AGES 6–10

Pet 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

Pet 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

Pet 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

My Pet or Dream Pet

Name / chosen name: _____

Draw a pet you have, a pet you would like, or a fictional animal. Nobody needs to own a pet.

1. My pet or dream pet

2. A suitable place to rest

3. How a trusted adult could help with care

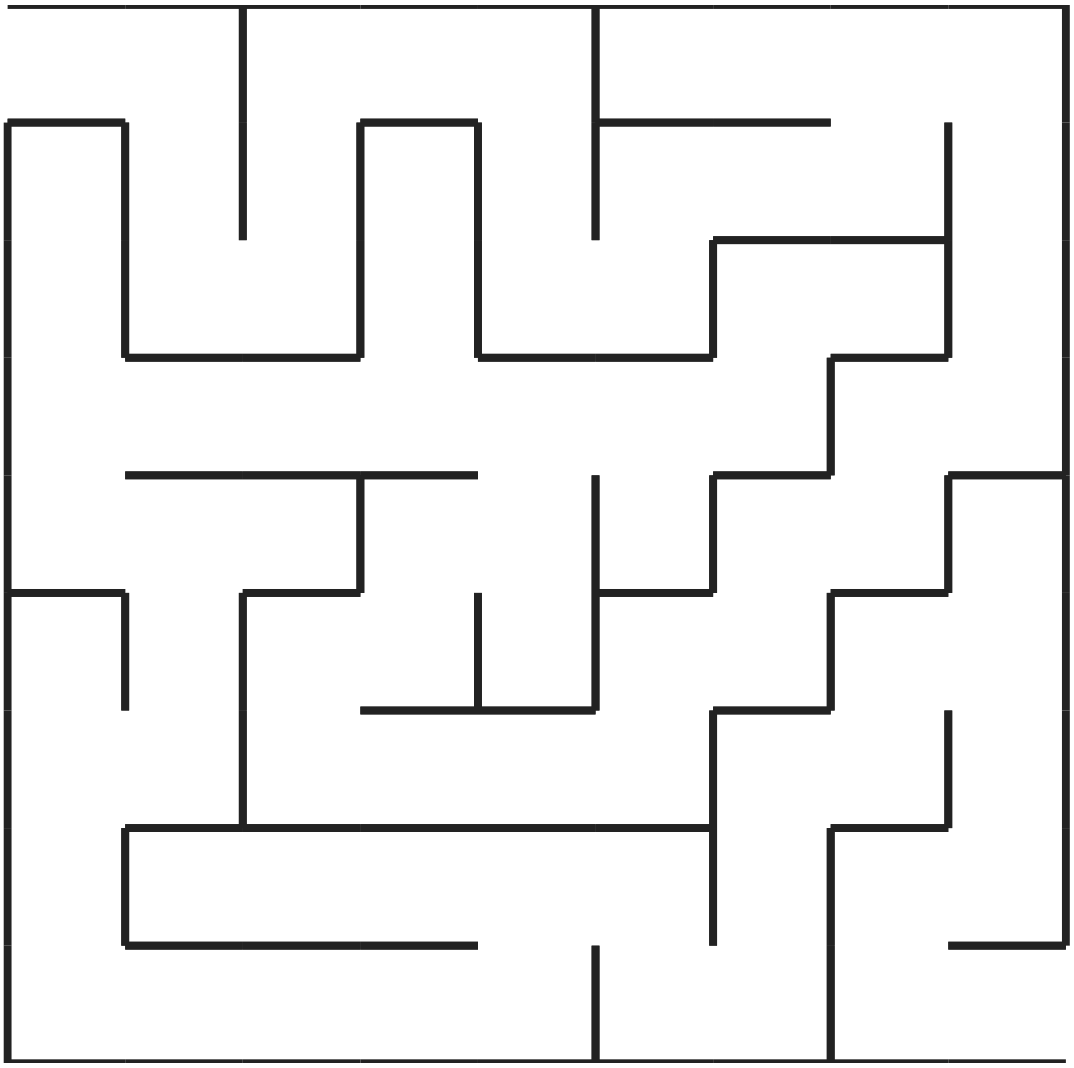
AGES 6–12

Pet Day Maze

Name / chosen name: _____

Find a route through the pet 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 →

