Everyone Belongs Colouring Page

Name / chosen name: _____

Colour the children. Add a welcoming detail in the space below.

EVERYONE BELONGS

Harmony Week Colouring Poster

Name / chosen name: _____

EVERYONE BELONGS

Colour, create and celebrate belonging.

Harmony Week Colouring Poster

Name / chosen name: _____

EVERYONE BELONGS

Print this enlarged poster on A3 at actual size.

Harmony Week Colouring Poster

Name / chosen name: _____

Display tile 1 · Trim on the dotted border. Join 1–2 above 3–4.

EVERYONE

Harmony Week Colouring Poster

Name / chosen name: _____

Display tile 2 · Trim on the dotted border. Join 1–2 above 3–4.

E BELONGS

Harmony Week Colouring Poster

Name / chosen name: _____

Display tile 3 · Trim on the dotted border. Join 1–2 above 3–4.

Harmony Week Colouring Poster

Name / chosen name: _____

Display tile 4 · Trim on the dotted border. Join 1–2 above 3–4.

Find Something We Share

Name / chosen name: _____

Find someone who enjoys each activity. Ask, point or use the fictional profiles in Everyone Is Unique. Use chosen names or initials. Anyone may pass.

I enjoy…	Someone who shares this interest
drawing	
football	
reading	
gardening	
music	
science	
puzzles	
building	

Something we could do together

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

learning games	sharing ideas	pretend play	football
building	craft	puzzles	books
singing	science	drawing	music
reading	nature walks	animals	helping

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

helping	making things	books	painting
counting	cloud watching	movement games	pretend play
building	learning games	listening	sharing ideas
board games	nature walks	puzzles	quiet games

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

dancing	animals	building	nature walks
making things	reading	painting	cloud watching
listening	riddles	puzzles	helping
colouring	pretend play	science	stories

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

movement games	reading	gardening	craft
colouring	helping	board games	science
dancing	pretend play	riddles	making things
listening	quiet games	drawing	cloud watching

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

learning games	painting	music	movement games
riddles	sharing ideas	board games	books
listening	stories	dancing	reading
making things	gardening	building	pretend play

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

board games	gardening	reading	nature walks
football	cloud watching	dancing	stories
learning games	science	craft	puzzles
music	flowers	sharing ideas	animals

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

science	board games	nature walks	books
puzzles	gardening	cloud watching	making things
stories	pretend play	riddles	counting
movement games	colouring	helping	listening

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

building	singing	pretend play	science
flowers	learning games	dancing	stories
puzzles	cloud watching	helping	football
movement games	listening	music	sharing ideas

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

craft	colouring	singing	music
quiet games	pretend play	riddles	counting
helping	reading	dancing	movement games
flowers	animals	cloud watching	making things

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

learning games	counting	movement games	making things
books	cloud watching	flowers	pretend play
board games	science	colouring	gardening
sharing ideas	helping	quiet games	craft

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

board games	cloud watching	nature walks	drawing
books	music	counting	helping
movement games	animals	gardening	pretend play
football	making things	stories	flowers

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Choose a square. Ask a willing partner if they enjoy it, or use fictional answers. Add initials or a tick. Anyone may pass. Four in a line makes bingo.

cloud watching	flowers	learning games	drawing
movement games	books	reading	science
pretend play	making things	sharing ideas	riddles
gardening	listening	helping	board games

A square celebrates a shared interest; it does not describe everyone. Spoken, pointed and partner-scribed answers all count.

Friendship Bingo

Name / chosen name: _____

Optional calling prompts

For a seated version, call “Who enjoys…?” and read one interest. Players mark the matching square. Use four across, down or diagonally.

drawing	**football**	**reading**
gardening	**music**	**science**
puzzles	**building**	**animals**
stories	**dancing**	**board games**
craft	**nature walks**	**making things**
sharing ideas	**riddles**	**painting**
singing	**counting**	**flowers**
pretend play	**colouring**	**learning games**
cloud watching	**books**	**helping**
listening	**movement games**	**quiet games**

No travel, family history or language disclosure is needed. Children may answer for an imaginary character.

Cultural Curiosity Cards

Name / chosen name: _____

Choose a card. Answer, invent an example or pass. Listen without guessing someone's identity or background.

1. What do you enjoy learning?

2. What game would you like to try?

3. What makes a good welcome?

4. What food would you like to draw?

5. What music do you like listening to?

6. What place would you like to learn about?

Cultural Curiosity Cards

Name / chosen name: _____

Choose a card. Answer, invent an example or pass. Listen without guessing someone's identity or background.

7. What story do you enjoy?

8. What is something you have made?

9. What helps you feel included?

10. What is a kind way to ask a question?

11. What can we learn from a library?

12. What would you put in a shared garden?

Cultural Curiosity Cards

Name / chosen name: _____

Choose a card. Answer, invent an example or pass. Listen without guessing someone's identity or background.

13. What is an interesting word you have noticed?

14. How could a game include more people?

15. What would your welcome sign say?

16. What could we make together?

17. What would you like to teach a friend?

18. How can we listen carefully?

Cultural Curiosity Cards

Name / chosen name: _____

Choose a card. Answer, invent an example or pass. Listen without guessing someone's identity or background.

19. What colour would you choose for a friendship symbol?

20. What activity can be played while seated?

21. What would you add to an imaginary picnic?

22. What instrument would you like to hear?

23. What can a map help us learn?

24. What makes a story special to you?

Cultural Curiosity Cards

Name / chosen name: _____

Choose a card. Answer, invent an example or pass. Listen without guessing someone's identity or background.

25. What question could you ask about a recipe?

26. What makes a shared space comfortable?

27. What celebration would you like to research?

28. What can we do when someone says no thank you?

29. What is a helpful way to explain rules?

30. What is one way our group can be welcoming?

Build a Harmony Picnic

Name / chosen name: _____

Choose six of the twenty food cards. Plan an imaginary picnic with different preferences in mind. Pictures are ideas, not recipes or dietary guarantees.

Our six choices

How people can choose comfortably

A non-food activity to include

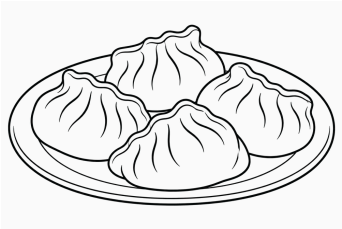
What we would ask before preparing food

No tasting is required. Educators follow their service's food procedures if real food is used.

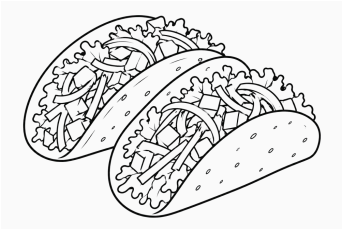
Build a Harmony Picnic

Name / chosen name: _____

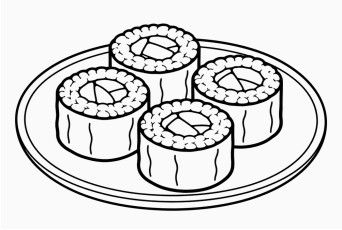
Cut cards for your imaginary picnic. Choose six; anyone can choose a different option.



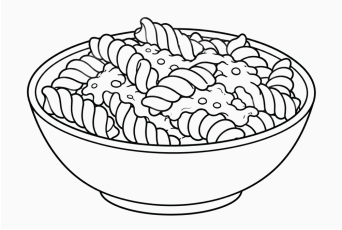
Dumplings



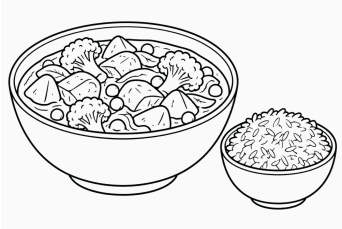
Tacos



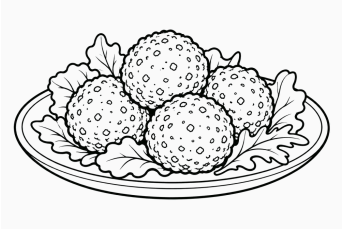
Sushi



Pasta



Curry



Falafel

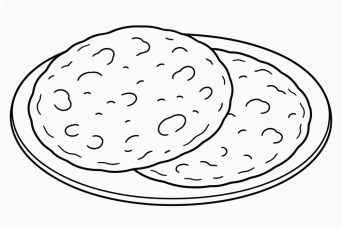
Phở

Pavlova

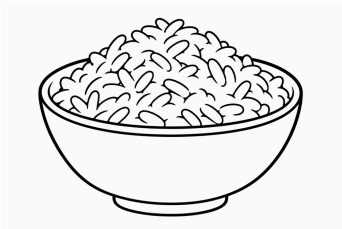
Build a Harmony Picnic

Name / chosen name: _____

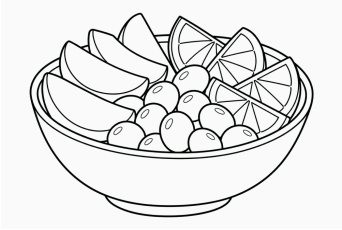
Cut cards for your imaginary picnic. Choose six; anyone can choose a different option.



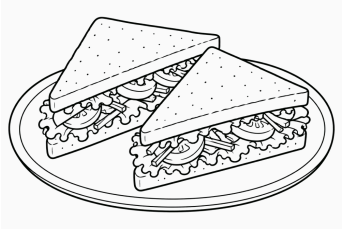
Flatbread



Rice



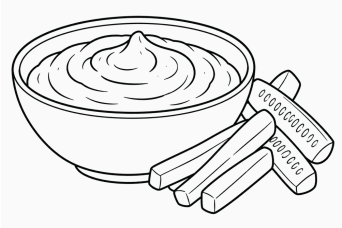
Fruit



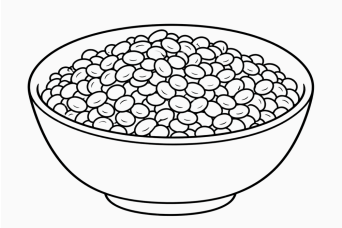
Sandwiches

Salad

Soup



Hummus

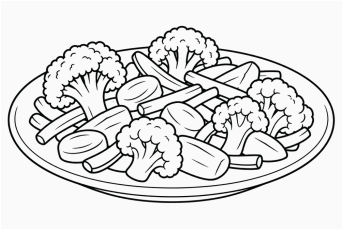


Lentils

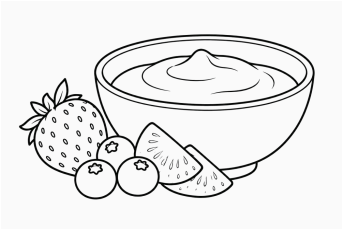
Build a Harmony Picnic

Name / chosen name: _____

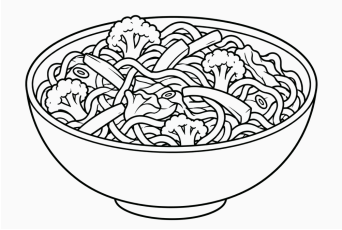
Cut cards for your imaginary picnic. Choose six; anyone can choose a different option.



