AGES 6–10

Kindness Day Coloring Together

Name / chosen name: _____

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

Helping · Sharing · Listening · Including

AGES 6–10

Kindness 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

Kindness 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

Kindness Grows Poster

Name / chosen name: _____

KINDNESS GROWS

Create an original garden poster. Label flowers with helpful actions such as listening, sharing and including.

1. One kind action I want to show

_____

_____

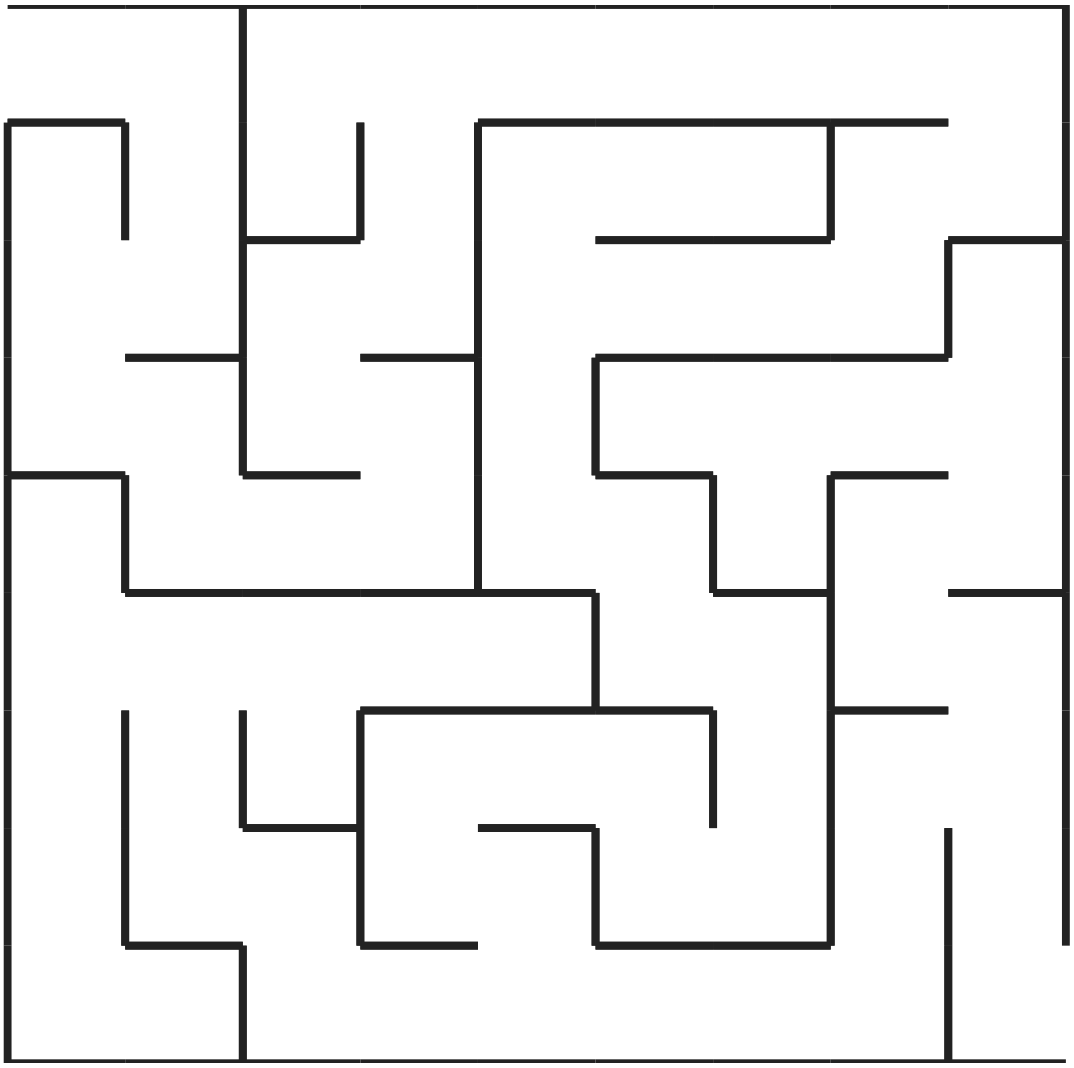
AGES 6–12

Kindness Day Maze

Name / chosen name: _____

Find a route through the kindness day puzzle. 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

