My Belonging Shield

Name / chosen name: _____

WHAT MAKES ME, ME?

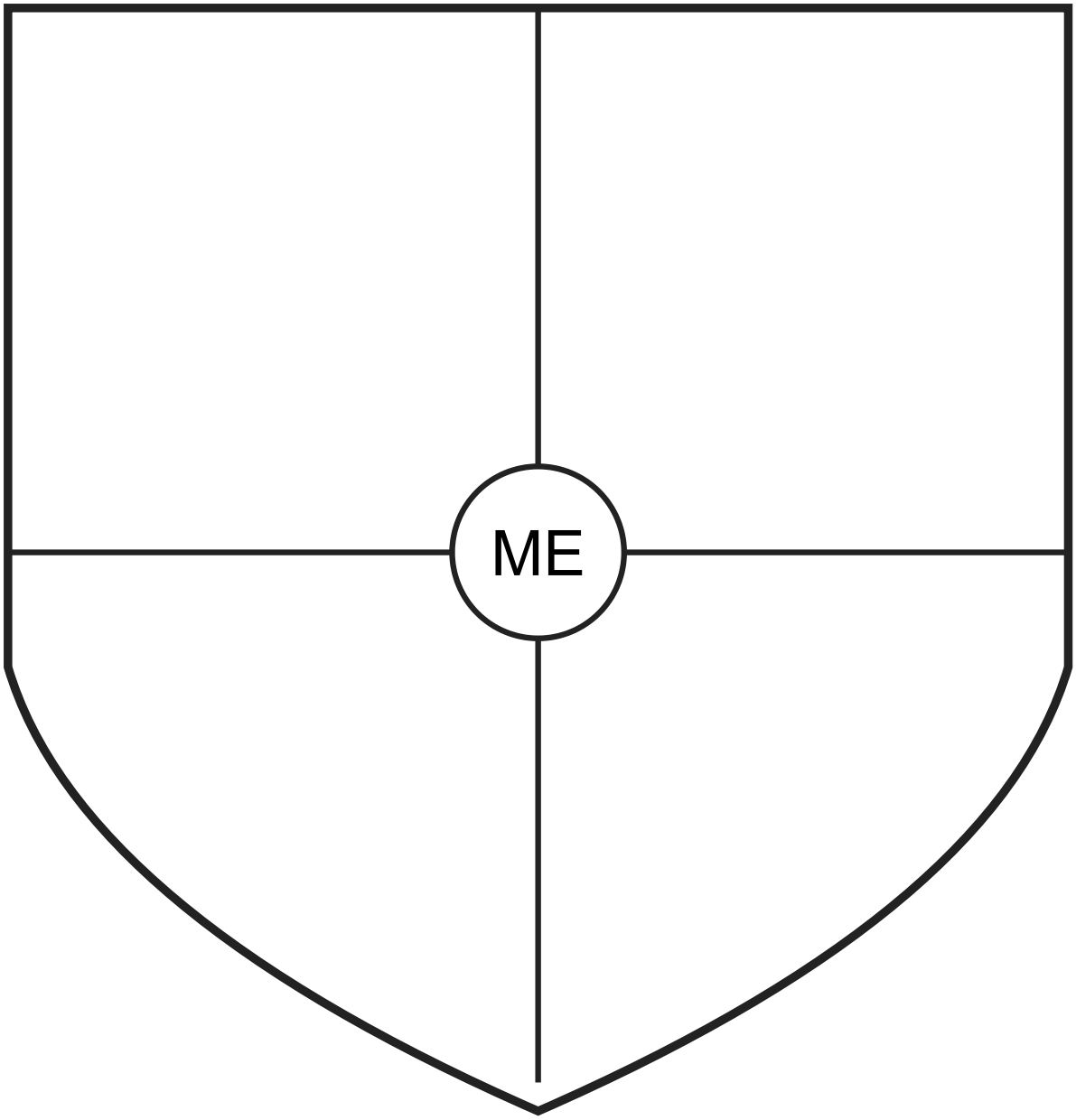
Draw an idea in each shield section. You may invent a character instead.

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

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.

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.