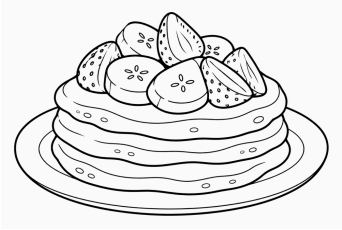
Vegetables



Yoghurt



Noodles



Pancakes

Games Around the World

Name / chosen name: _____

Rules have local variations. These are short school adaptations. Confirm space and access needs together; use an adult facilitator.

1. Road Tennis

Connection: Documented in Barbados; also played elsewhere.

Players: 2, or 4 in pairs
Equipment: Soft ball, paddles, low divider

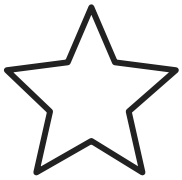
Play: On a marked court, return the ball over a low divider after one bounce. For this classroom rally, count successful returns together and restart after a miss.

Include: Use a larger soft ball and a reachable court.

2. Okwe — beginner version

Connection: Documented in Nigeria.

Players: 2 or more
Equipment: Seven soft, large counters



Play: Toss one counter gently. Pick up one other counter, then catch the tossed counter. Take turns and practise collecting the remaining counters one at a time.

Include: Place rather than toss, or use a partner catcher.

Games Around the World

Name / chosen name: _____

Rules have local variations. These are short school adaptations. Confirm space and access needs together; use an adult facilitator.

3. Three Tins — target practice

Connection: Documented in South Africa.

Players: 2 or more
Equipment: Three foam blocks, soft ball

Play: Stack three blocks. Take three turns rolling or gently throwing a soft ball to knock them down. Rebuild for the next player. Count successful attempts together.

Include: Move the target closer; everyone chooses rolling or throwing.

4. Skippyroo Kangaroo

Connection: A circle game associated with Australia.

Players: 4 or more
Equipment: No equipment

Play: Sit in a circle. One willing guesser faces away. A chosen speaker says an agreed friendly phrase. The guesser identifies the speaker, then another volunteer takes a turn.

Include: No blindfold or touch is needed. Use a visual guessing alternative.

Games Around the World

Name / chosen name: _____

Rules have local variations. These are short school adaptations. Confirm space and access needs together; use an adult facilitator.

5. Punchinella — movement copy

Connection: A children's game associated with Jamaica.

Players: 4 or more
Equipment: No equipment

Play: Form a circle. One volunteer shows a short movement while others keep a simple rhythm. Copy the movement in your own comfortable way, then choose another willing leader.

Include: Use seated gestures. No song lyrics are required.

6. Hunt the Ring

Connection: Associated with Iraq; also called Mheibes.

Players: Two small teams
Equipment: One large token

Play: One team secretly gives a token to a member, then everyone closes their hands. A finder from the other team guesses which hand holds it. Reveal and swap roles.

Include: Use covered cups if holding a token is difficult.

Games Around the World

Name / chosen name: _____

Rules have local variations. These are short school adaptations. Confirm space and access needs together; use an adult facilitator.

7. Tuho — paper target version

Connection: A pitch-pot game played in Korea, with wider East Asian connections.

Players: 2 or more
Equipment: Soft paper rolls, wide container

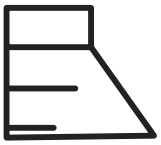
Play: The traditional game throws arrow-shaped sticks into a pot. Our adaptation uses soft paper rolls. Each player takes three gentle throws towards a container. Count those landing inside.

Include: Adjust distance and container size; throw from a seated position.

8. Baraf Paani — freeze tag

Connection: A version documented in Pakistan.

Players: 4 or more
Equipment: Marked space, optional bib



Play: One tagger freezes a player with an agreed gentle tag and “Baraf”. Another player releases them with an agreed touch and “Paani”. Swap taggers after a short timed round.

Include: Offer non-contact signals and a seated token version.

Games Around the World

Name / chosen name: _____

Rules have local variations. These are short school adaptations. Confirm space and access needs together; use an adult facilitator.

9. Kokla Chapaki — circle chase

Connection: Associated with Punjab, India; related games occur elsewhere.

Players: 5 or more
Equipment: Soft cloth

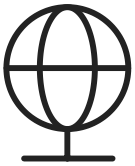
Play: Players form a circle. A walker drops a cloth behind someone. That person follows the walker around the outside. The walker aims to reach the empty place. Rotate roles.

Include: Walk rather than run, or pass a token while seated.

10. River or Mountain

Connection: A game described in Indian language contexts.

Players: 4 or more
Equipment: Two marked areas



Play: Mark river and mountain areas. A caller names one area and players move there. In this no-elimination version, change the caller after three turns and restart whenever needed.

Include: Point to river or mountain cards instead of moving.

Games Around the World

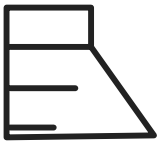
Name / chosen name: _____

Rules have local variations. These are short school adaptations. Confirm space and access needs together; use an adult facilitator.

11. Red Light, Green Light

Connection: Documented in US school play; versions occur in many places.

Players: 3 or more
Equipment: Start and finish markers



Play: The caller gives “green light” to move and “red light” to stop. Walk towards the finish. Use a fresh start if someone moves after the stop signal. Rotate callers.

Include: Show matching picture signals; seated players move counters.

12. Silent Ball — cooperative version

Connection: Documented by Playworks in the United States.

Players: 4 or more
Equipment: One soft ball

Play: Form a circle and pass the ball using agreed visual cues. Count successful passes together. If the ball drops, restart the count. Keep everyone in the game.

Include: Roll the ball, use a partner, or allow useful spoken cues.

Invent a Game Everyone Can Play

Name / chosen name: _____

Invent a game that people can join in different ways. Ask players what works for them, then test your ideas.

1. Game name and goal

2. Equipment and clear rules

3. How someone can join while seated

4. How instructions could use words and pictures

5. How players can join later or choose a quiet role

Invent a Game Everyone Can Play

Name / chosen name: _____

Draw and test your game

1. Something that worked

2. Something we would change

3. How we checked everyone had a choice

Harmony Pattern Drawing

Name / chosen name: _____

Invent patterns using lines, circles, waves, leaves or stars. These are original geometry prompts, not cultural or sacred designs.

Lines

Circles

Waves

Leaves

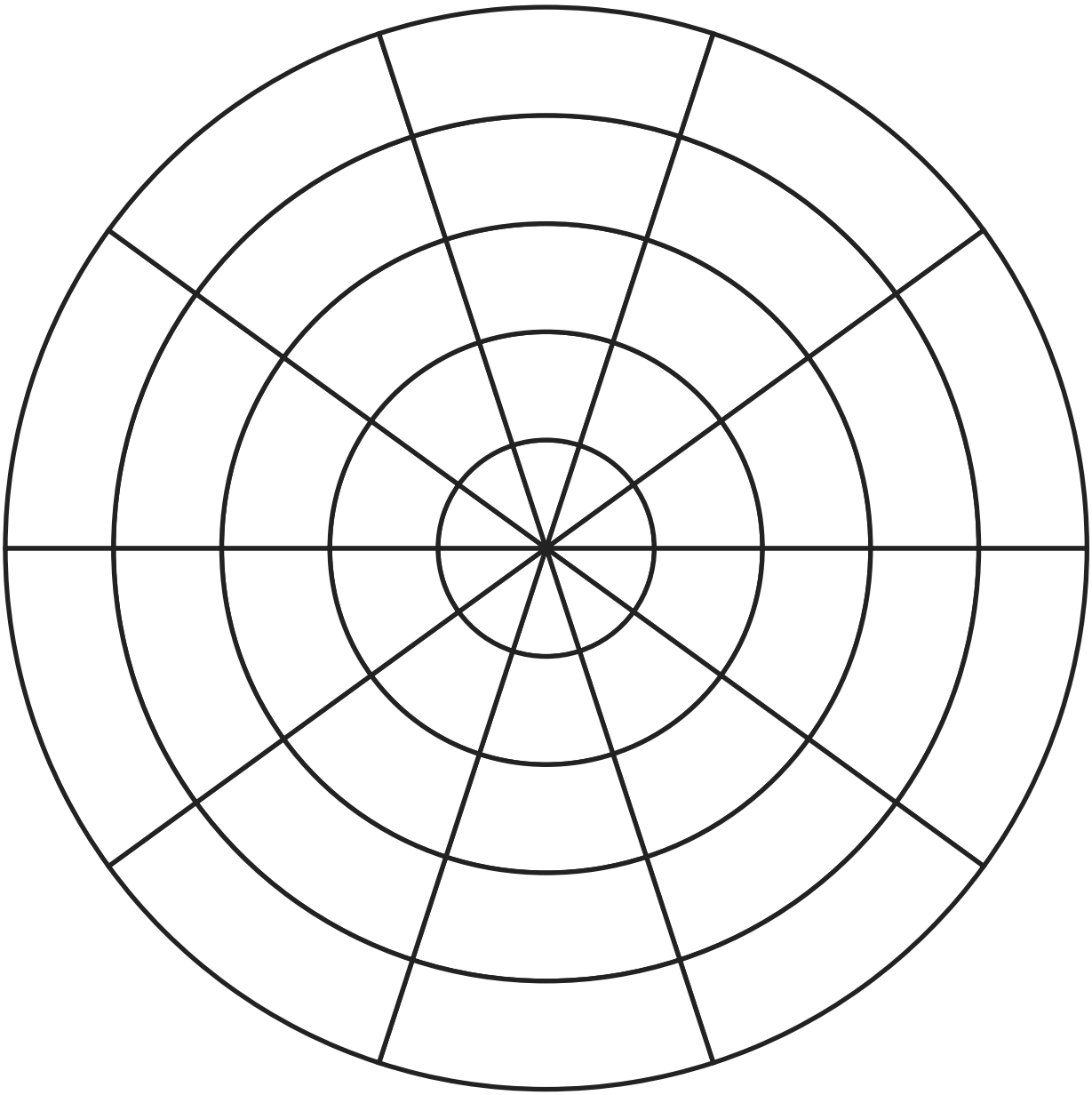
Stars

Your own idea

Harmony Mosaic

Name / chosen name: _____

Colour fifty sections to make one shared circle. Add any geometric patterns you invent.

