AGES 6–10

Smile Day Coloring Together

Name / chosen name: _____

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

AGES 6–12

Design a Kind Message Card

Name / chosen name: _____

Design a message about a specific helpful action. The recipient does not need to smile or feel happy.

FRONT: original picture

MESSAGE: I appreciate…

1. A kind example, real or imaginary

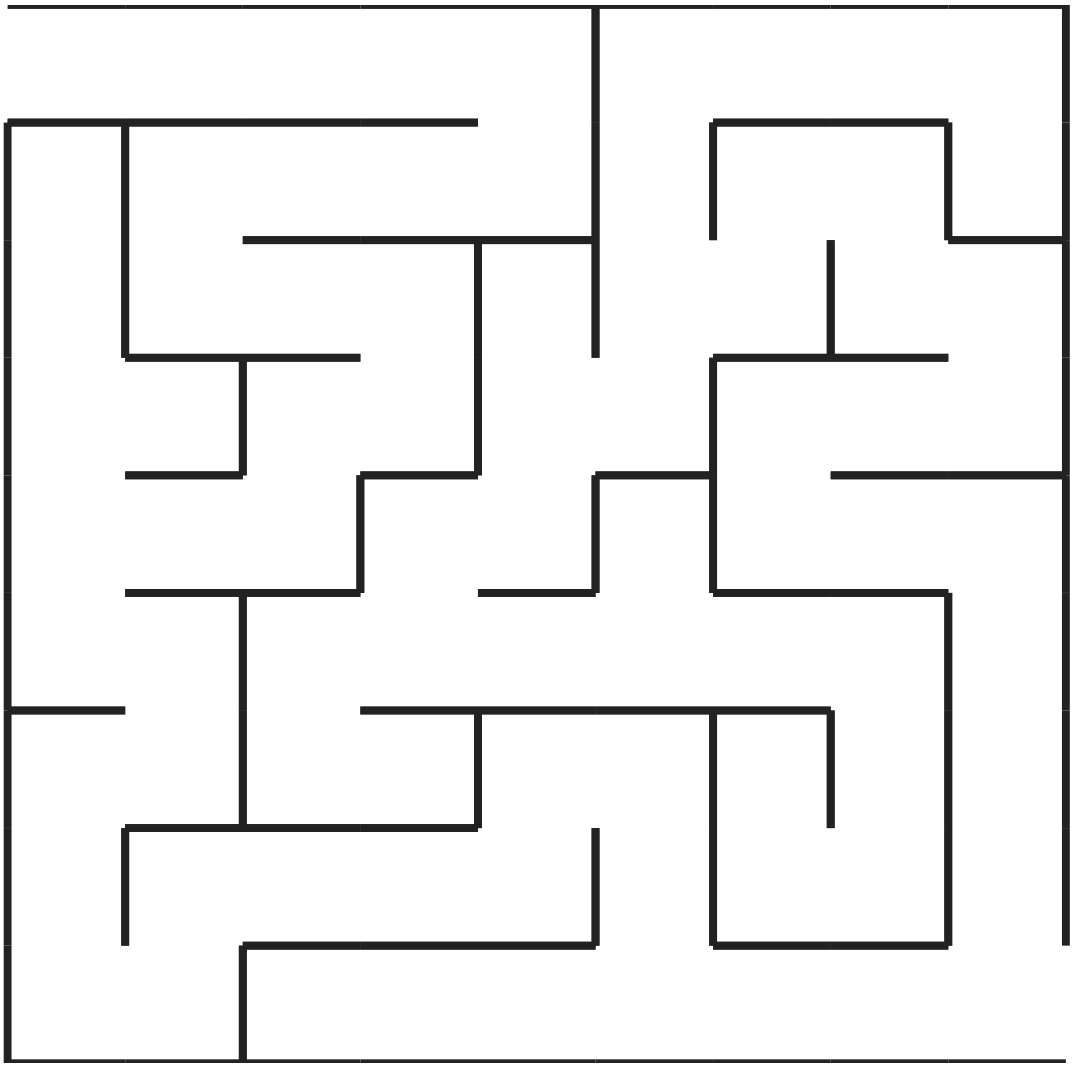
AGES 6–12

Smile Day Maze

Name / chosen name: _____

Find a route through the smile 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 →

