Everyone Belongs Colouring Page

Name / chosen name: _____

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

EVERYONE BELONGS

My Belonging Shield

Name / chosen name: _____

WHAT MAKES ME, ME?

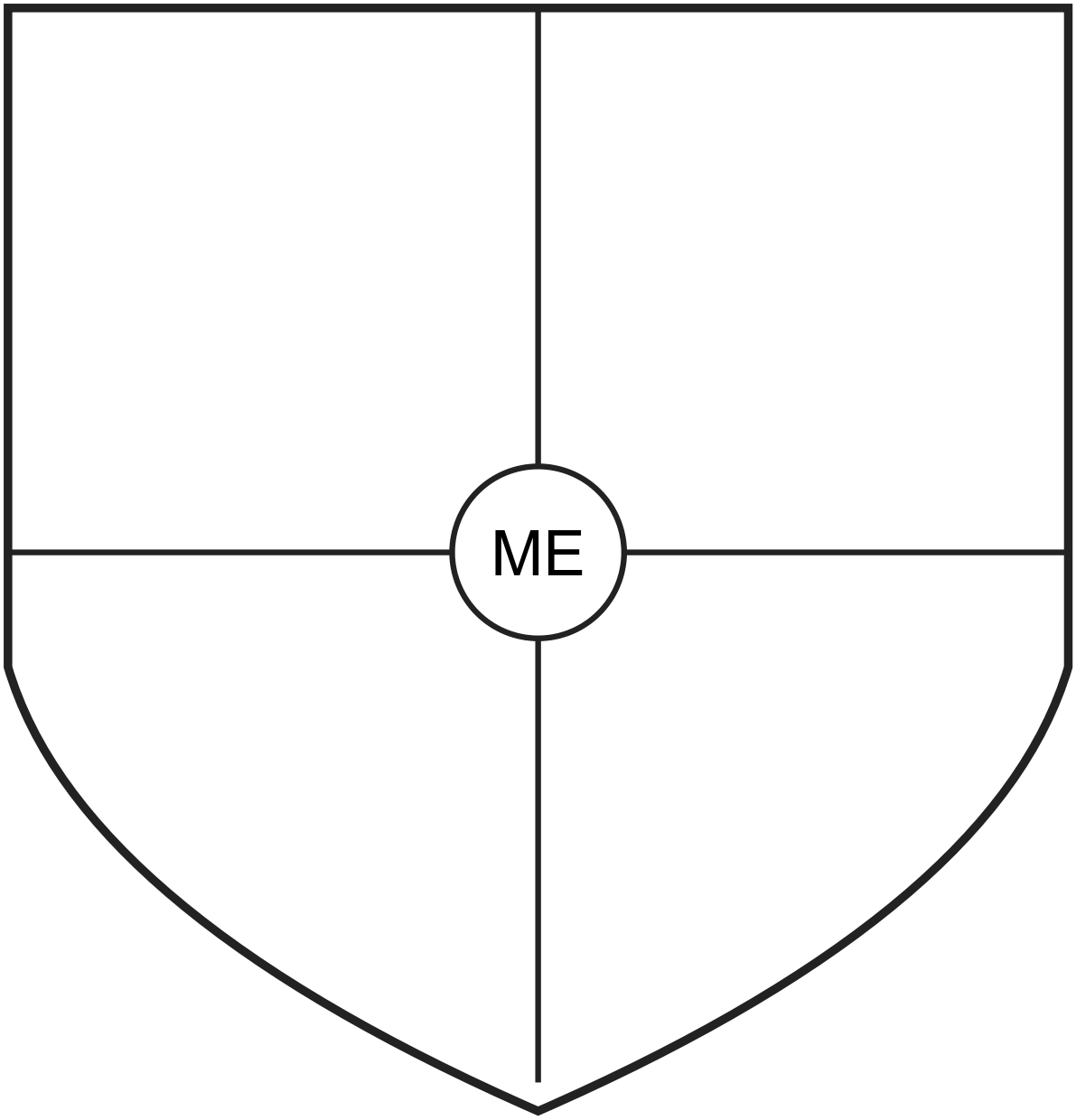
Draw an idea in each shield section. You may invent a character instead.

1. Something I enjoy

2. Someone important to me

3. A place I feel I belong

4. Something I am proud of



Sharing your shield is optional.

Everyone Is Unique

Name / chosen name: _____

These six children are fictional. Read their interests. Find an interest that each child shares with someone else.

Alex

I enjoy drawing and reading.

Shared with: _____

Sam

I enjoy football and music.

Shared with: _____

Jules

I enjoy reading and science.