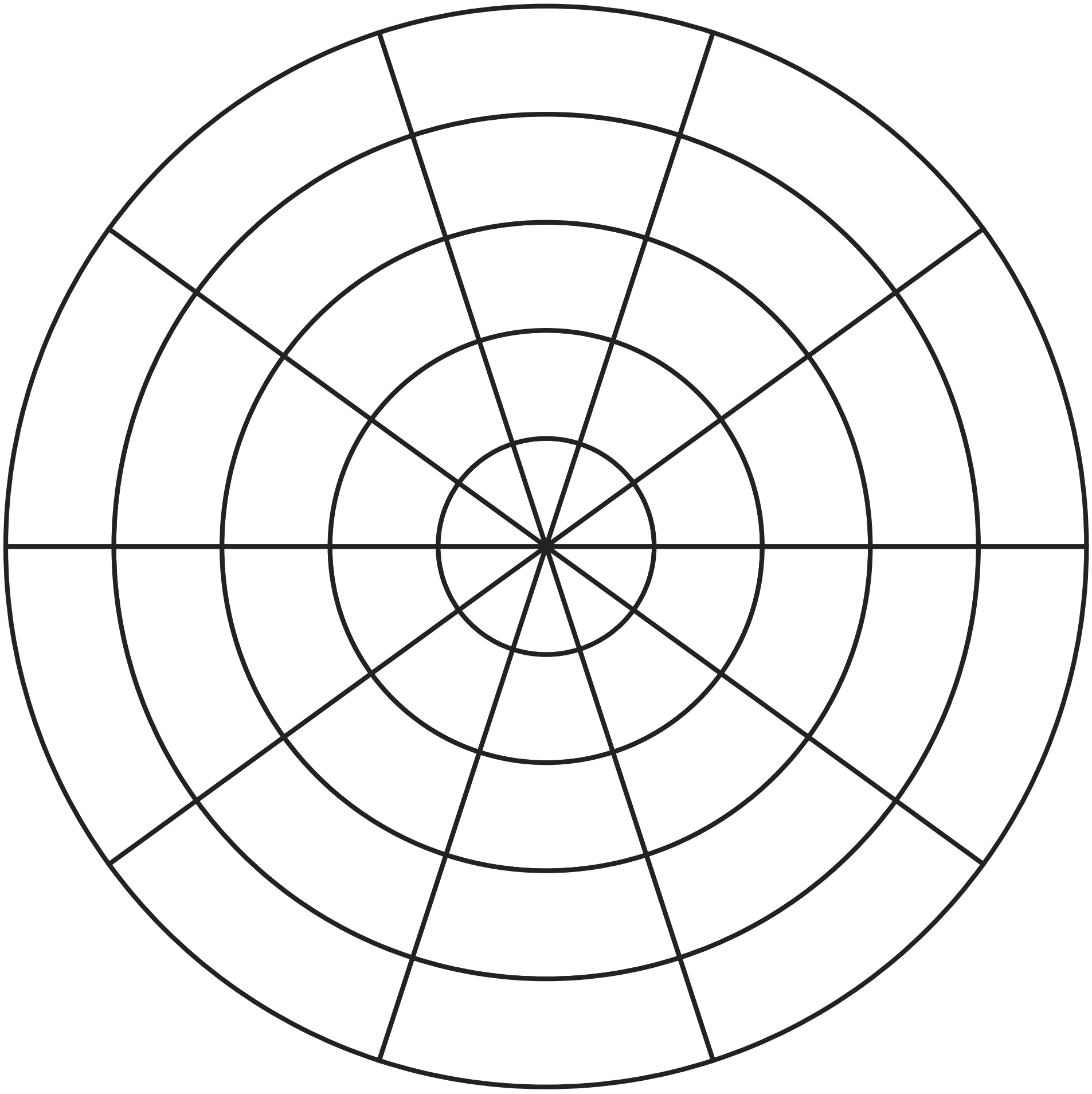


EVERYONE BELONGS

Harmony Mosaic

Name / chosen name: _____

Enlarged group mosaic · fifty sections · A3 at actual size.



EVERYONE BELONGS

Harmony Mosaic

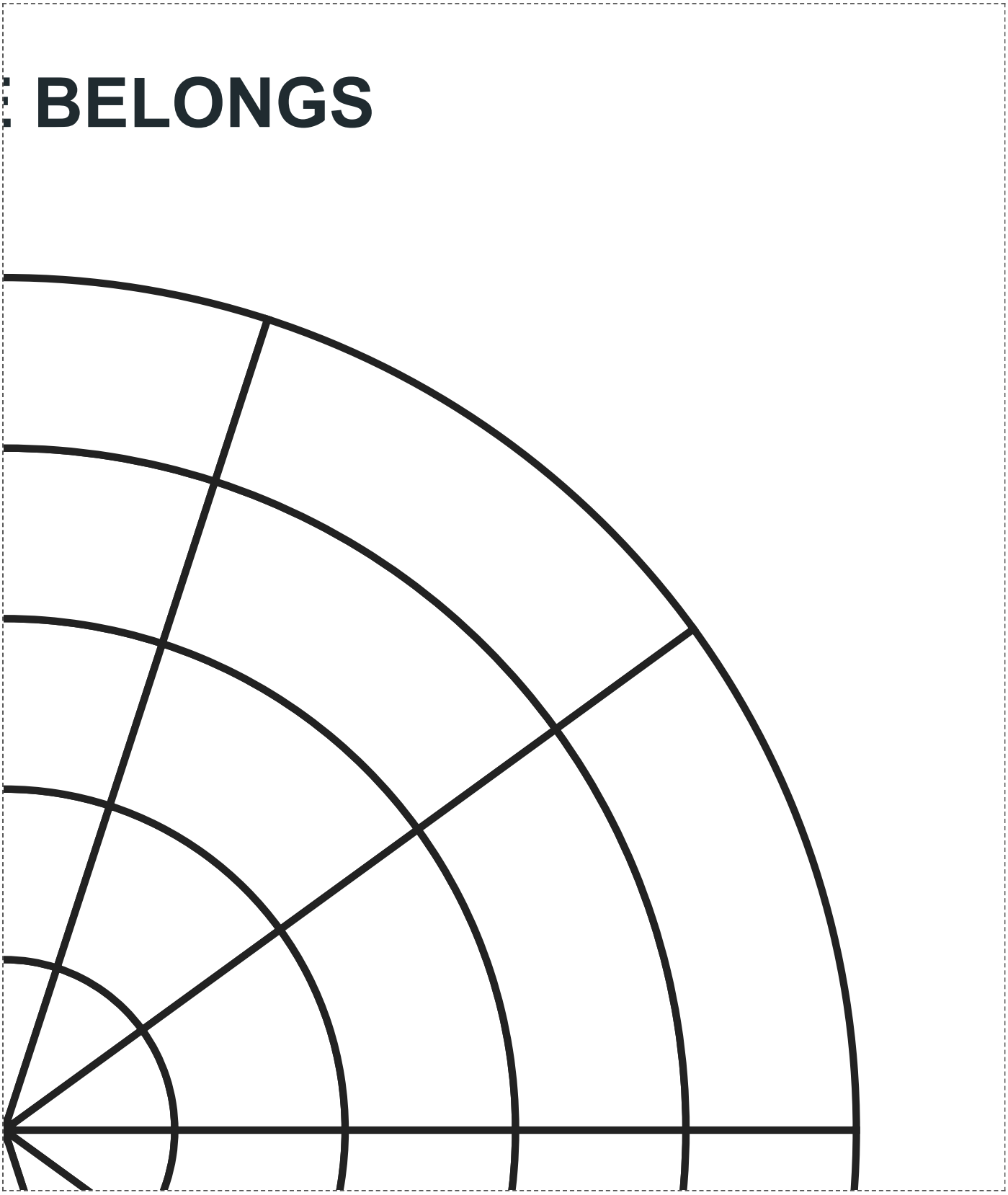
Name / chosen name: _____

Display tile 1 · Trim on the dotted border. Join 1–2 above 3–4.

Harmony Mosaic

Name / chosen name: _____

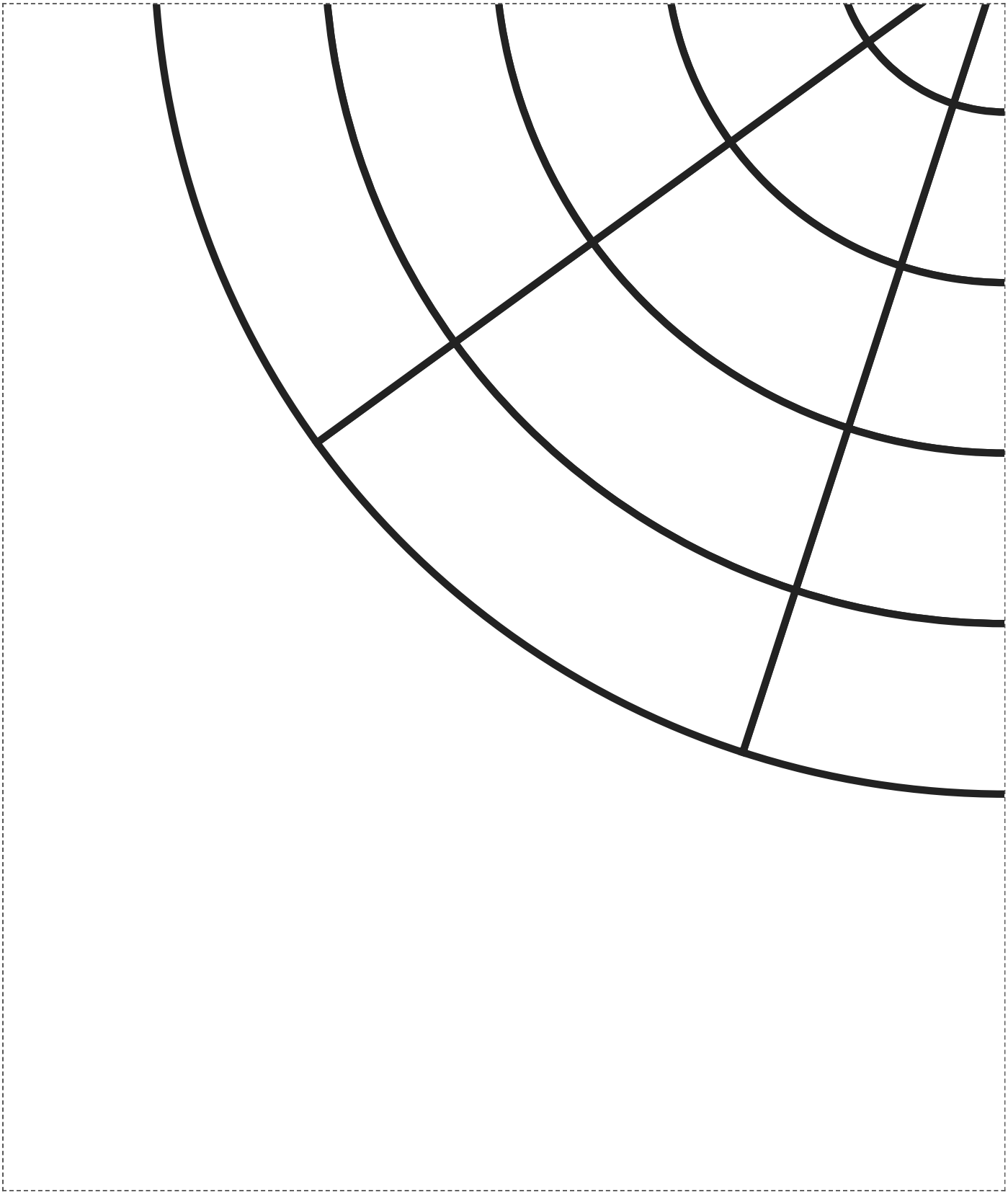
Display tile 2 · Trim on the dotted border. Join 1–2 above 3–4.



