

Gratitude Pictionary (Levels C & D)

GRATITUDE

To help students express gratitude in a simple, playful way using pictures and sharing, while building connection and joy.



Learning Intentions

Students aim to draw a picture of something that makes me happy.



Students aim to show my picture so my friends can guess what it is.

Students aim to share (with help if needed) why I like it.



Success Criteria

I can choose something I like and draw it.

I can show my picture to my friends and listen to their guesses.

I can tell (or point/demonstrate) why I am happy about it.



Gratitude Pictionary (Levels C & D)

GRATITUDE

Duration: 5 minutes

Objective

To help students express gratitude in a simple, playful way using pictures and sharing, while building connection and joy.

Materials

- Paper
- Pencils or coloured pencils
- Visual prompt cards (e.g., pet, toy, family, food, place) for support. (Found in PDF resource tab).

Gameplay

1. Choose & Draw

Students draw one thing that makes them happy or that they are thankful for. (Teacher can model and show examples).

2. Show & Guess

One at a time, students hold up their drawing. The group guesses what it is (e.g., "A cat!" "Your mum!").

3. Share Gratitude

With help from the teacher, the student says (or signs/points): *"I like my cat because he is soft."*

4. Gratitude Wall

All drawings are collected and displayed for everyone to see.

Reflection / Debrief

- What did you draw today?
- How did you feel sharing your picture?
- What is one thing your friend was grateful for?

Variations

Children's Edition: Use emoji or picture flashcards for extra ideas.

Fitness Edition: Add a movement after guessing (e.g., hop, stretch, clap).

Teamwork Edition: Create a group gratitude mural by combining all drawings into one big poster.



Gratitude Dictionary (Levels C & D)

GRATITUDE

For Wheelchair Users / Accessibility

- Students can use verbal sharing, stamps, stickers, or assistive tech if drawing is difficult.
- A peer or adult can help with scribing or drawing.
- Ensure sharing time allows different methods of expression (speech, pointing, tech).

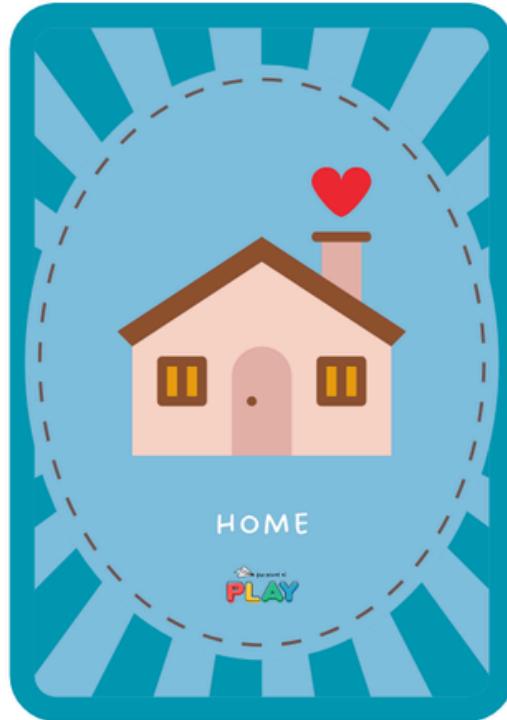
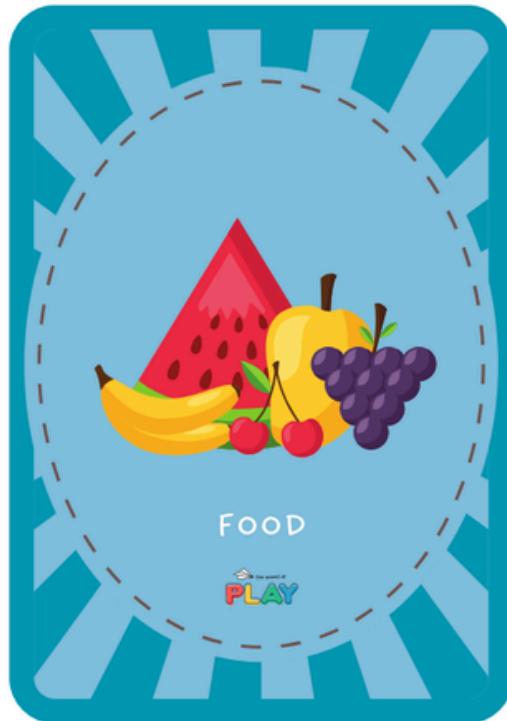
Notes for Inclusion

- Allow extra time for students who need it.
- Provide modelling and visual prompts for clarity.
- Celebrate all contributions equally, drawings, gestures, or words.