Shared with: _____

Riley

I enjoy gardening and drawing.

Shared with: _____

Casey

I enjoy music and gardening.

Shared with: _____

Taylor

I enjoy science and football.

Shared with: _____

Everyone Is Unique

Name / chosen name: _____

Different interests, equal belonging

Something these children share

Something that differs

A question you could ask

An optional interest of yours or a character

A picture does not tell us a person’s cultural background. Interests can change.

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

What Does Belonging Feel Like?

Name / chosen name: _____

Belonging can feel different for different people. Circle three words you would choose for a fictional welcoming moment.

safe	**welcome**
included	**accepted**
listened to	**respected**
comfortable	**valued**

Draw a moment of belonging

Explain your drawing, or choose to keep it private.

How Can We Help Everyone Belong?

Name / chosen name: _____

Choose or draw one respectful response for each fictional situation.

1. A new child is sitting alone and looking towards a game.

_____

_____

2. A child wants to play but does not understand the rules.

_____

_____

3. Two children ask to join a game that has already started.

_____

_____

4. Someone laughs at a lunch they have not seen before.

_____

_____

Invite without insisting. Explain rules kindly. Ask what would help. Everyone can decline an invitation.

Hello Around the World

Name / chosen name: _____

Match each language to its daytime greeting. Each page is a separate four-item set.

1. English	**A.** Guten Tag
2. French	**B.** Hello
3. German	**C.** Buongiorno
4. Italian	**D.** Bonjour

Languages have several greetings. Some examples here mean “good morning” or “good day”, rather than a word-for-word “hello”.

Create an imaginary message

Reference: European Commission, *Europe — Organising together*. A language can be used in many places.

Hello Around the World

Name / chosen name: _____

Match each language to its daytime greeting. Each page is a separate four-item set.

1. Spanish	**A.** God morgon
2. Dutch	**B.** Buenos días
3. Swedish	**C.** Hyvää huomenta
4. Finnish	**D.** Goedemorgen

Languages have several greetings. Some examples here mean “good morning” or “good day”, rather than a word-for-word “hello”.

Create an imaginary message

Reference: European Commission, *Europe — Organising together*. A language can be used in many places.

Thank You Around the World

Name / chosen name: _____

Match each language to its thank-you phrase. Each page is a separate four-item set.

1. English	**A.** Danke
2. French	**B.** Thank you
3. German	**C.** Grazie
4. Italian	**D.** Merci

These are example phrases. Usage can vary by context and place; no country or person is assigned a language.

Create an imaginary message

Reference: European Commission, *Europe — Organising together*. A language can be used in many places.

Thank You Around the World

Name / chosen name: _____

Match each language to its thank-you phrase. Each page is a separate four-item set.

1. Spanish	**A.** Tack
2. Dutch	**B.** Gracias
3. Swedish	**C.** Kiitos
4. Finnish	**D.** Bedankt

These are example phrases. Usage can vary by context and place; no country or person is assigned a language.

Create an imaginary message

Reference: European Commission, *Europe — Organising together*. A language can be used in many places.

Design a Welcome Sign

Name / chosen name: _____

Make a sign for a welcoming shared space. Use clear words and pictures. Check any greeting in another language with a reliable source.

My sign welcomes people by…

Optional language source: _____

My Favourite Food

Name / chosen name: _____

Draw a favourite food, a food you would like to learn about, or an imaginary food. Sharing personal details is optional.

1. What would you call this food?

2. Why did you choose it?

3. When might someone enjoy it?

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

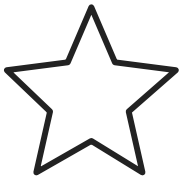
Play: On a marked court, return the ball over a low divider after one bounce. For this classroom rally, count successful returns together and restart after a miss.

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

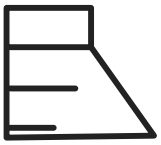
Play: The traditional game throws arrow-shaped sticks into a pot. Our adaptation uses soft paper rolls. Each player takes three gentle throws towards a container. Count those landing inside.

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

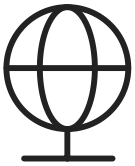
Play: Players form a circle. A walker drops a cloth behind someone. That person follows the walker around the outside. The walker aims to reach the empty place. Rotate roles.

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

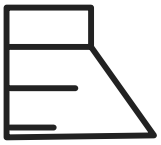
Name / chosen name: _____

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 Week Word Search

Name / chosen name: _____

Find twelve words across, down, diagonally or backwards. Circle each word.