Harmony Mosaic

Name / chosen name: _____

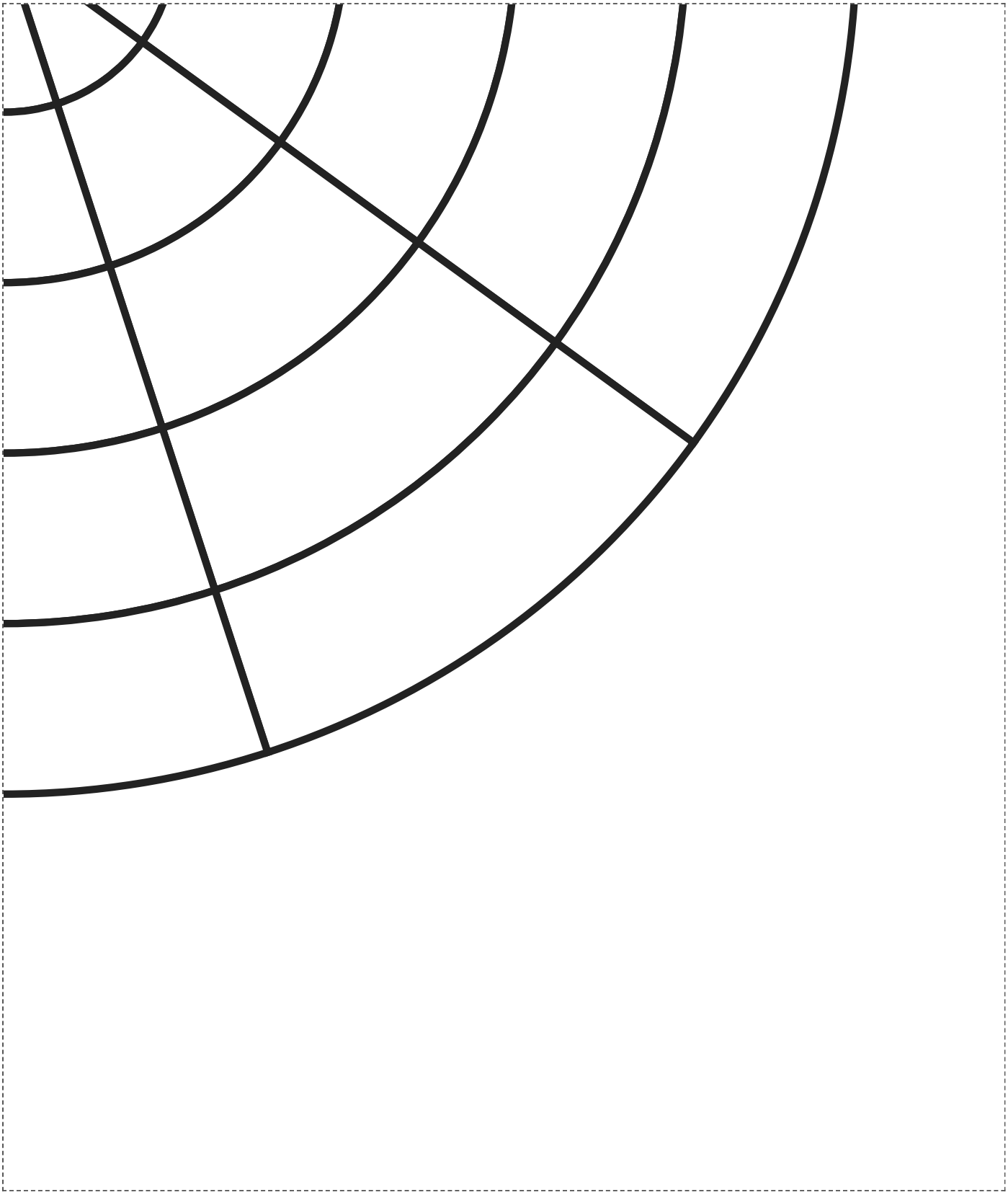
Display tile 3 · Trim on the dotted border. Join 1–2 above 3–4.



Harmony Mosaic

Name / chosen name: _____

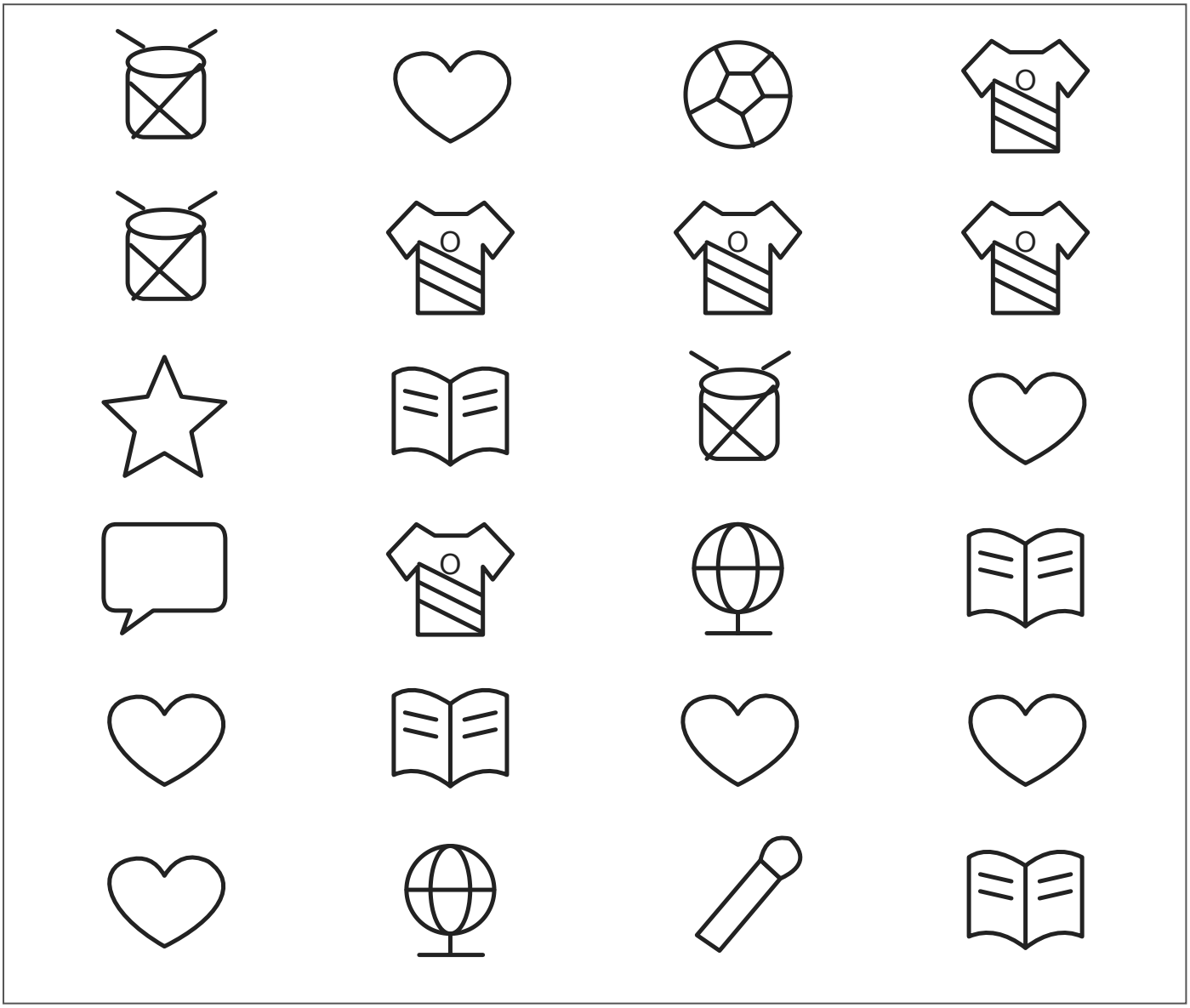
Display tile 4 · Trim on the dotted border. Join 1–2 above 3–4.



Harmony Week I Spy

Name / chosen name: _____

Count only the objects inside the activity grid. Each drum counts as one instrument. Orange shirts use O and stripes in the black-and-white version.