Kind Words and Unkind Words

Name / chosen name: _____

Cut the nine cards on page 2. Sort them below. Some words can depend on tone and context; explain your thinking.

KIND / WELCOMING	UNKIND / EXCLUDING

Rewrite an unhelpful sentence

_____

_____

_____

Kind Words and Unkind Words

Name / chosen name: _____

Cut and sort. We discuss fictional words without directing them at another child.

“Would you like to join us?”	**“We can show you how.”**	**“Your lunch looks interesting.”**
“You can sit with us.”	**“Let’s take turns.”**	**“You can’t play with us.”**
“That’s weird.”	**“You don’t belong here.”**	**“We only play with our friends.”**

“Interesting” is welcoming when curious and respectful; using it sarcastically may hurt.

Welcome a New Student

Name / chosen name: _____

Make a welcome card for a fictional new student. Keep details optional.

WELCOME! YOU CAN JOIN US.

Favourite group activities

Something useful to know

You can ask me about…

A picture of something we could do

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 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

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.

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

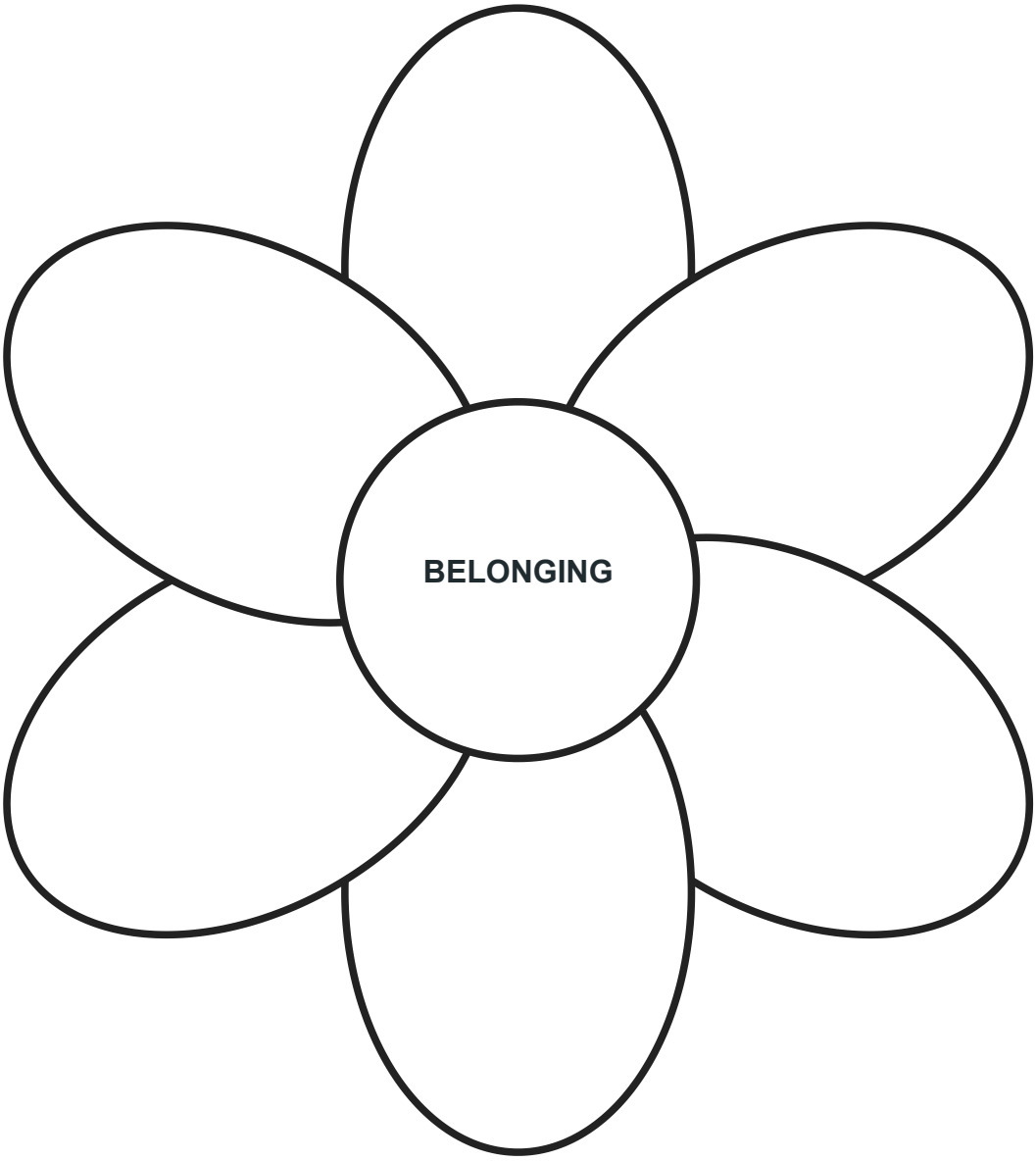
Strip size: 184 × 38 mm, including a 14 mm tab.