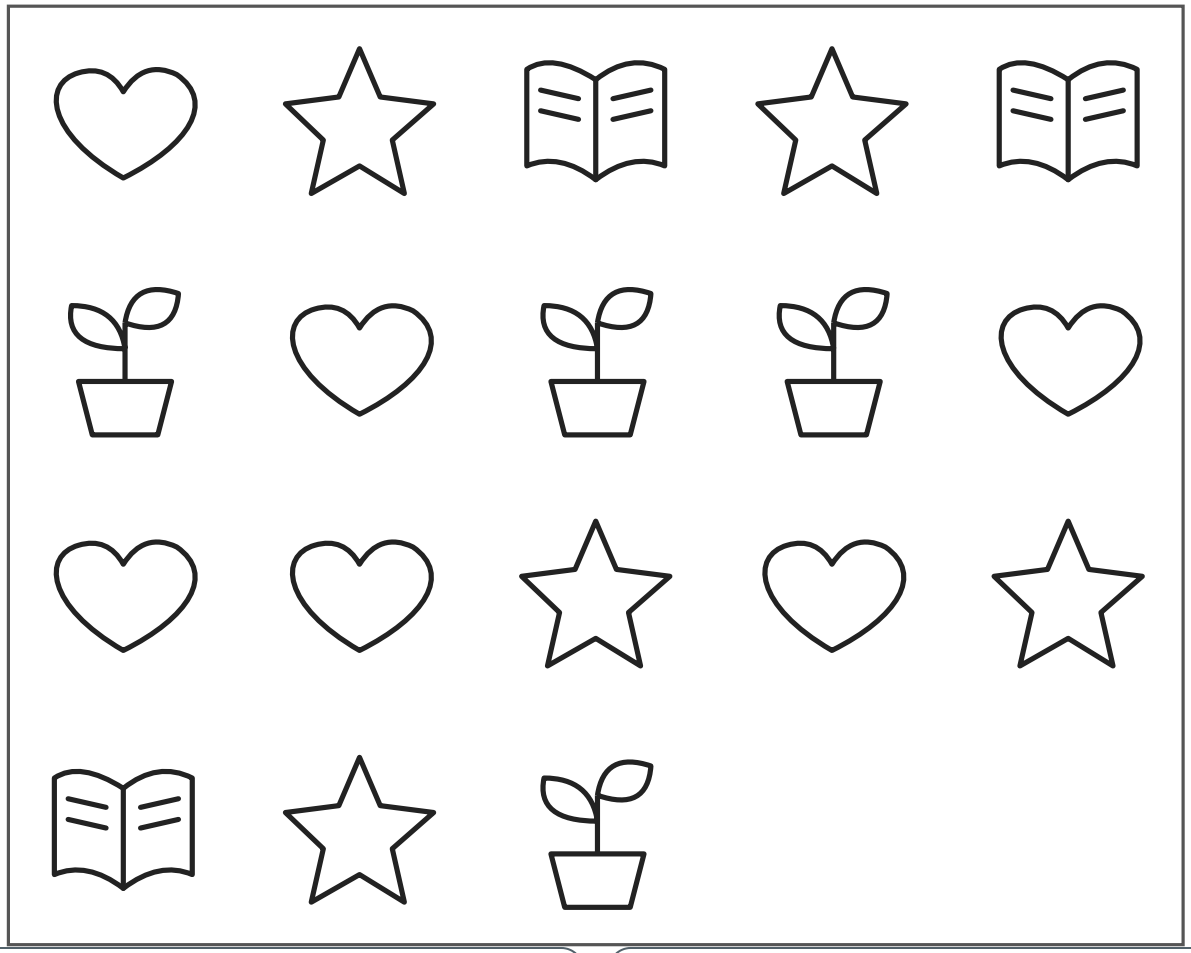
_____

AGES 6–12

Kindness 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.



hearts: _____

potted plants: _____

books: _____

stars: _____

1. My checking strategy

AGES 8–12

Kindness Day Word Search

Name / chosen name: _____

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

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

KIND · HELP · SHARE · LISTEN · THANKS · CARE · INCLUDE · SMILE · GIVE · NOTICE

1. Choose one word and explain or draw it

AGES 6–12

Kindness 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.