Hearts: _____

Books: _____

Instruments: _____

Globes: _____

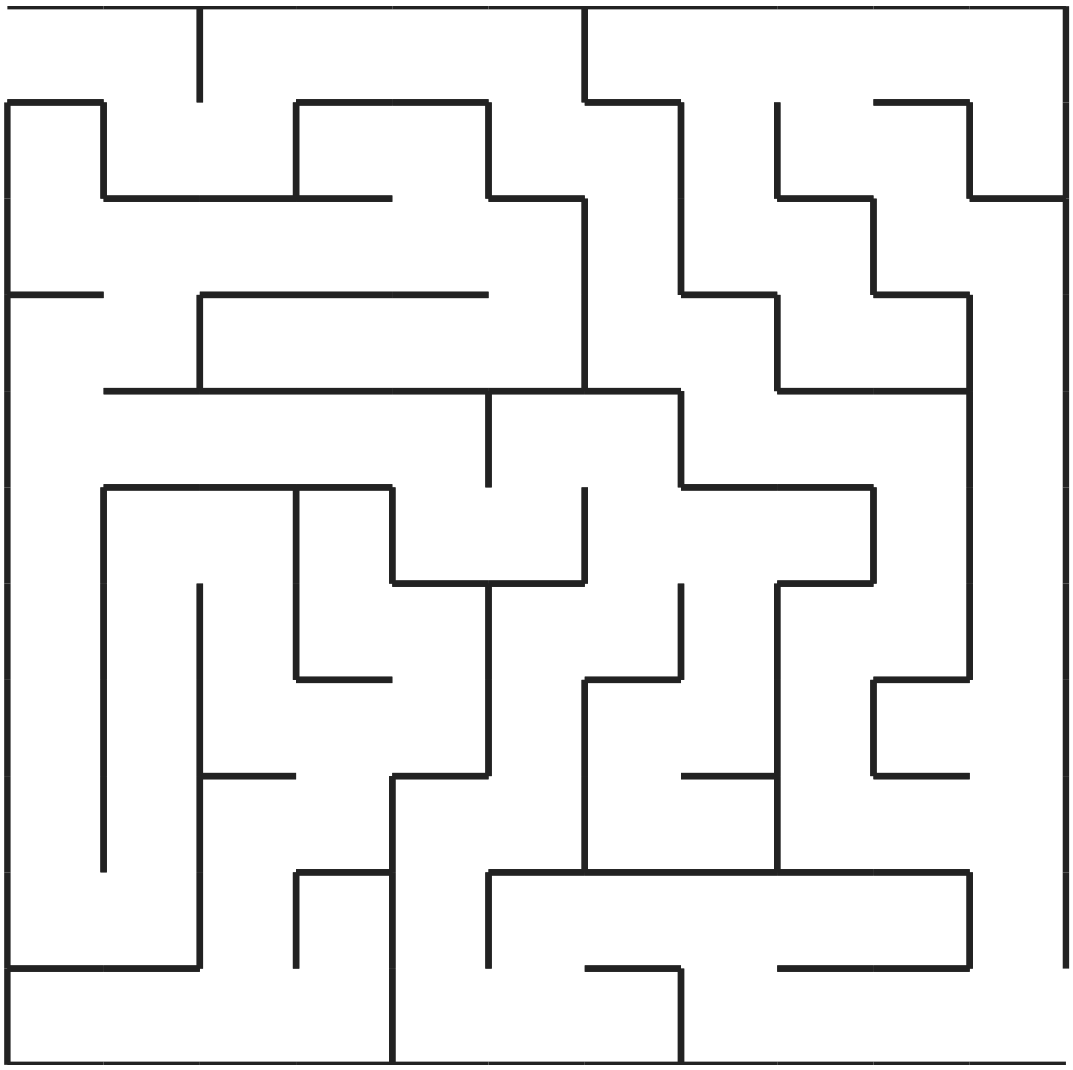
Orange shirts: _____

Harmony Week Maze

Name / chosen name: _____

Start at NEW FRIEND on the left. Find the open path to WELCOME at the bottom right.

→ **NEW FRIEND**



WELCOME →

Invite · listen · share · help

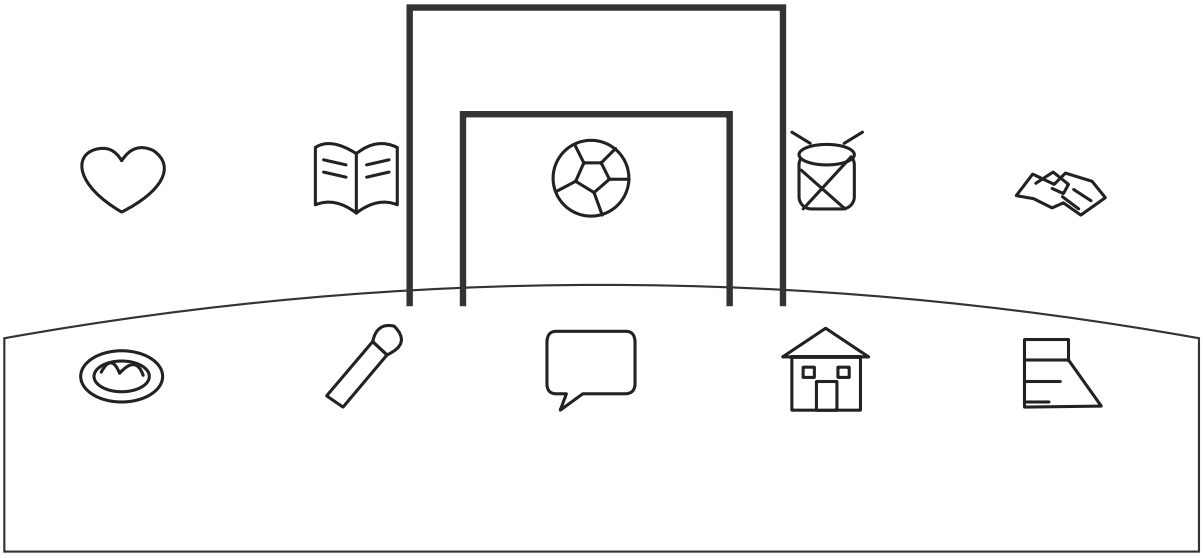
Choose one action for welcoming someone.

Harmony Week Spot the Difference

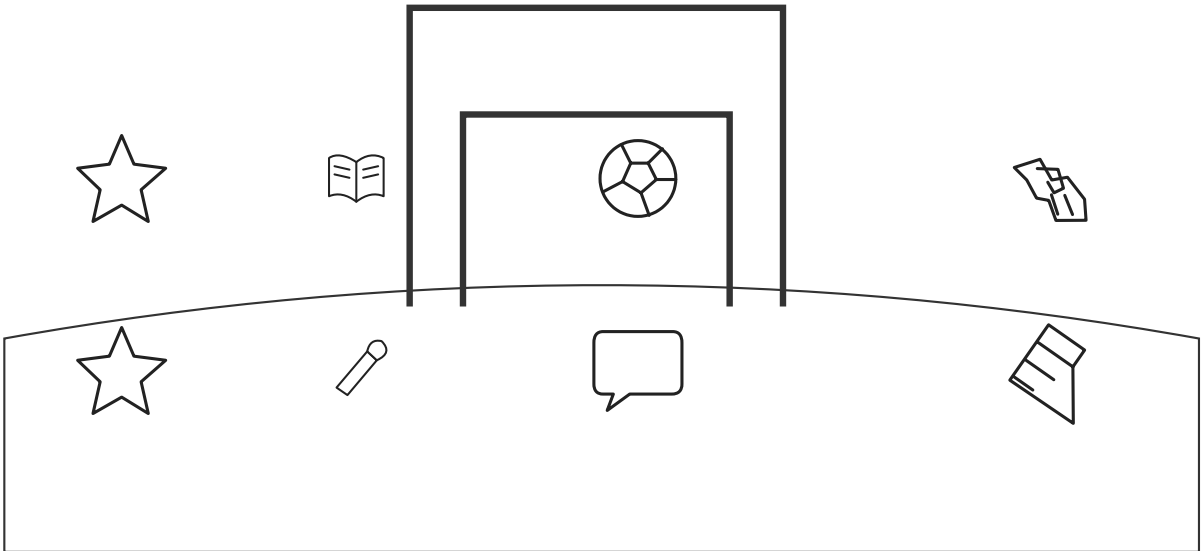
Name / chosen name: _____

Find ten differences in ordinary objects between scenes A and B. Changes involve shape, size, place, rotation or removal; colour is not the only clue.

A



B

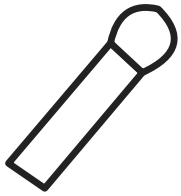
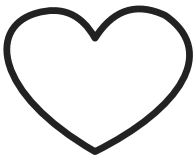
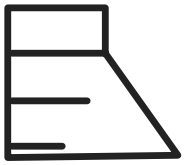


Circle differences. They are not differences in people's backgrounds.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

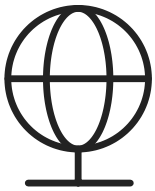
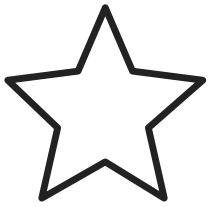
face	**shirt**	 **paintbrush**
 **heart**	**bubble**	**meal**
school	 **playground**	**library**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

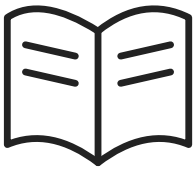
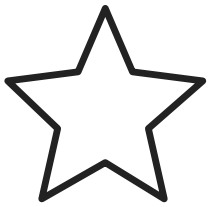
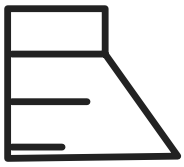
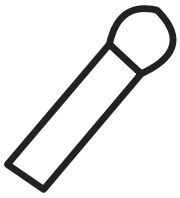
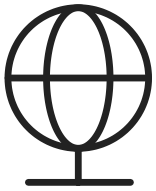
hands	 **globe**	**library**
shirt	**meal**	**bubble**
face	**school**	 **star**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

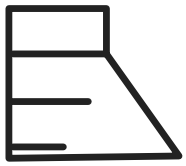
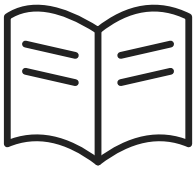
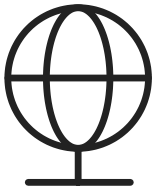
 **book**	**bubble**	 **star**
 **playground**	 **paintbrush**	**meal**
face	**library**	 **globe**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

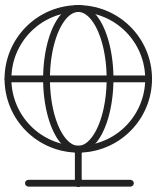
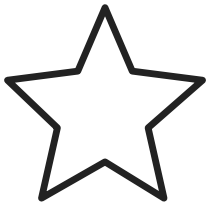
library	**garden**	 **playground**
bubble	**school**	**drum**
 **book**	 **globe**	**meal**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

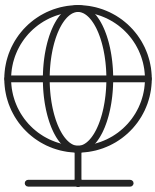
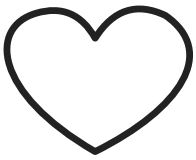
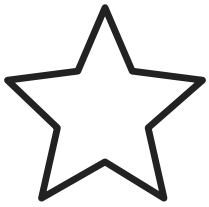
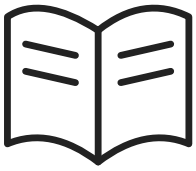
library	**ball**	**face**
hands	**shirt**	 **globe**
 **star**	**meal**	**garden**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

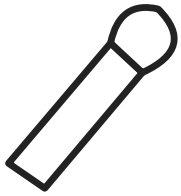
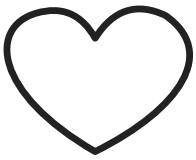
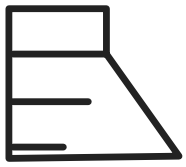
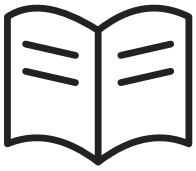
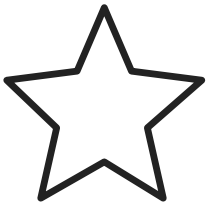
school	**drum**	**bubble**
 **globe**	 **heart**	**library**
 **star**	 **book**	**shirt**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

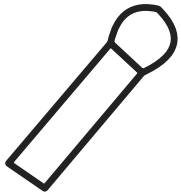
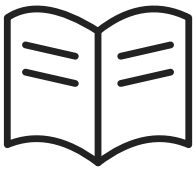
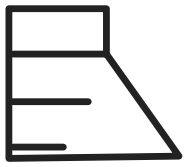
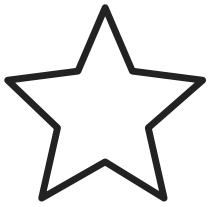
drum	**face**	 **paintbrush**
garden	 **heart**	 **playground**
library	 **book**	 **star**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