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

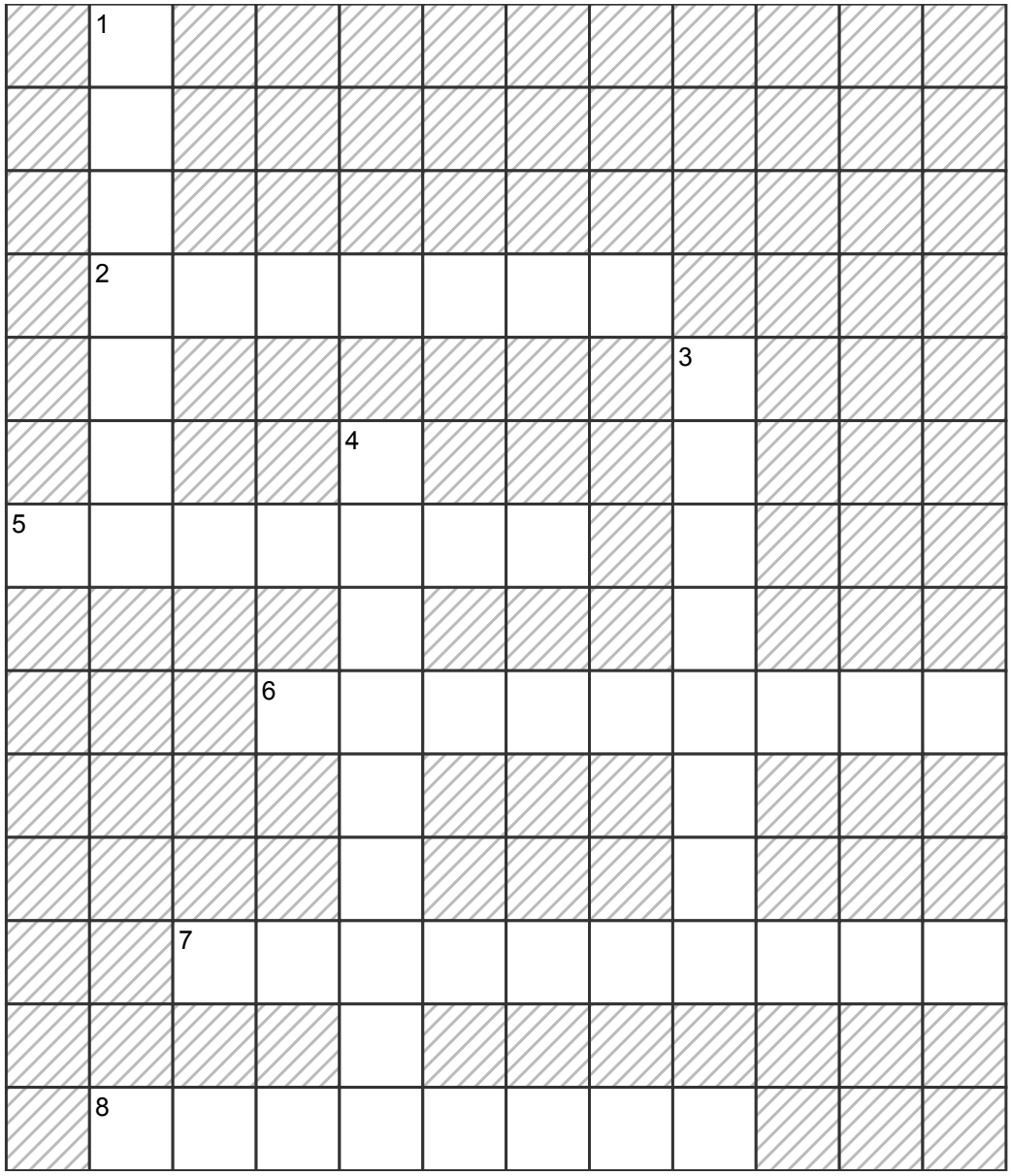
BELONG
FRIEND
COMMUNITY
INCLUDE
RESPECT
KINDNESS
CULTURE
SHARE
WELCOME
TOGETHER
LISTEN
HARMONY

Choose a word and explain it: _____

Harmony Week Crossword

Name / chosen name: _____

Solve the connected grid using the clues on page 2. Hatched squares are blocked. Use the word bank, or cover it for a challenge.



BELONGING · RESPECT · COMMUNITY · LANGUAGE · CULTURE · FRIENDSHIP · WELCOME · KINDNESS

Harmony Week Crossword

Name / chosen name: _____

Write one answer per clue. Every word connects to another word.