Listen carefully	Invite someone	Encourage a try
Care for a space	Share materials	Help with permission
Notice a helpful action	Include another idea	Give a kind message

Calling reference: Help with permission · Say thank you · Invite someone · Listen carefully · Share materials · Encourage a try · Care for a space · Notice a helpful action · Offer a quiet choice · Ask before helping · Give a kind message · Respect a no · Include another idea · Help pack away · Speak respectfully · Take turns

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

AGES 6–12

Kindness 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.

Include another idea	Give a kind message	Help pack away
Notice a helpful action	Offer a quiet choice	Respect a no
Care for a space	Encourage a try	Invite someone

Calling reference: Help with permission · Say thank you · Invite someone · Listen carefully · Share materials · Encourage a try · Care for a space · Notice a helpful action · Offer a quiet choice · Ask before helping · Give a kind message · Respect a no · Include another idea · Help pack away · Speak respectfully · Take turns

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

AGES 6–12

Kindness 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.

Say thank you	Notice a helpful action	Help with permission
Include another idea	Help pack away	Encourage a try
Give a kind message	Offer a quiet choice	Invite someone

Calling reference: Help with permission · Say thank you · Invite someone · Listen carefully · Share materials · Encourage a try · Care for a space · Notice a helpful action · Offer a quiet choice · Ask before helping · Give a kind message · Respect a no · Include another idea · Help pack away · Speak respectfully · Take turns

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

AGES 6–12

Kindness 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.

Help with permission	Give a kind message	Respect a no
Take turns	Invite someone	Help pack away
Include another idea	Notice a helpful action	Listen carefully

Calling reference: Help with permission · Say thank you · Invite someone · Listen carefully · Share materials · Encourage a try · Care for a space · Notice a helpful action · Offer a quiet choice · Ask before helping · Give a kind message · Respect a no · Include another idea · Help pack away · Speak respectfully · Take turns

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

AGES 6–12

Kindness 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.

Listen carefully	Invite someone	Notice a helpful action
Take turns	Respect a no	Help pack away
Encourage a try	Give a kind message	Share materials

Calling reference: Help with permission · Say thank you · Invite someone · Listen carefully · Share materials · Encourage a try · Care for a space · Notice a helpful action · Offer a quiet choice · Ask before helping · Give a kind message · Respect a no · Include another idea · Help pack away · Speak respectfully · Take turns

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

AGES 6–12

Kindness 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.

Listen carefully	Offer a quiet choice	Say thank you
Notice a helpful action	Help pack away	Encourage a try
Invite someone	Give a kind message	Respect a no

Calling reference: Help with permission · Say thank you · Invite someone · Listen carefully · Share materials · Encourage a try · Care for a space · Notice a helpful action · Offer a quiet choice · Ask before helping · Give a kind message · Respect a no · Include another idea · Help pack away · Speak respectfully · Take turns

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

AGES 6–12

My Kindness Story

Name / chosen name: _____

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

1. A real or imaginary helpful action

2. How the action respected someone's choice

3. A kind next step

AGES 6–12

Kindness Coupons

Name / chosen name: _____

Create optional offers of help. Ask before helping; the recipient may decline. Write or draw a helpful action on each coupon. No purchases or gifts are needed.

Helpful offer 1

_____

Use only with permission · chosen name: _____

Helpful offer 2

_____

Use only with permission · chosen name: _____

Helpful offer 3

_____

Use only with permission · chosen name: _____

Helpful offer 4

_____

Use only with permission · chosen name: _____

AGES 6–12

Kindness Paper Chain

Name / chosen name: _____

Draw or write a helpful action on each strip. Make loose paper loops and join them into a group chain. An adult can support cutting. Use the flat strips as bookmarks instead if preferred.