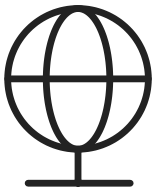
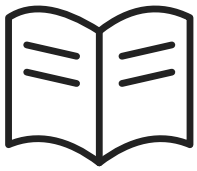
hands	**ball**	 **paintbrush**
 **book**	**drum**	 **playground**
school	 **star**	**face**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

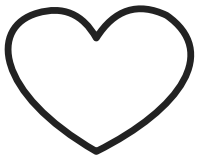
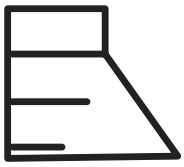
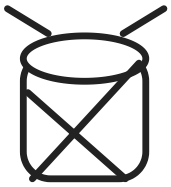
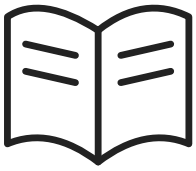
bubble	**face**	**library**
 **globe**	**drum**	 **book**
school	**garden**	**hands**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

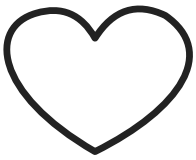
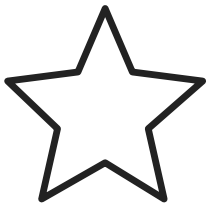
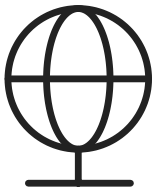
ball	**bubble**	 **heart**
 **playground**	**shirt**	 **drum**
face	 **book**	**library**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

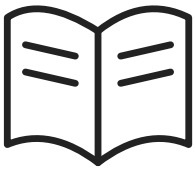
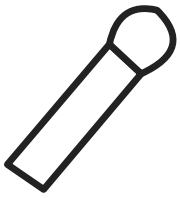
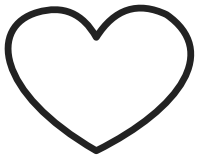
hands	**school**	**ball**
 **heart**	 **star**	 **globe**
shirt	**face**	**library**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

The caller names one pictured object. Mark it if it appears on your card. Three across, down or diagonally makes bingo.

 **book**	**library**	**meal**
garden	 **paintbrush**	**face**
drum	**school**	 **heart**

Play seated, point to pictures or use counters. Different layouts use the same sixteen-object calling pool.

Harmony Week Bingo

Name / chosen name: _____

Cut or point to calling cards. Show and name one card at a time.

heart

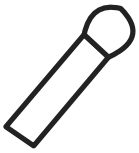
book

ball

drum

hands

meal



paintbrush

bubble

school

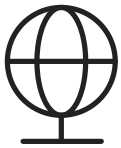
playground

garden

library

shirt

face



globe

star

Harmony Week Memory Cards

Name / chosen name: _____

Cut the cards. Find identical picture pairs. For memory play, turn cards face down and reveal two at a time.

welcome

welcome

sharing

sharing

listening

listening

helping

helping

Harmony Week Memory Cards

Name / chosen name: _____

Cut the cards. Find identical picture pairs. For memory play, turn cards face down and reveal two at a time.

reading

reading

playing

playing

painting

painting

gardening

gardening

Harmony Week Memory Cards

Name / chosen name: _____

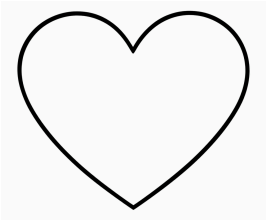
Cut the cards. Find identical picture pairs. For memory play, turn cards face down and reveal two at a time.

music

music

science

science



kindness

kindness

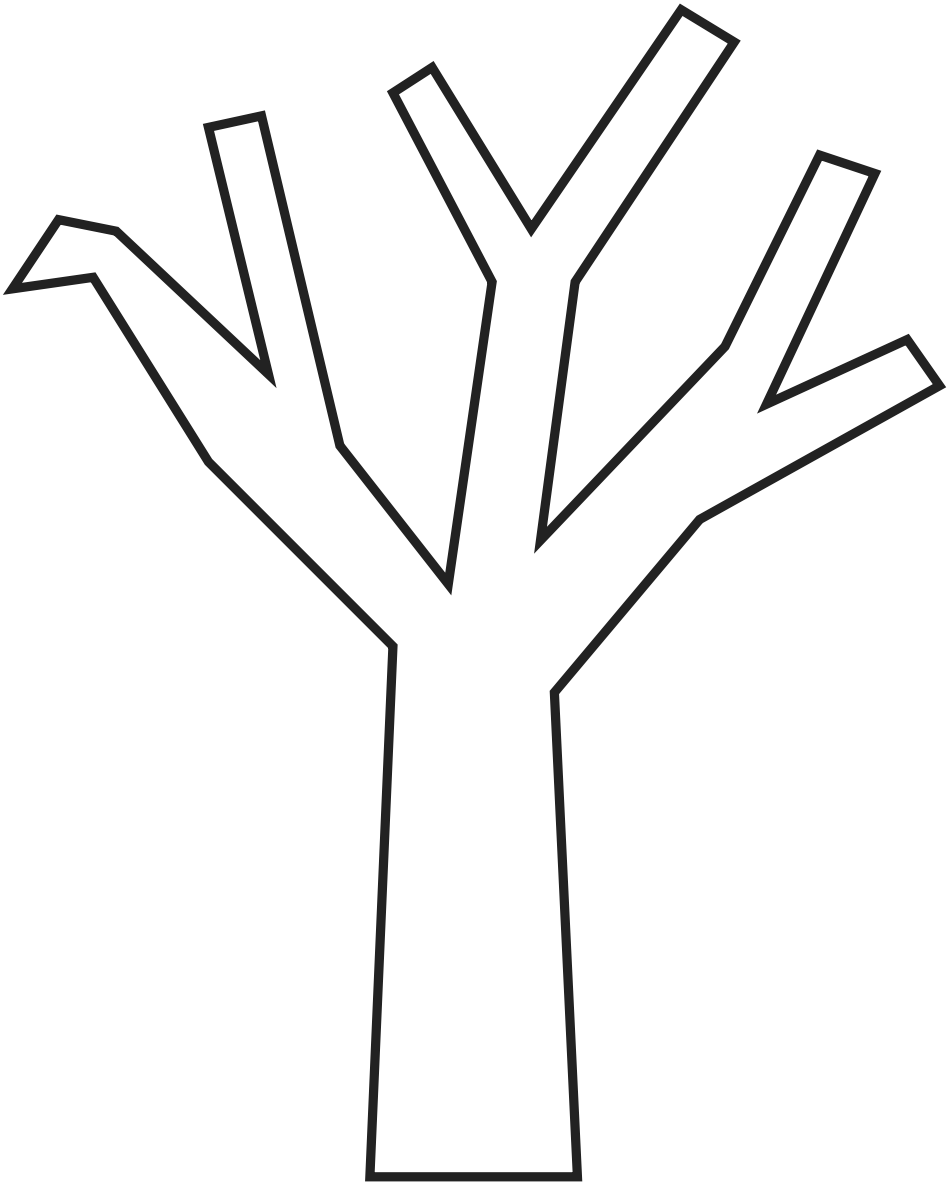
cooperation

cooperation

Harmony Hand Tree

Name / chosen name: _____

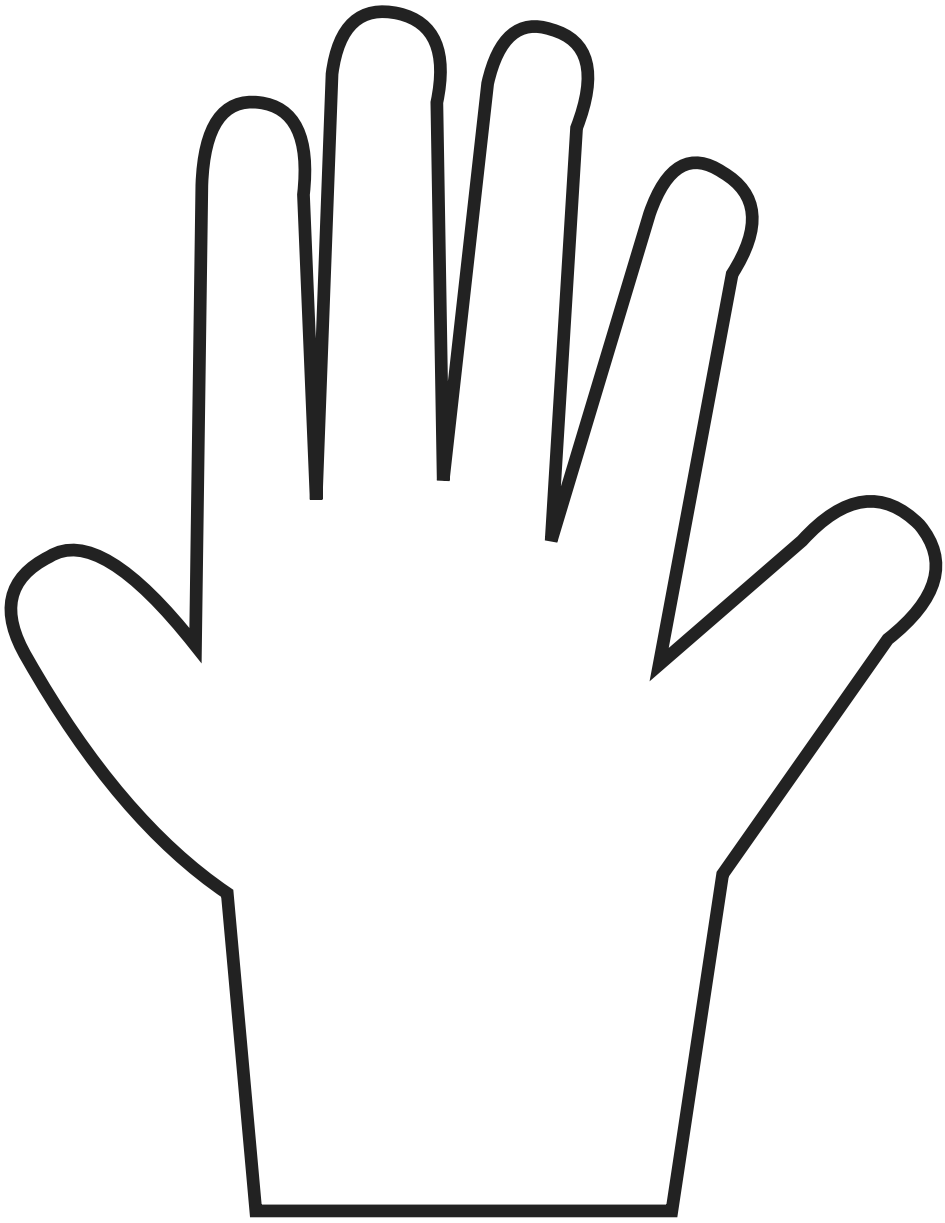
Our original hand tree · Add hands from page 2. Write or draw one way to help people belong. Names and personal sharing are optional.