Across

2. Shared and changing ways of life, stories and ideas. (7)

5. Treating people and their choices with care. (7)

6. People connected by a place or shared activity. (9)

7. A caring connection between friends. (10)

8. A way people communicate using words or signs. (8)

Down

1. A greeting or action that helps someone join. (7)

3. An action that shows care for someone. (8)

4. Feeling accepted and included. (9)

Connect two ideas

Use two crossword words in a sentence.

Harmony Acrostic Poem

Name / chosen name: _____

Write a positive word or sentence for each letter. Think about belonging, listening and respectful actions.

H _____

_____

A _____

_____

R _____

_____

M _____

_____

O _____

_____

N _____

_____

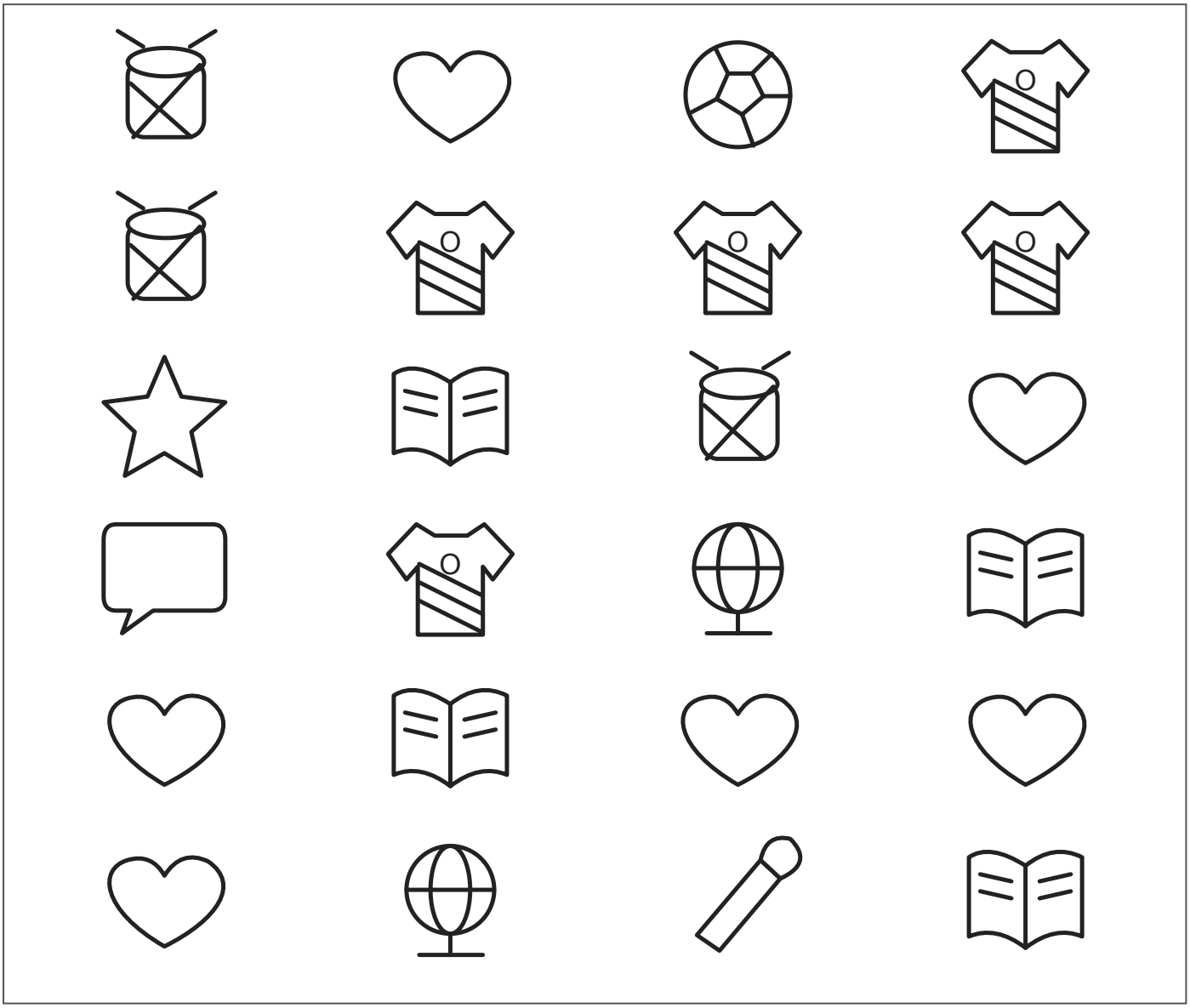
Y _____

_____

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: _____

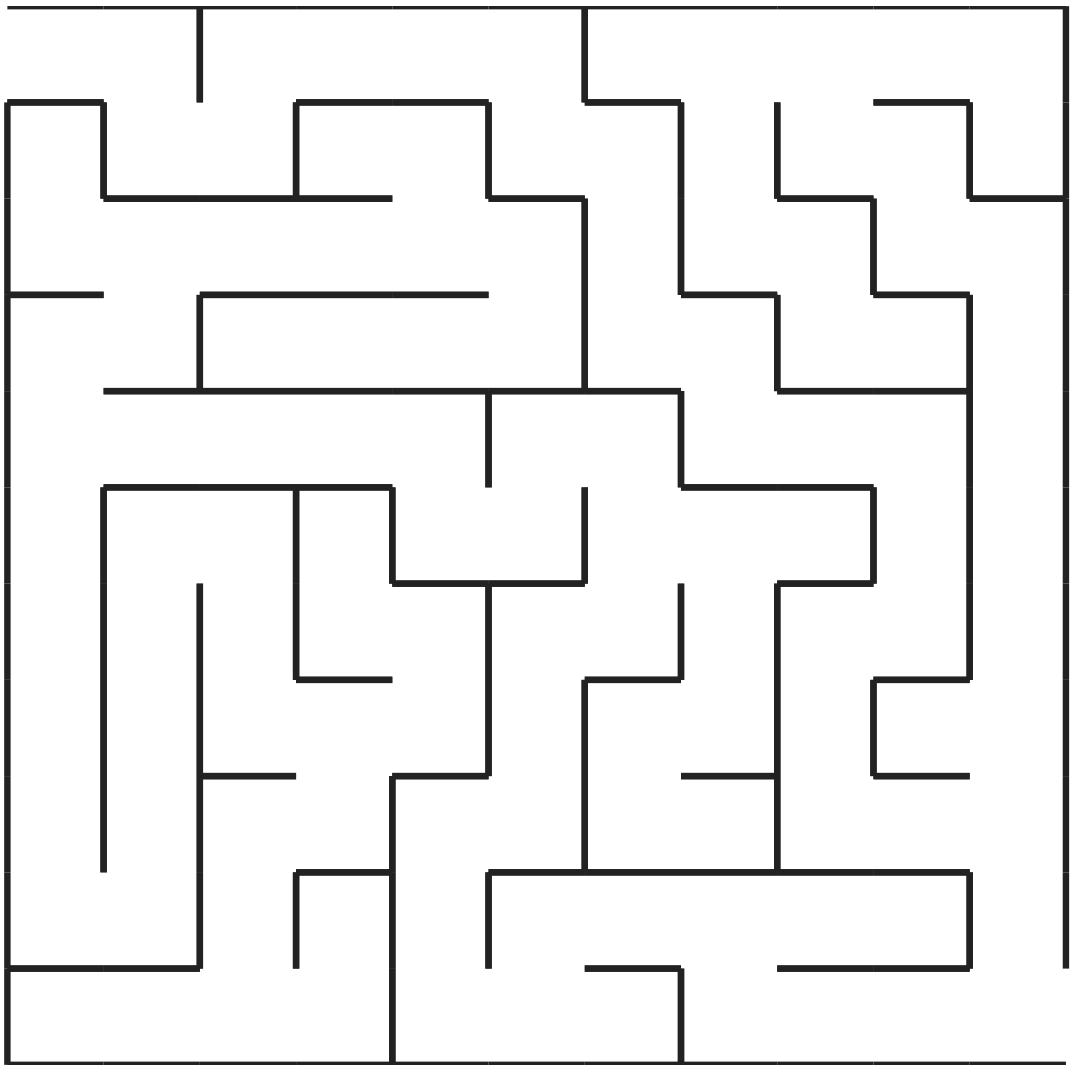
Orange shirts: _____

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 →

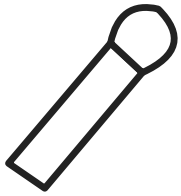
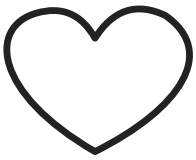
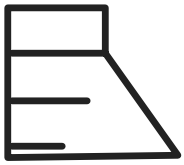
Invite · listen · share · help

Choose one action for welcoming someone.

Harmony Week 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.

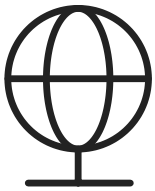
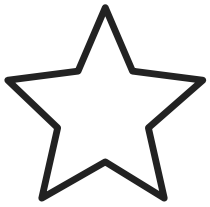
face	**shirt**	 **paintbrush**
 **heart**	**bubble**	**meal**
school	 **playground**	**library**

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.

