AGES 6–10

Doughnut Day Colouring Together

Name / chosen name: _____

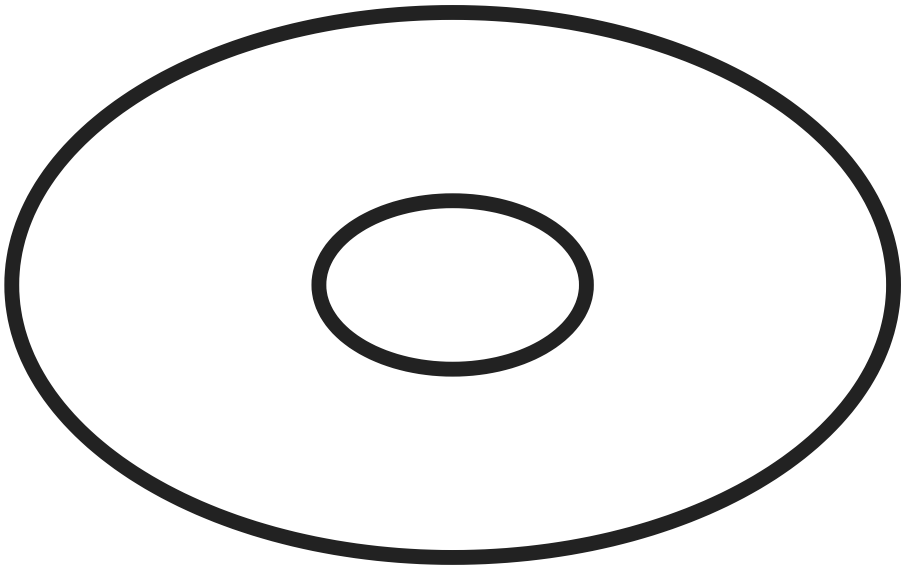
Choose your own colours or patterns. Colouring, pointing or talking about the scene are all welcome.