Harmony Hand Tree

Name / chosen name: _____

Trace around your own hand, or use this template. Draw or write a welcoming action. Cut with adult help when useful.

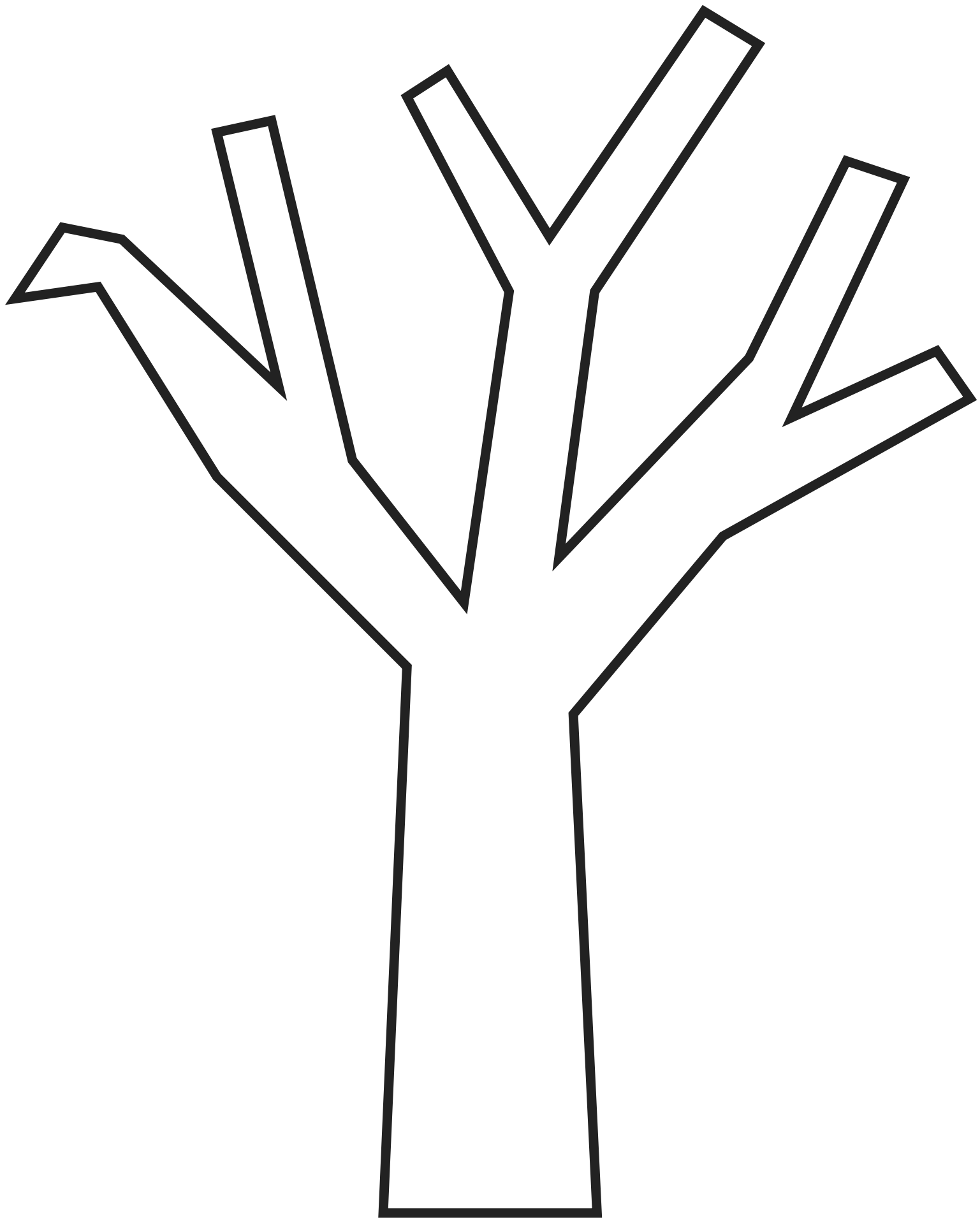


Attach hands around the tree branches, or use the template without cutting.

Harmony Hand Tree

Name / chosen name: _____

Enlarged original tree · Print on A3. Add hand templates from page 2.



Harmony Paper Chain

Name / chosen name: _____

Write or draw on a strip. Cut around it. Loop the first strip and glue the tab; link each next strip through it. Print at actual size.

GLUE TAB

A kind thing I can do

GLUE TAB

Something I appreciate

GLUE TAB

Something I can learn

GLUE TAB

Something we enjoy together

Strip size: 184 × 38 mm, including a 14 mm tab.

Everyone Belongs Wristbands

Name / chosen name: _____

Colour the bands, cut around the rectangles and adjust the overlap for a comfortable fit. Tape or glue the tab with adult help. Use as paper loops or display strips if preferred.

EVERYONE BELONGS

TAB

I HELP PEOPLE BELONG

TAB

Optional extension strips

Join to a band if a longer size helps.

Join to a band if a longer size helps.

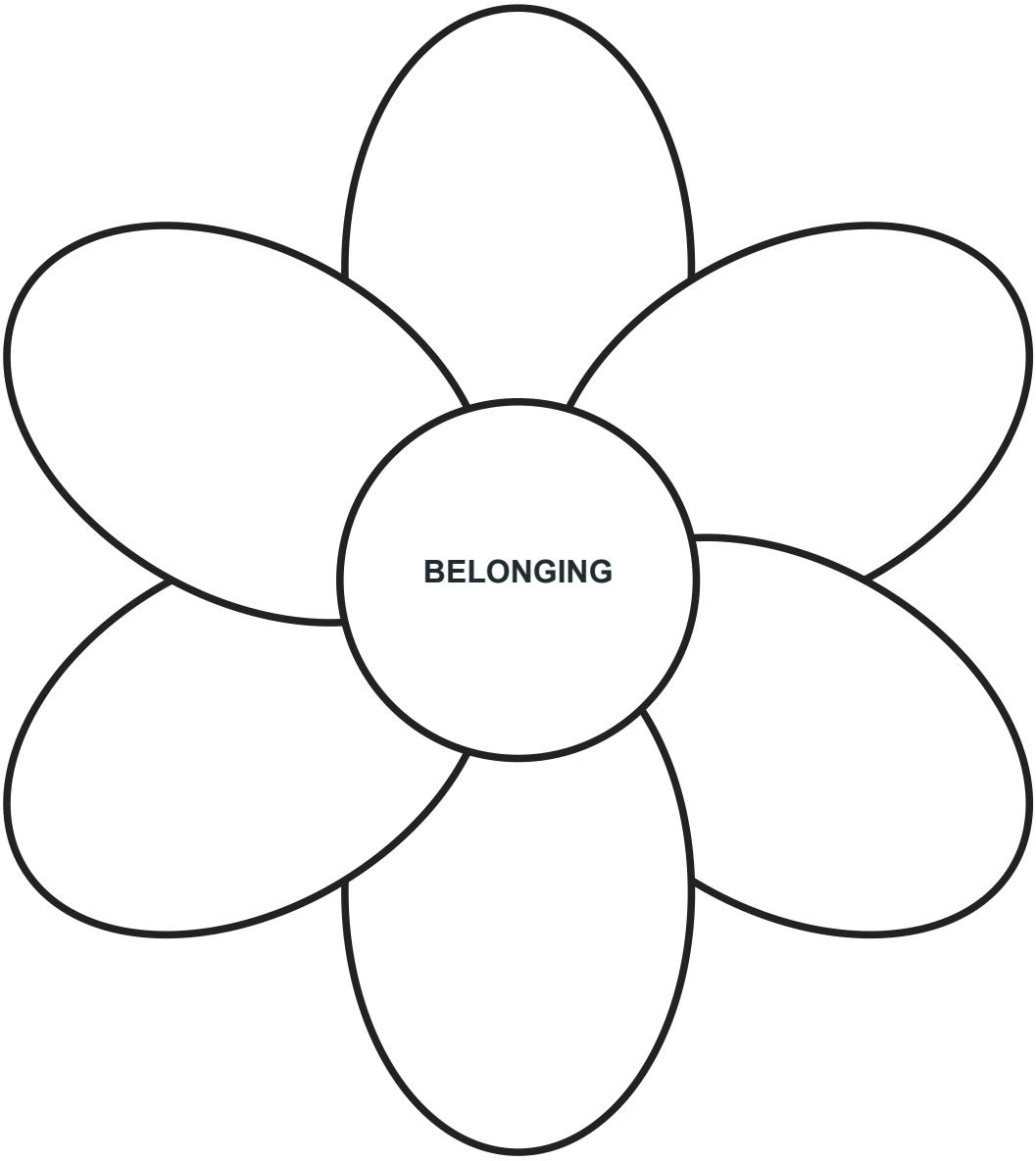
Bands are 184 mm long; extension strips add length. Keep a comfortable loose fit and remove when needed.

Friendship Flower

Name / chosen name: _____

Write one word on each of the six petals. Add a picture or pattern, then use it flat or cut around the outside.

Kindness · Listening · Respect · Helping · Sharing · Including



Which action could your group try today?

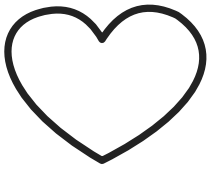
_____

Harmony Week Bookmarks

Name / chosen name: _____

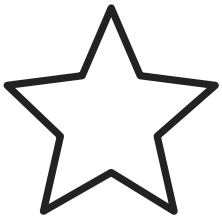
Colour the four bookmarks. Add original patterns, then cut along the dotted edges. Print at actual size.

EVERYONE BELONGS

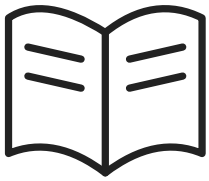


LISTEN WITH CARE

KIND WORDS HELP



MAKE ROOM FOR FRIENDSHIP



Our Group Belongs Poster

Name / chosen name: _____

EVERYONE BELONGS HERE

Our group can add a chosen word, drawing, handprint or symbol. Names and personal information are optional.

We listen. We include. We make room for each other.

Belonging Wall

Name / chosen name: _____

Write or draw one way our group can be welcoming on each brick. Cut and build a shared wall, or keep the sheet whole.

Our group belongs when…

Our group belongs when…

Our group belongs when…

Our group belongs when…

Our group belongs when…

Our group belongs when…

Compliment Cards

Name / chosen name: _____

Give specific, kind feedback about an action. Avoid comments about appearance. A person can choose not to receive or share a card.

I noticed you…

_____

_____

_____

Thank you for…

_____

_____

_____

You helped when…

_____

_____

_____

You worked carefully on…

_____

_____

_____

I enjoyed doing this with you…

_____

_____

_____

I appreciate the way you…

_____

_____

_____

Community Circle Questions

Name / chosen name: _____

Choose, draw, answer for a character or pass. Listen without judging. Nobody has to reveal personal or family information.

