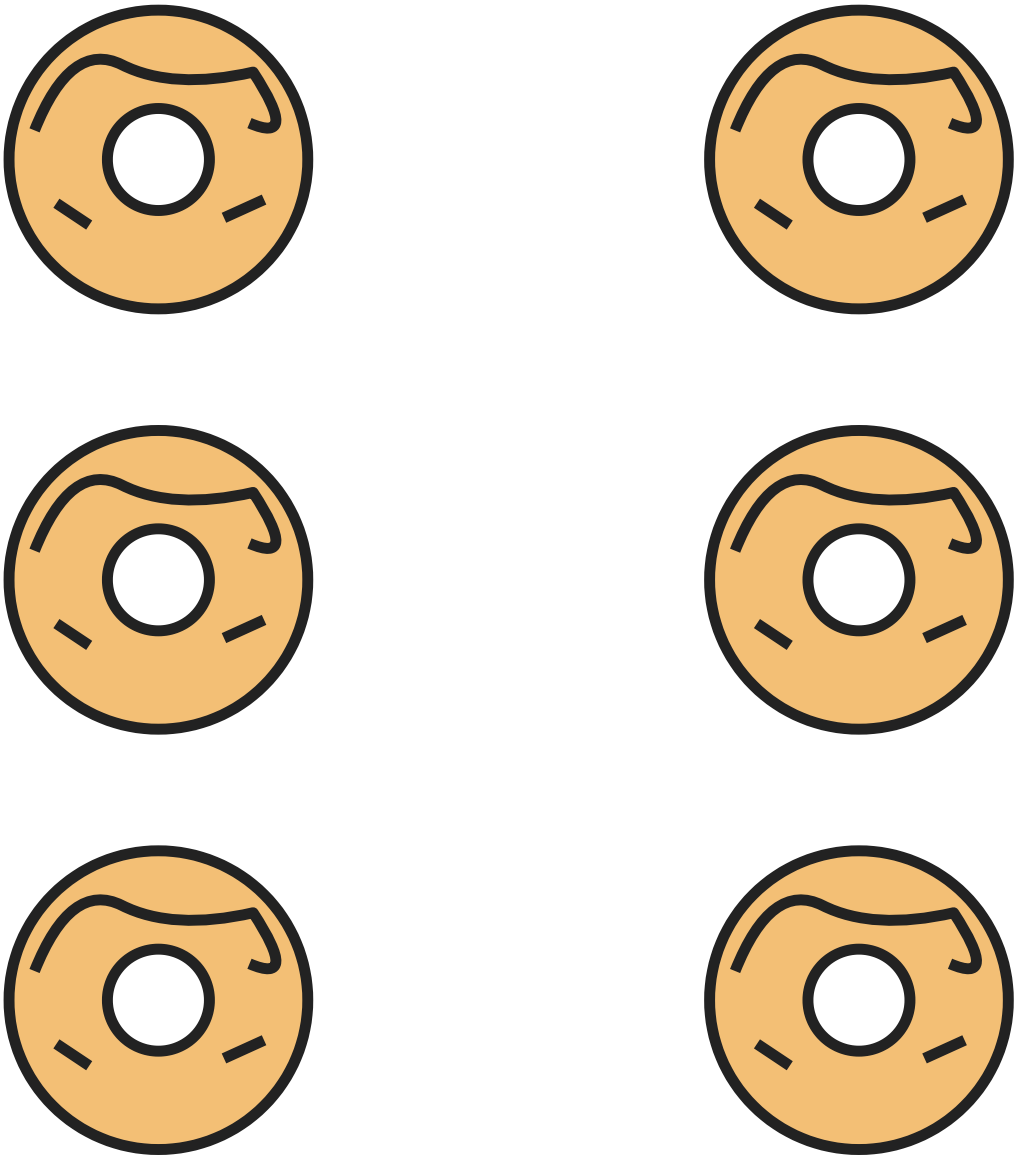
4. One change and a second test

5. How our team shared the work

Test on a low, clear table. Choose a seated planner, recorder, builder or observer role.

AGES 6–12

Donut Shop Paper Stand STEM

Name / chosen name: _____

Six pretend donut counters. Decorate and cut with adult support. Place the flat paper counters on the stand; do not add food or heavy objects.