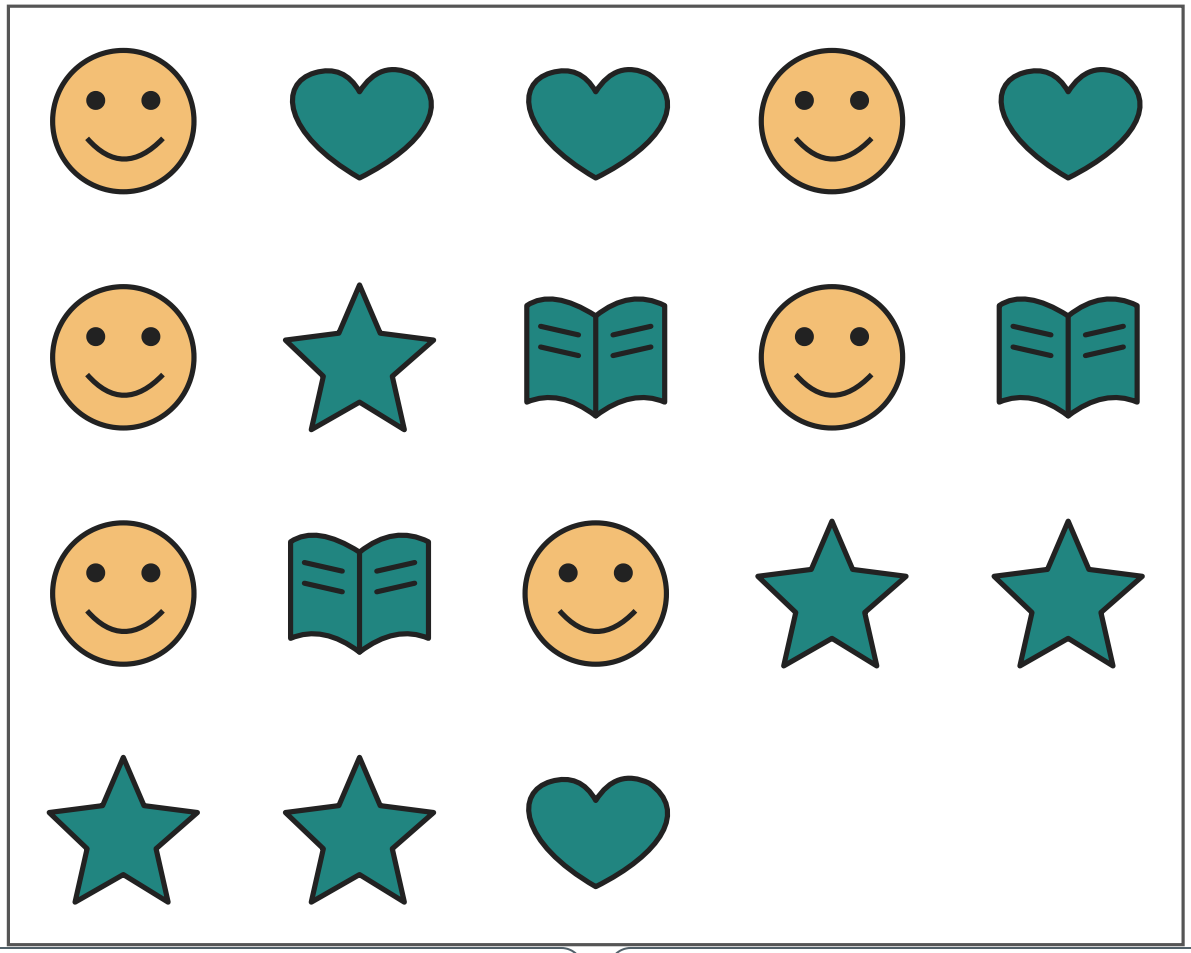
1. A strategy I used

AGES 6–12

Smile 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.



faces: _____

hearts: _____

books: _____

stars: _____

1. My checking strategy

AGES 8–12

Smile Day Word Search

Name / chosen name: _____

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

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

KIND · JOKE · HELP · CARE · LAUGH · THANKS · LISTEN · SHARE · CHOICE · SMILE

1. Choose one word and explain or draw it

AGES 6–12

Gentle Joke and Compliment Cards

Name / chosen name: _____

With a partner or puppet, create gentle humour and specific appreciation. No jokes about a real person's body, identity or difficulties. Nobody needs to smile.

A silly imaginary animal joke…

_____

_____

_____

An invented question and funny answer…

_____

_____

_____

A helpful action I appreciate…

_____

_____

_____

A kind message for an imaginary character…

_____

_____

_____

Choose drawing, speaking, a quiet role or passing. Feelings do not need to be shared.

AGES 6–12

A Positive Moment

Name / chosen name: _____

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

1. A real or imaginary positive moment

2. A helpful action in the scene

3. How someone could join quietly

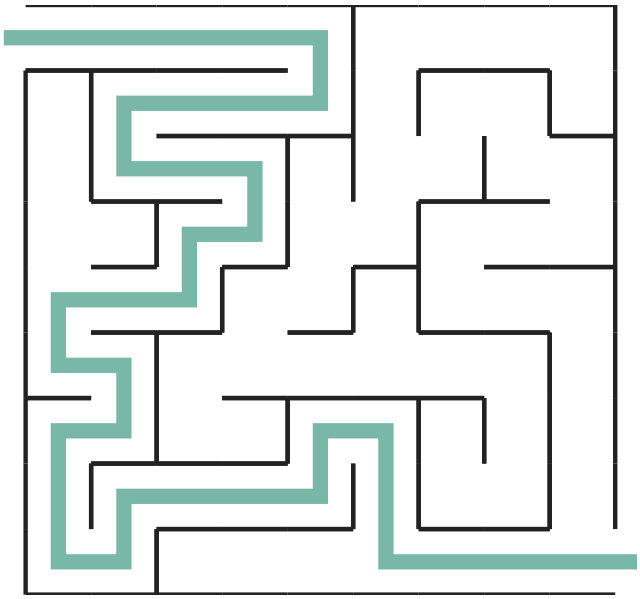
4. A message without pressure to feel happy

AGES 6–12 · COMPACT KEY

Smile Day Mini Pack Answers

Name / chosen name: _____

Maze



Word search

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

I Spy

faces: 6 · hearts: 4 · books: 3 · stars: 5

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.

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.