

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.



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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.



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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.



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