AGES 6–12

Design Your Own Doughnut

Name / chosen name: _____

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



1. My doughnut is called

2. My icing and toppings

3. One surprising design detail

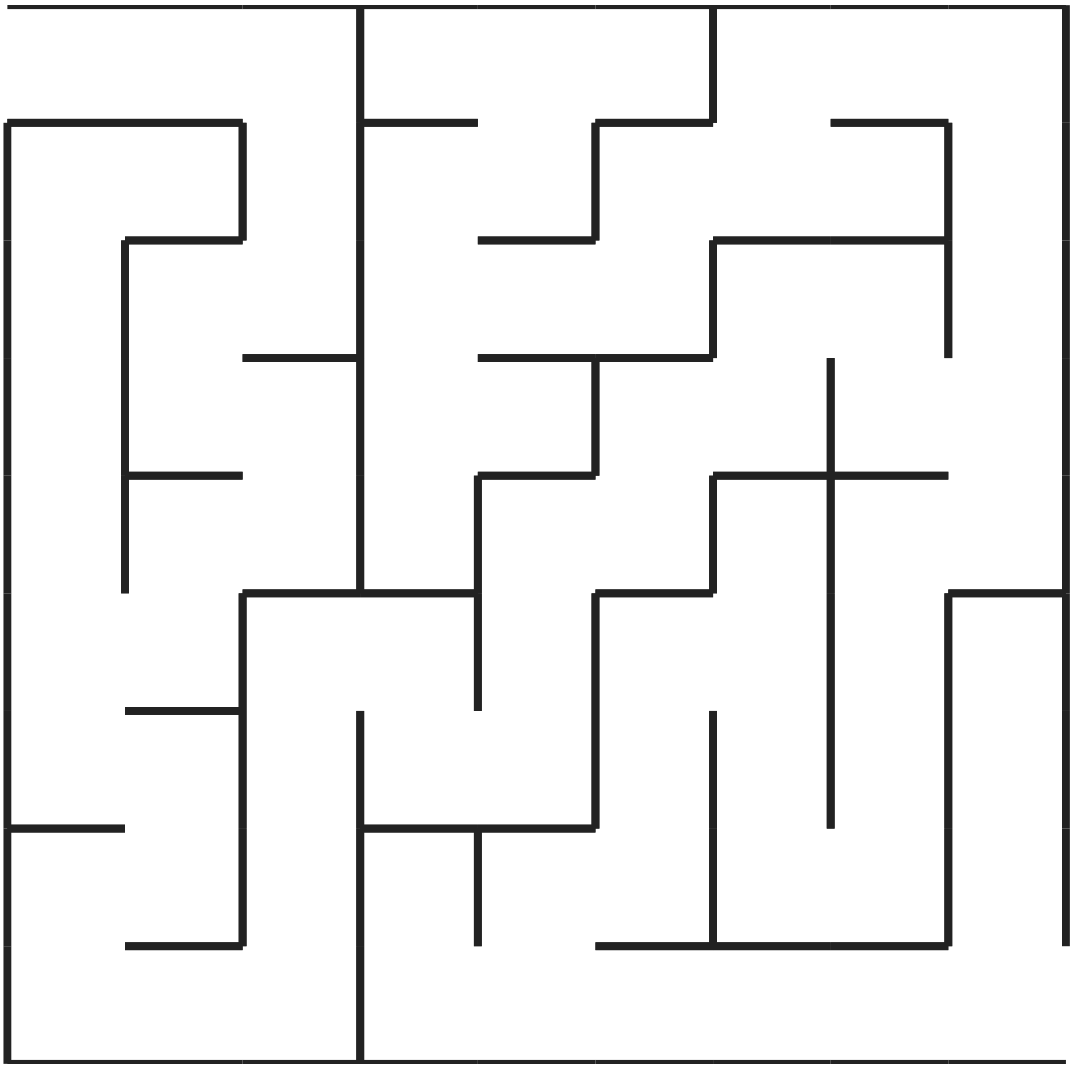
AGES 6–12

Doughnut 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 →

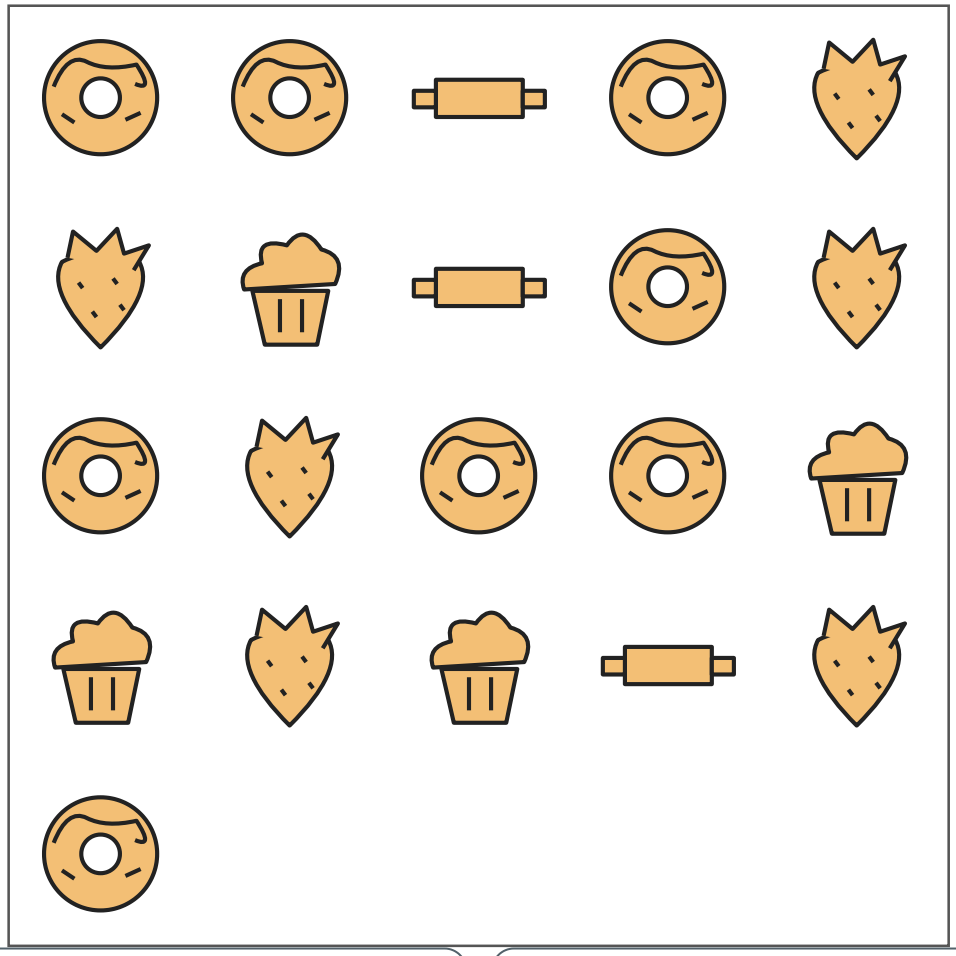
1. A strategy I used

AGES 6–12

Doughnut 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.



doughnuts: _____

cupcakes: _____

rolling pins: _____

strawberries: _____

1. My checking strategy

AGES 8–12

Doughnut Day Word Search

Name / chosen name: _____

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

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

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

1. Choose one word and explain or draw it

AGES 6–12

Doughnut 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 doughnut	$1
Patterned paper doughnut	$2
Invented special paper doughnut	$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