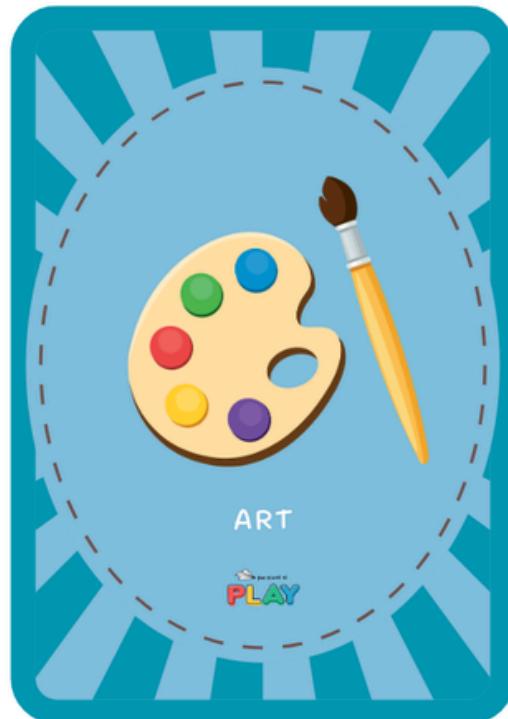
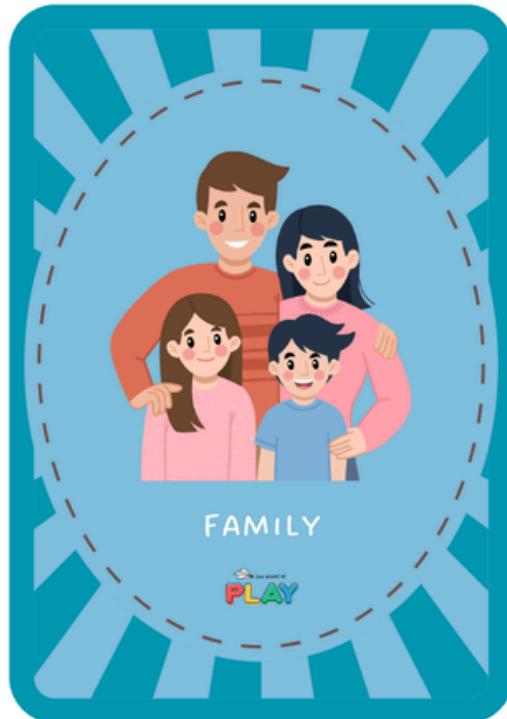
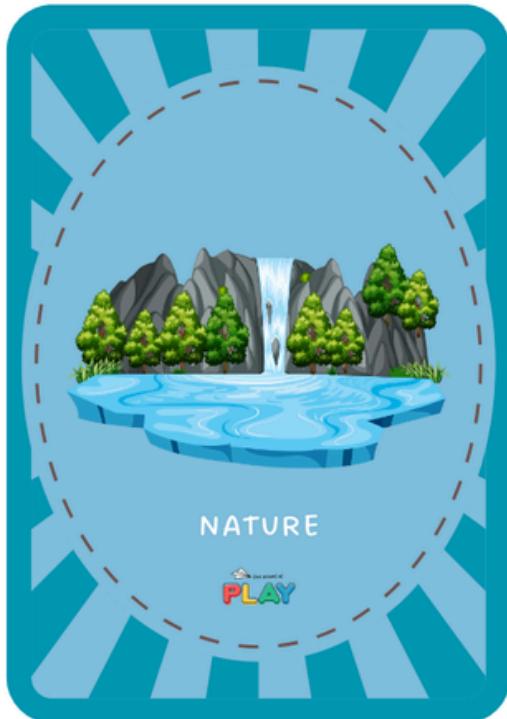