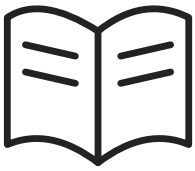
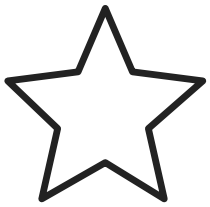
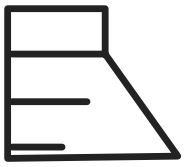
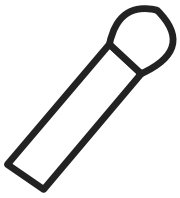
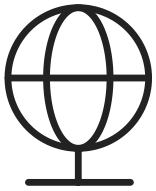
hands	 **globe**	**library**
shirt	**meal**	**bubble**
face	**school**	 **star**

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.

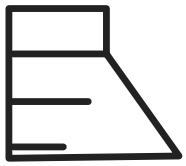
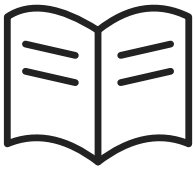
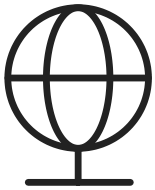
 **book**	**bubble**	 **star**
 **playground**	 **paintbrush**	**meal**
face	**library**	 **globe**

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.

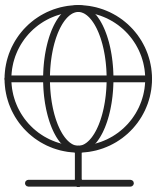
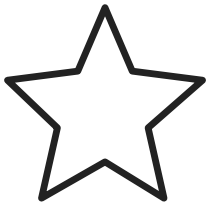
library	**garden**	 **playground**
bubble	**school**	**drum**
 **book**	 **globe**	**meal**

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.

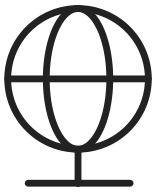
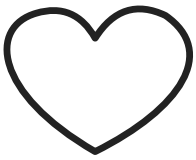
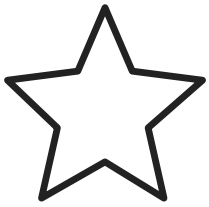
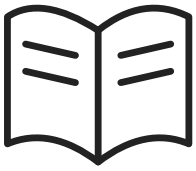
library	**ball**	**face**
hands	**shirt**	 **globe**
 **star**	**meal**	**garden**

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.

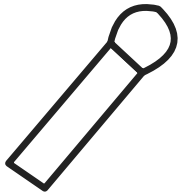
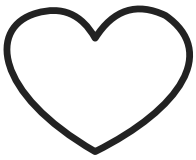
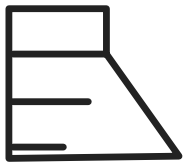
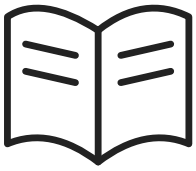
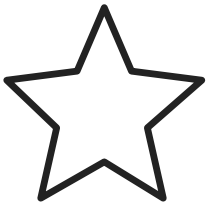
school	**drum**	**bubble**
 **globe**	 **heart**	**library**
 **star**	 **book**	**shirt**

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.

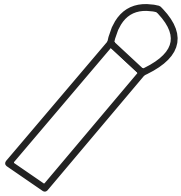
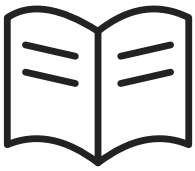
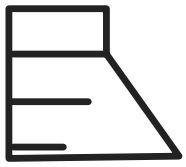
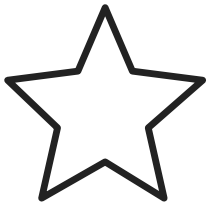
drum	**face**	 **paintbrush**
garden	 **heart**	 **playground**
library	 **book**	 **star**

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.

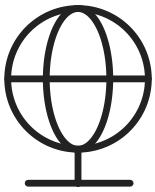
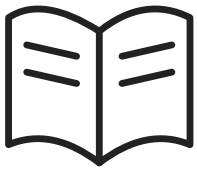
hands	**ball**	 **paintbrush**
 **book**	**drum**	 **playground**
school	 **star**	**face**

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.

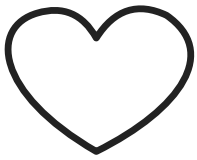
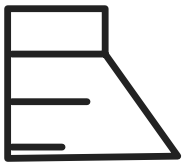
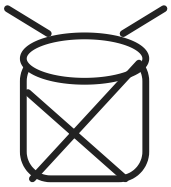
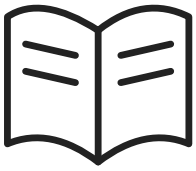
bubble	**face**	**library**
 **globe**	**drum**	 **book**
school	**garden**	**hands**

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.