AUD · not real money

PLAY MONEY
$2
AUD · not real money

PLAY MONEY
$3
AUD · not real money

PLAY MONEY
$5
AUD · 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

Invent a Doughnut 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

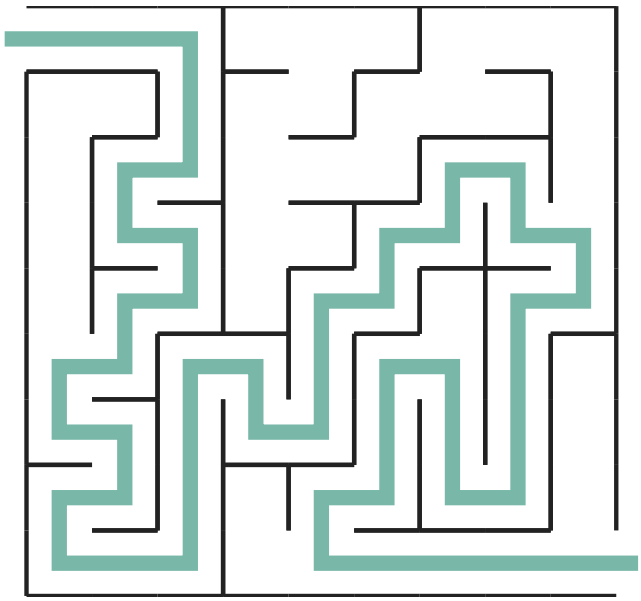
4. A silly shop name

AGES 6–12 · COMPACT KEY

Doughnut Day Mini Pack Answers

Name / chosen name: _____

Maze



Word search

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

I Spy

doughnuts: 8 · cupcakes: 4 · rolling pins: 3 · strawberries: 6

Design / partner activity

Answers vary. Look for an original idea, a relevant example and a clear explanation. Drawing, pointing, speaking, a partner scribe and fictional examples are valid. Personal disclosure is optional.

Customer A: total $3, paid $3, change $0. Customer B: total $4, paid $5, change $1. Written or token totals are valid.

Open-ended pages

Accept relevant original ideas, drawings, spoken responses and fictional examples. Offer a seated, quiet or partner option. No personal disclosure is required.