PROMPT CARDS

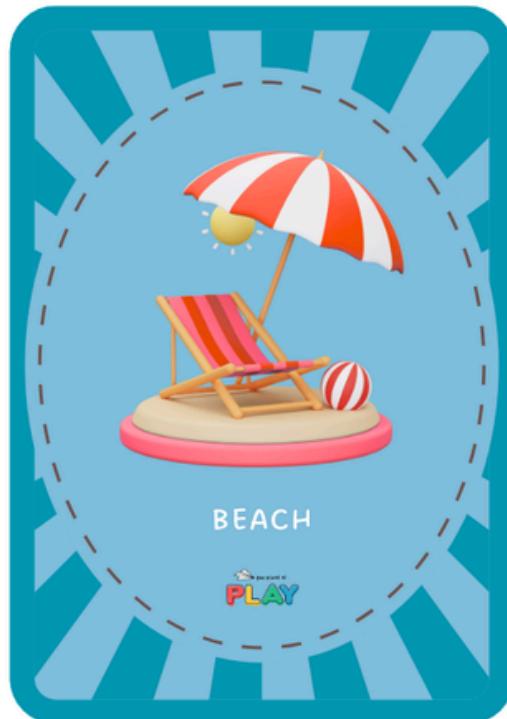
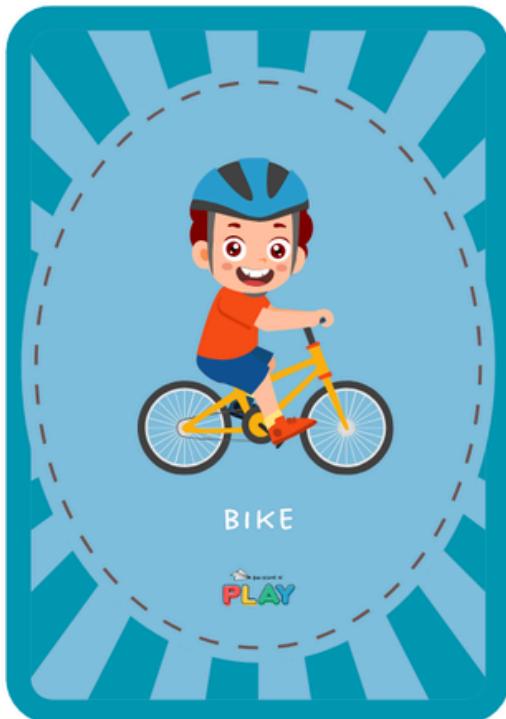
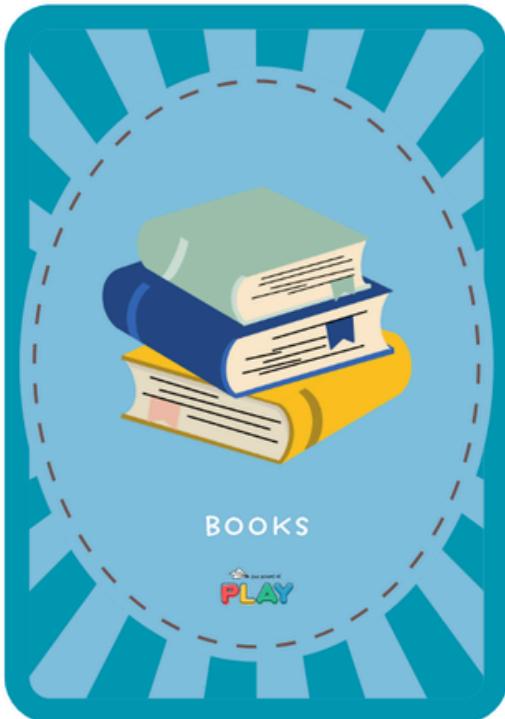
PRINT AND CUT OUT THE VISUAL PROMPT CARDS. LET STUDENTS PICK A CARD TO SPARK IDEAS BEFORE DRAWING. REMIND THEM THEY CAN SHARE WITH WORDS, SIGNS, OR GESTURES WHY THEIR CHOSEN ITEM MAKES THEM HAPPY.



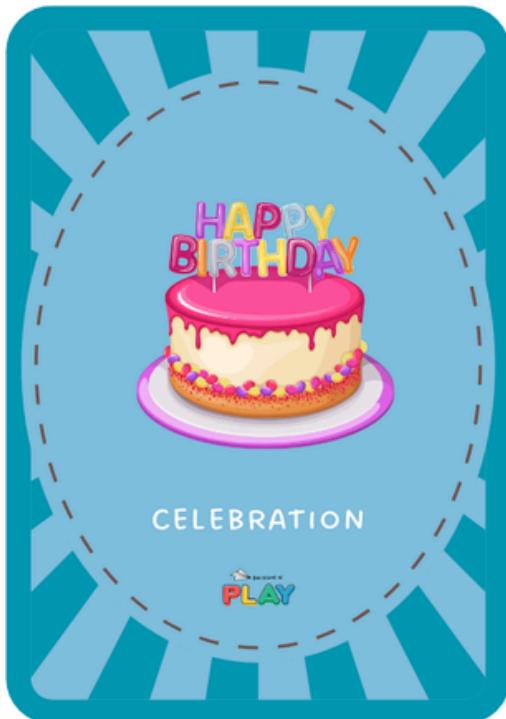
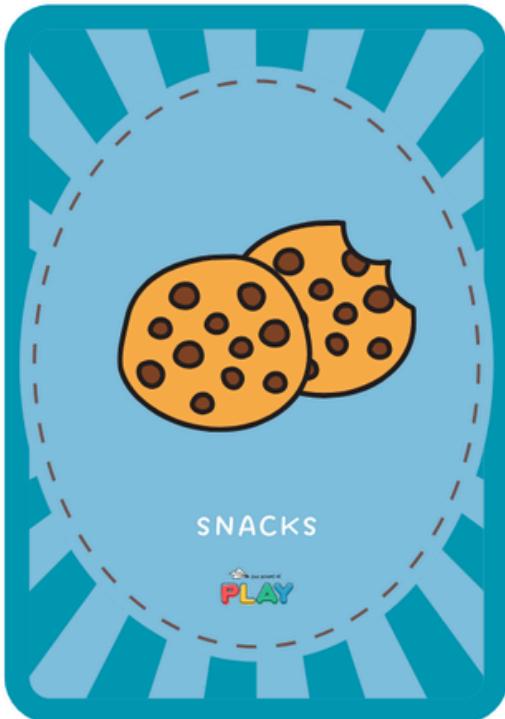
PROMPT CARDS



PROMPT CARDS



PROMPT CARDS



PROMPT CARDS