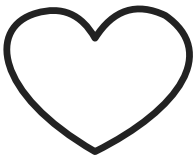
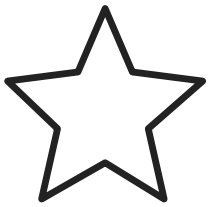
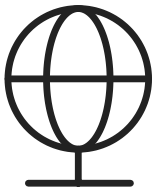
ball	**bubble**	 **heart**
 **playground**	**shirt**	 **drum**
face	 **book**	**library**

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.

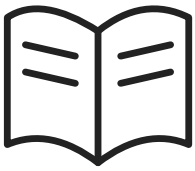
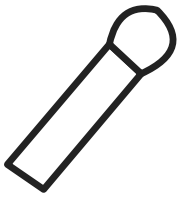
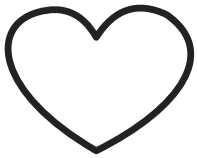
hands	**school**	**ball**
 **heart**	 **star**	 **globe**
shirt	**face**	**library**

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

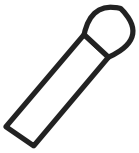
book

ball

drum

hands

meal



paintbrush

bubble

school

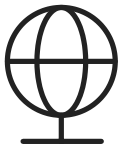
playground

garden

library

shirt

face



globe

star

Same, Different, Both

Name / chosen name: _____

Fictional Alex enjoys drawing, reading and gardening. Fictional Sam enjoys football, reading and drawing. Use their stated interests.

Alex only	Both	Sam only

Something they could do together

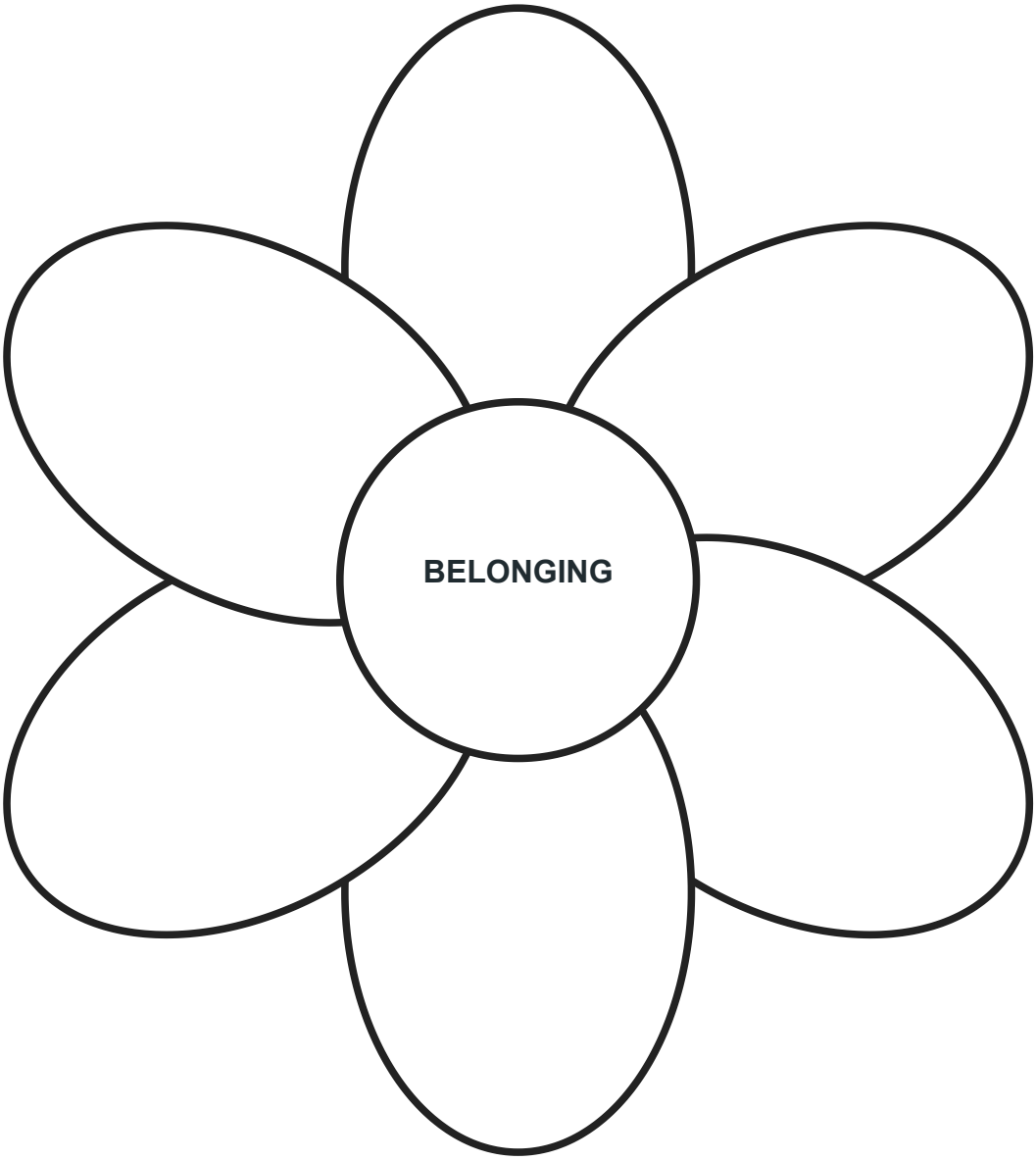
Different interests do not change whether someone belongs.