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?

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?

Friendship Matching

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

Friendship Matching

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

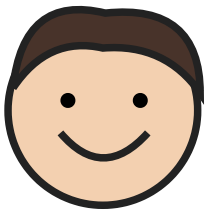
playing

HARMONY WEEK · FOUNDATION–YEAR 2

Different Faces, Same Feelings

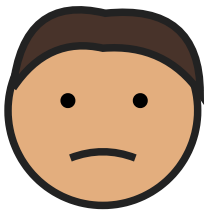
Name / chosen name: _____

People can have similar feelings and look different. Match a word to an expression. A picture gives a clue; ask someone how they feel rather than guessing.

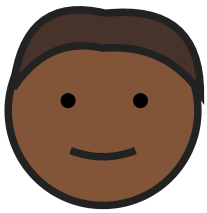


1. I think: _____

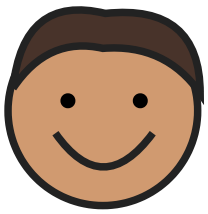
2. I think: _____



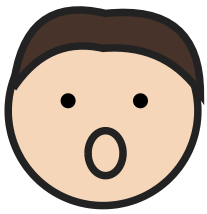
3. I think: _____



4. I think: _____



5. I think: _____



6. I think: _____

happy · sad · worried · calm · excited · surprised

Feelings vary. More than one word can fit an expression.