1. What is a game you enjoy?

2. What is something you like to draw?

3. What helps you feel welcome?

4. What makes a good listener?

5. What can we share today?

6. What is a kind thing to say?

7. What is something you would like to learn?

8. What is a story you enjoy?

Community Circle Questions

Name / chosen name: _____

Choose, draw, answer for a character or pass. Listen without judging. Nobody has to reveal personal or family information.

9. What is a favourite colour?

10. What could our group make?

11. What could you plant in a garden?

12. What is a quiet activity you like?

13. What is a movement game you like?

14. How can you help a new friend?

15. What can we do while waiting for a turn?

16. What makes a good play space?

Community Circle Questions

Name / chosen name: _____

Choose, draw, answer for a character or pass. Listen without judging. Nobody has to reveal personal or family information.

17. What is something you are proud of making?

18. What is an interesting sound?

19. What is a question you could ask a friend?

20. What is a small act of kindness?

Community Circle Questions

Name / chosen name: _____

Choose, draw, answer for a character or pass. Listen without judging. Nobody has to reveal personal or family information.

1. How can a rule be fair without being identical for everyone?

2. What can a group do when its instructions are hard to understand?

3. Why can one person not represent a whole culture?

4. How can we check a claim about a place?

5. How might a shared space suit different needs?

6. What is a respectful way to ask about a tradition?

7. Why should people be allowed to pass on a question?

8. What can we do when a joke hurts someone?

Community Circle Questions

Name / chosen name: _____

Choose, draw, answer for a character or pass. Listen without judging. Nobody has to reveal personal or family information.

9. How can we support someone without speaking for them?

10. What is the difference between a guess and a checked fact?

11. How can a game be competitive and inclusive?

12. Why might a welcome sign use words and pictures?

13. How can an event offer food choices without demanding explanations?

14. What can we do when our first idea excludes someone?

15. How can we learn from another perspective?

16. What could we do when we make a mistake?

Community Circle Questions

Name / chosen name: _____

Choose, draw, answer for a character or pass. Listen without judging. Nobody has to reveal personal or family information.

17. Why does a person's appearance not tell us their background?

18. How can culture change over time?

19. What does respectful curiosity look like?

20. How can we make inclusion a daily habit?

Harmony Week Activity Passport

Name / chosen name: _____

Print the fold sheet on one side of A4 landscape at actual size. Six stations form an eight-page mini book. No food tasting is required.

Fold and assemble

1. Fold the sheet in half both ways. Fold the short edges to the middle, then open to show eight panels.
2. Fold across the short direction so the four columns become two.
3. Cut from the folded edge along the bold centre line, only to the next crease. Open: the slit crosses the two middle panels.
4. Fold along the long centre crease. Push the ends together to open a diamond at the slit.
5. Flatten into a book. Fold the pages so Harmony Passport is the cover.

Check your page order

1 Cover → 2 Learn → 3 Play → 4 Create → 5 Listen → 6 Taste / Explore → 7 Welcome → 8 My Discovery

Stamp, tick or draw at each station. Choose a seated, quiet or non-food version. Adult help with cutting is available.

Learn

Notice a greeting or word in a trusted source.

Word or drawing:

Stamp / tick / drawing

Play

Try a game with fair, clear rules.

Game or drawing:

Stamp / tick / drawing

Create

Make a shared pattern, sign or craft.

My idea:

Stamp / tick / drawing

Listen

Listen to a story, person or piece of music.

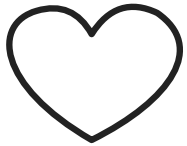
I noticed:

Stamp / tick / drawing

Harmony Passport

Six ways to learn and belong.

Draw a cover symbol.



My Discovery

Draw or write something you learned.

Everyone belongs.

Welcome

Suggest an action that includes someone.

My action:

Stamp / tick / drawing

Taste / Explore

Choose to look at, draw or learn about a food. Tasting is optional.

Food or drawing:

Stamp / tick / drawing

Harmony Week Scavenger Hunt

Name / chosen name: _____

Find an object, example or action for each prompt. Use the activity room or books. Never search for people's identity or background.

Find…	Tick / name / draw
Something orange	
A kind helping action	
A book about another place	
An example of a language in a source	
A musical sound or instrument	
A map	
Something people can share	
A picture or story of friendship	

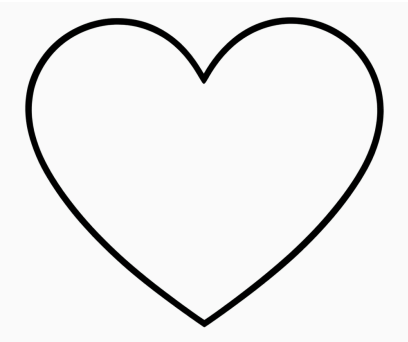
You may use imaginary examples. Ask before using anyone's belongings.

Harmony Week Event Certificates

Name / chosen name: _____

ORIGINAL EVENT CERTIFICATE

Harmony Week Participant



This certificate celebrates

_____

_____

for taking part in our welcoming community.

Everyone belongs.

Presented by: _____

Date: _____

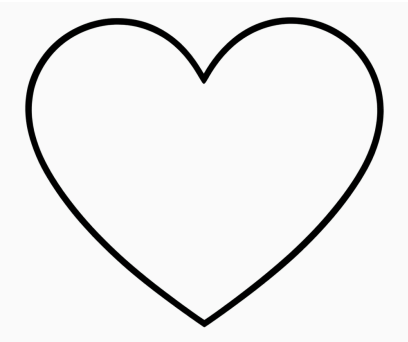
AfterSchoolCarePrintables original design; independent of official government certificates.

Harmony Week Event Certificates

Name / chosen name: _____

ORIGINAL EVENT CERTIFICATE

Great Listener



This certificate celebrates

_____

_____

for taking part in our welcoming community.

Everyone belongs.

Presented by: _____

Date: _____

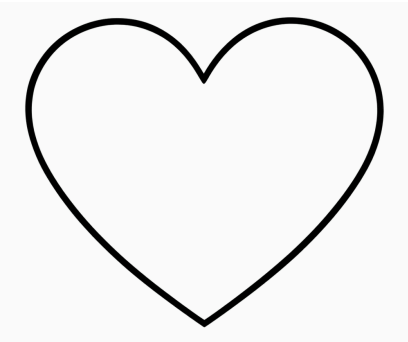
AfterSchoolCarePrintables original design; independent of official government certificates.

Harmony Week Event Certificates

Name / chosen name: _____

ORIGINAL EVENT CERTIFICATE

Kind Community Member



This certificate celebrates

_____

_____

for taking part in our welcoming community.

Everyone belongs.

Presented by: _____

Date: _____

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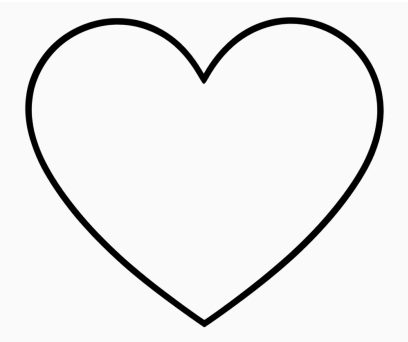
Harmony Week Event Certificates

Name / chosen name: _____

ORIGINAL EVENT CERTIFICATE

Harmony Helper



This certificate celebrates

_____

_____

for taking part in our welcoming community.

Everyone belongs.

Presented by: _____

Date: _____

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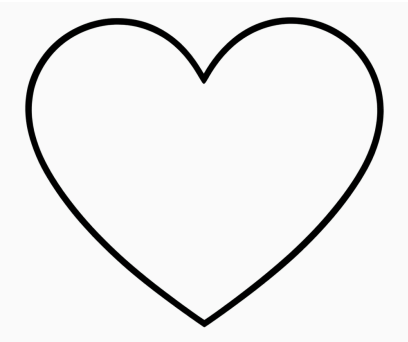
Harmony Week Event Certificates

Name / chosen name: _____

ORIGINAL EVENT CERTIFICATE

Creative Contributor



This certificate celebrates

_____

_____

for taking part in our welcoming community.

Everyone belongs.

Presented by: _____

Date: _____

AfterSchoolCarePrintables original design; independent of official government certificates.

Harmony Week Photo Booth Props

Name / chosen name: _____

Colour, cut and hold a prop. An adult can attach a paper handle. Photos and participation are optional; follow your service's photo permissions.

Everyone belongs

We learn together

Harmony Week Photo Booth Props

Name / chosen name: _____

Colour, cut and hold a prop. An adult can attach a paper handle. Photos and participation are optional; follow your service's photo permissions.

Kindness counts

Welcome, friend

Harmony Week Photo Booth Props

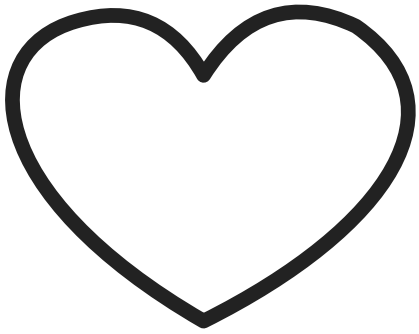
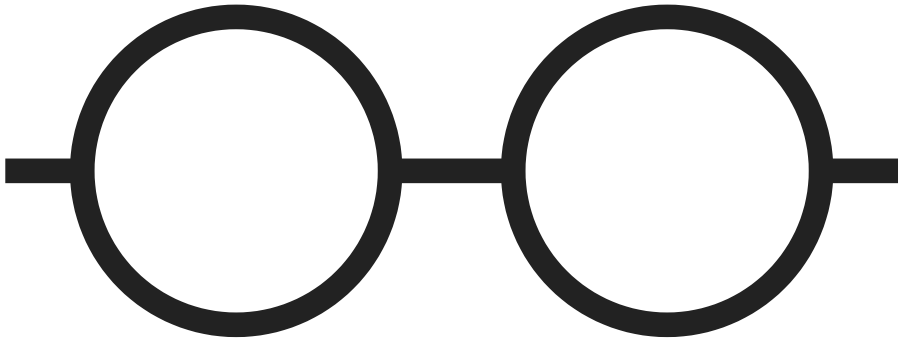
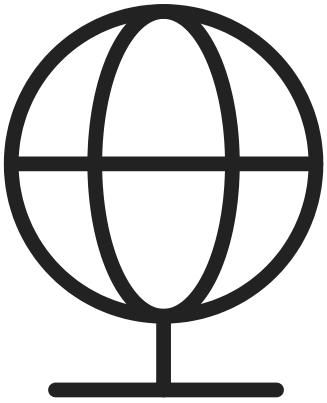
Name / chosen name: _____

Colour, cut and hold a prop. An adult can attach a paper handle. Photos and participation are optional; follow your service's photo permissions.

Listen with care

Make room for everyone

Harmony Week Photo Booth Props

Name / chosen name: _____

Three picture props · cut outside the shape with adult help. Use as display pieces if you prefer.