Helpful action 1

Helpful action 2

_____

Helpful action 3

_____

Helpful action 4

_____

Helpful action 5

_____

_____

AGES 6–12

Kind or Unkind Scenario Sorting

Name / chosen name: _____

Sort the fictional actions into “helpful and respectful” or “unhelpful”. Discuss a kinder alternative for an unhelpful action. No need to name real people.

1. Ask before helping a partner.

2. Grab a partner’s pencil without asking.

3. Invite someone and accept their choice.

4. Laugh at someone’s mistake.

5. Share materials when both people agree.

6. Keep interrupting when someone speaks.

Helpful and respectful numbers

_____

_____

Unhelpful numbers

_____

_____

1. A kinder alternative

_____

_____

AGES 6–12

Kindness Challenge Cards

Name / chosen name: _____

Choose an optional challenge. Ask permission and respect a no. You can draw a fictional example instead. Discuss what made the action respectful.

Help with permission

My real or imagined example:

_____

_____

Say thank you

My real or imagined example:

_____

_____

Invite someone

My real or imagined example:

_____

_____

Listen carefully

My real or imagined example:

_____

_____

Share materials

My real or imagined example:

_____

_____

Encourage a try

My real or imagined example:

_____

_____

AGES 6–12

Kindness Scavenger Hunt

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 kindness 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

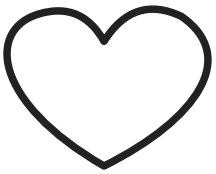
AGES 6–12

Kindness Bookmarks

Name / chosen name: _____

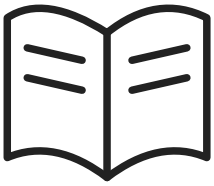
Decorate the three bookmarks with original pictures and messages. Cut with adult support, or use the whole sheet as a reading reminder.

A helpful message



A shared story

An original picture



AGES 6–12

Kindness 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.

How can we welcome a new idea?

_____

_____

What does taking turns look like?

_____

_____

How can someone join quietly?

_____

_____

How can we respect a no?

_____

_____

Invent a cooperative game.

_____

_____

What could helpful listening look like?

_____

_____

AGES 6–12

Our Kindness Display

Name / chosen name: _____

Group display center: decorate the message and add original pictures. Attach participants' contributions from the next sheet around this center.

KINDNESS GROWS HERE

1. Our group message

AGES 6–12

Our Kindness Display

Name / chosen name: _____

Each willing participant draws or writes one contribution. Cut out the panels with adult support or attach the whole sheet. Spoken contributions can be scribed. Join these around the display center.

A helpful action

An idea to include

Participants may use imaginary examples or choose a quiet role. No ranking or personal information is needed.

AGES 6–12

Kindness Activity Mat

Name / chosen name: _____

Choose a station alone, with a partner or as a group. Draw, write or dictate. Use original and imaginary examples.

Design a helpful tool

Write a welcoming message

Invent a cooperative game

Draw a quiet way to join

1. One idea we want to try

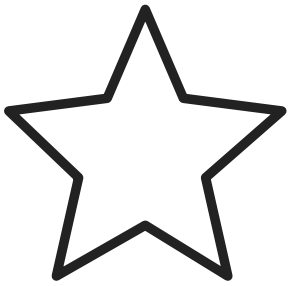
AGES 6–12

Kindness Helper Certificate

Name / chosen name: _____

Recognise a specific helpful contribution. This is not a competition or ranking. A fictional recipient is welcome.

CERTIFICATE OF APPRECIATION



Presented to / chosen name

_____

For the helpful action

_____

_____

A specific example

_____

_____

From: _____

AGES 6–12

Plan a Kindness Project

Name / chosen name: _____

Plan an imaginary or adult-approved helpful project. Choose an achievable shared goal and optional roles. Everyone can pass, observe or join quietly.

1. Our shared goal

2. Materials we would need

3. Roles, including a quiet choice

4. Three steps to try

5. How to check everyone has a choice