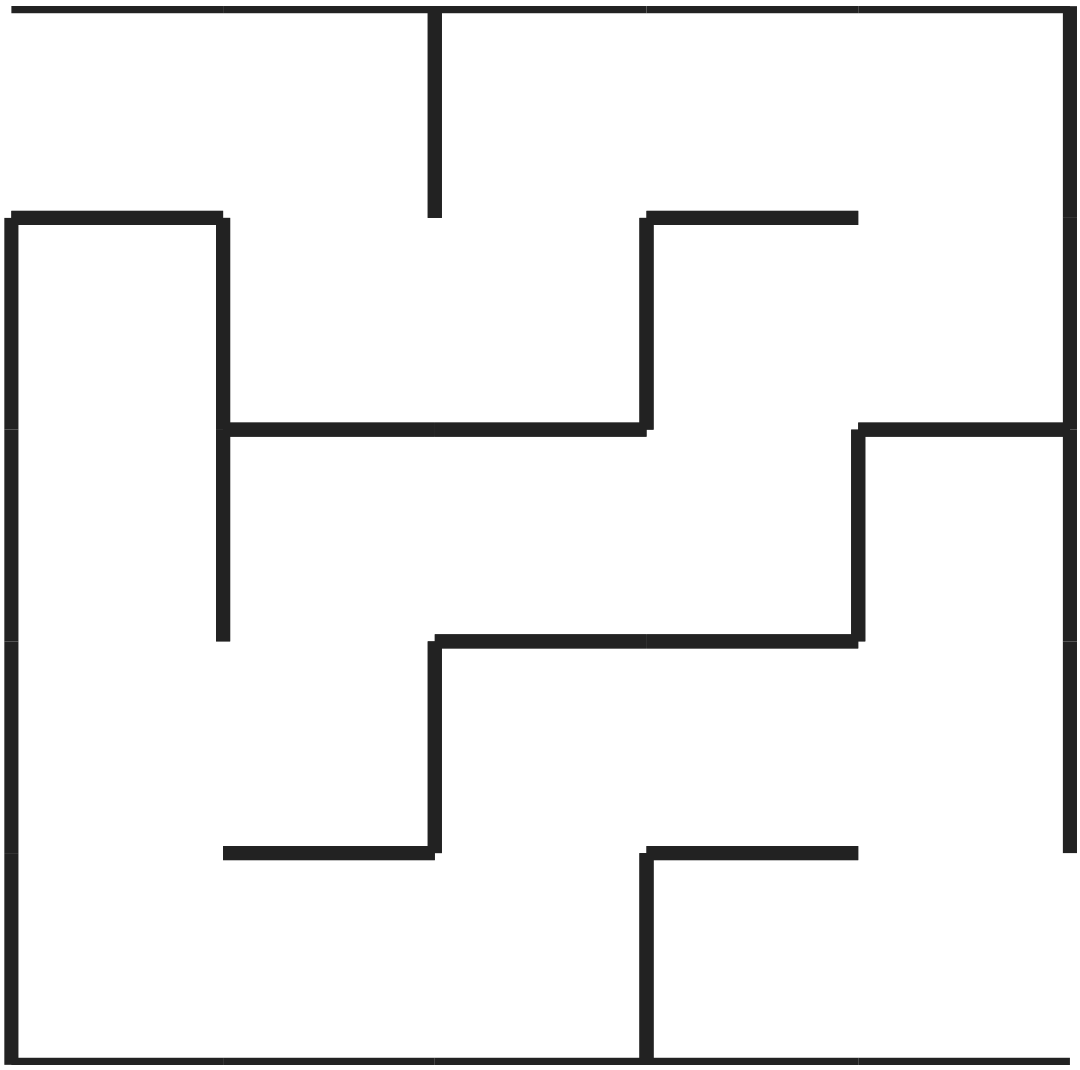
HARMONY WEEK · FOUNDATION–YEAR 2

Early Years Friendship 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

Draw a kind action in the space below.

What Makes a Community Inclusive?

Name / chosen name: _____

Discuss these fictional situations. Inclusion means making meaningful choices and removing barriers; it is not a child's job to fix discrimination alone.

1. A library offers a quiet area and picture signs.

Barrier / helpful action / improvement:

_____

_____

2. A club refuses to explain its game rules to newcomers.

Barrier / helpful action / improvement:

_____

_____

3. A stage has stairs but no accessible way to take part.

Barrier / helpful action / improvement:

_____

_____

Ask what support is wanted, offer options, and seek an educator's help when needed.

What Makes a Community Inclusive?

Name / chosen name: _____

Discuss these fictional situations. Inclusion means making meaningful choices and removing barriers; it is not a child's job to fix discrimination alone.

4. A group asks what activities people want to try.

Barrier / helpful action / improvement:

_____

_____

5. An event requires everyone to taste the same food.

Barrier / helpful action / improvement:

_____

_____

6. A notice gives only small, difficult text.

Barrier / helpful action / improvement:

_____

_____

Ask what support is wanted, offer options, and seek an educator's help when needed.

Inclusion Problem Solver

Name / chosen name: _____

Discuss these fictional situations. Inclusion means making meaningful choices and removing barriers; it is not a child's job to fix discrimination alone.

1. A child wants to join but cannot follow long spoken instructions.

Barrier / helpful action / improvement:

_____

_____

2. A game requires every player to run quickly.

Barrier / helpful action / improvement:

_____

_____

3. Someone is curious about an unfamiliar custom.

Barrier / helpful action / improvement:

_____

_____

Ask what support is wanted, offer options, and seek an educator's help when needed.

Inclusion Problem Solver

Name / chosen name: _____

Discuss these fictional situations. Inclusion means making meaningful choices and removing barriers; it is not a child's job to fix discrimination alone.

4. A new student has not chosen an activity.

Barrier / helpful action / improvement:

_____

_____

5. A noisy activity is uncomfortable for a participant.

Barrier / helpful action / improvement:

_____

_____

Ask what support is wanted, offer options, and seek an educator's help when needed.