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 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.

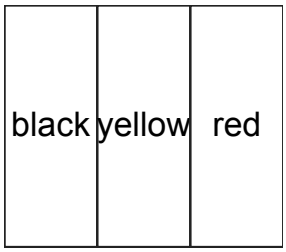
World Flag Matching

Name / chosen name: _____

Write a country name for each numbered flag. Use the separate name cards. Flags represent states; they do not describe everyone who lives there.

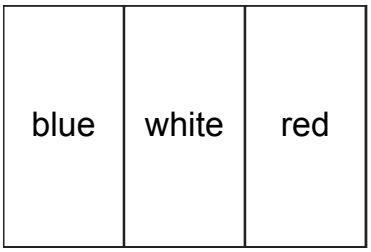
1.

_____



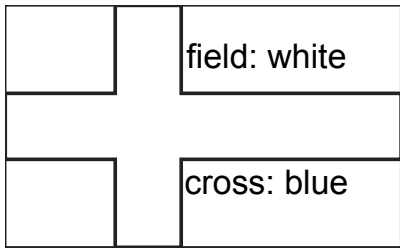
2.

_____



3.

_____

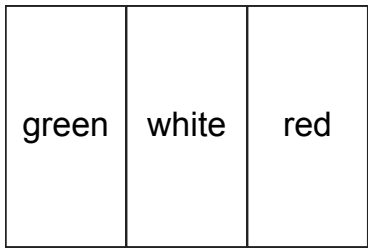


4.

_____

5.

_____



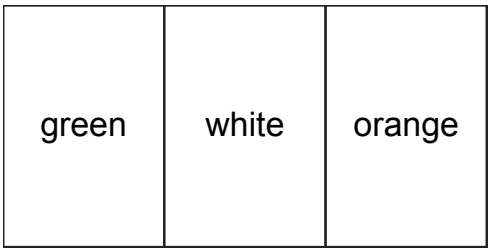
6.

_____

World Flag Matching

Name / chosen name: _____

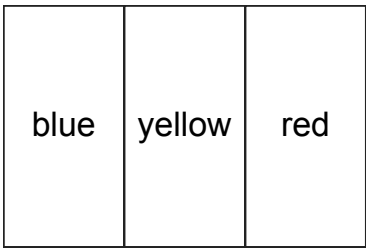
Write a country name for each numbered flag. Use the separate name cards. Flags represent states; they do not describe everyone who lives there.



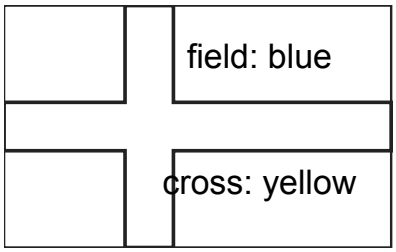
7. _____

8. _____

9. _____



10. _____



11. _____

12. _____

World Flag Matching

Name / chosen name: _____

Cut and match these twelve country names to the numbered flag cards. In black and white, printed colour names provide equivalent information.

Romania	**Luxembourg**	**Netherlands**
Belgium	**Italy**	**Austria**
Ireland	**France**	**Poland**
Sweden	**Germany**	**Finland**

Flags are built from checked vector geometry. Nordic cross flags use the specified cross positions. These are national flag examples, not identity labels.

Design a Friendship Flag

Name / chosen name: _____

Invent a friendship flag. Choose three colours, two original symbols and one motto. Explain the choices without assigning them to a nationality.

1. My three colours or labelled patterns

2. My two symbols and their meanings

3. My motto

4. How the flag welcomes people