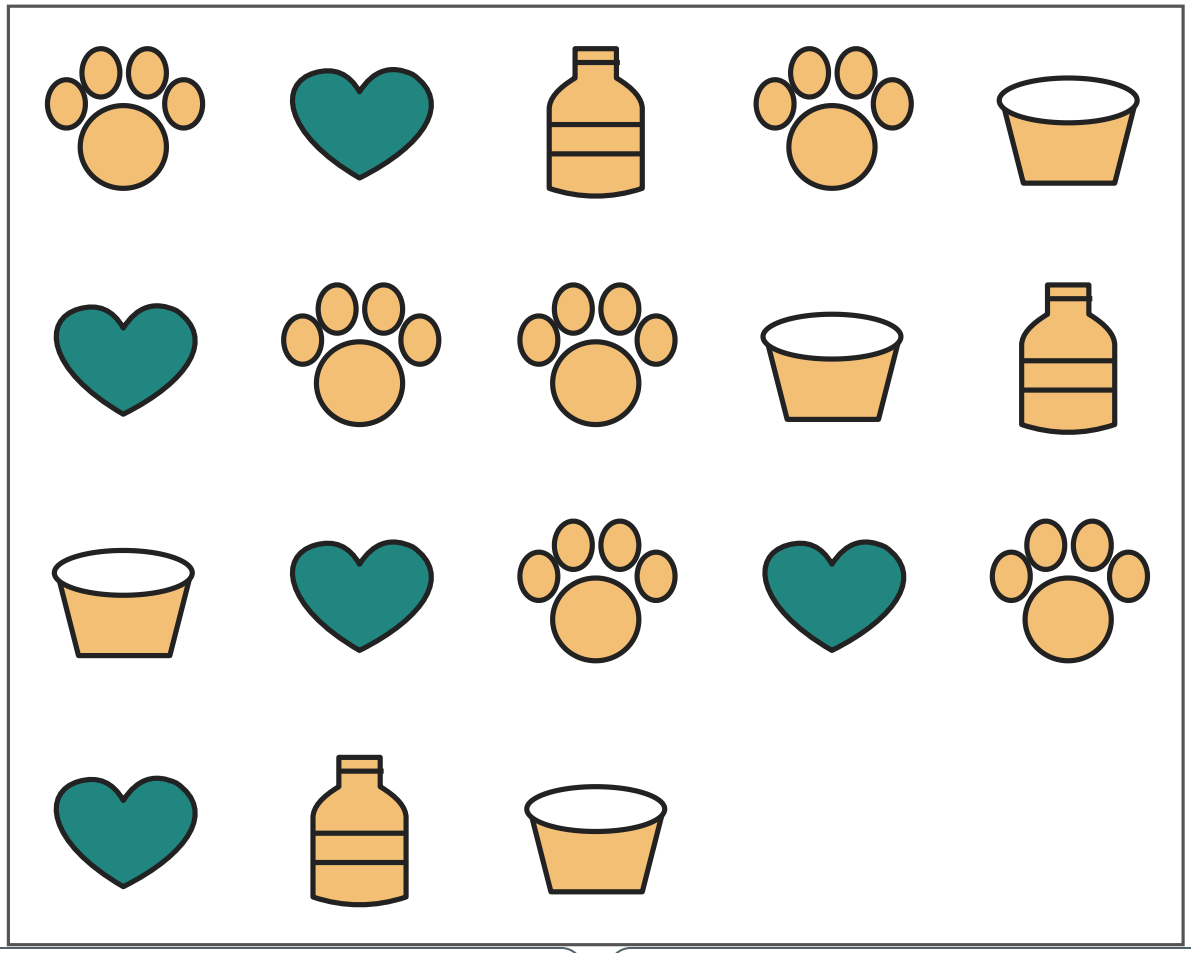
1. A strategy I used

AGES 6–12

Pet 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.



paw prints: _____

bowls: _____

bottles: _____

hearts: _____

1. My checking strategy

AGES 8–12

Pet Day Word Search

Name / chosen name: _____

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

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

PET · CARE · WATER · SHELTER · REST · FOOD · GENTLE · HELP · PLAY · VET

1. Choose one word and explain or draw it

AGES 6–12

Pet Care Partner Matching

Name / chosen name: _____

With a partner, match each need to a helpful action. Use a fictional pet; adults make real animal-care decisions.

1. Water → ____

2. Suitable food → ____

3. A safe resting space → ____

4. Health care → ____

A. Ask a trusted adult about a vet when needed.

B. A trusted adult chooses a diet appropriate to the animal.

C. A trusted adult provides suitable clean drinking water.

D. Plan a safe space where the animal can rest undisturbed.

1. One question about a particular animal's needs

Source: https://www.rspca.org.uk/adviceandwelfare/pets

AGES 6–12 · GROUP / MOVEMENT OPTION

Pet Care Partner Matching

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 pet 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

What Does My Dream Pet Need

Name / chosen name: _____

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

1. My real, dream or fictional pet

2. A need to research for this particular animal

3. A responsibility for a trusted adult

4. How to respect the animal's space