Kindness Garden – Levels A & B

CREATIVE

To support students to recognise, represent, and celebrate acts of kindness by creating a shared classroom display. Each flower symbolises a kind action students can do at school or home, showing how kindness helps our classroom community and the planet Earth grow stronger together.

📖 Learning Intentions

Students aim to participate in a creative activity that represents kindness.

Students aim to respond to and explore kind actions using drawing, symbols, movement, or AAC.

Students aim to contribute to a shared class display with adult support.

🏅 Success Criteria

I can take part in making a flower using support if needed.

I can show or choose a kind action using pictures, gestures, sounds, or AAC.

I can add my flower to the class Kindness Garden with help.

I can attend to others' work by looking, pointing, or showing interest.

the school of
PLAY

Kindness Garden – Levels A & B

CREATIVE

Duration: 8 - 12 minutes

Objective
To support students to recognise, represent, and celebrate acts of kindness by creating a shared classroom display. Each flower symbolises a kind action students can do at school or home, showing how kindness helps our classroom community and the planet Earth grow stronger together.

Players
Whole class or small groups
Suitable for 3 - 16 students
Students work individually with adult support, then share briefly as a group or in pairs

What You Need
Large paper flowers or pre-cut flower templates (found in PDF resource)
Coloured pencils
Large poster, wall, or board space titled **"Our Kindness Garden"**
Optional: kindness visuals (help, share, care, listen, tidy up)
Simple kindness visuals (help, share, kind hands, friend)
AAC devices, switches, or communication boards as required

Setup
Prepare a clear wall or board space titled "Our Kindness Garden."
Seat students at tables, trays, lap desks, or on the floor, depending on comfort and access needs.
Provide each student with one flower template or large paper shape.
Introduce the activity using simple language and visuals:
"This is our Kindness Garden."
"Kind actions help us feel safe together."
Show a finished example of a flower that has been decorated if helpful.
Confirm AAC devices are switched on and open to basic social or action words.

Kindness Garden – Levels A & B

CREATIVE

Gameplay

Step 1: Adult Modelling

The teacher models the task clearly and slowly.

Hold up a flower and say:

"This flower shows kindness."

Model drawing, colouring, or placing a sticker/stamp/symbol in the centre.

While modelling, say and show one kindness idea, for example:

"Helping someone tidy up."

Activate the matching AAC symbol or point to a visual while speaking.

Step 2: Student Creation

Give each student time to explore their flower.

Students may participate by:

• Scribbling or colouring on their flower

• Choosing between two coloured pencils

• Placing a picture or symbol on the flower (pictures may be pre cut out from magazines/newspapers/internet)

• Activating an AAC symbol

• Looking at or touching the flower

Adults support through:

• Hand-over-hand guidance

• Offering two choices only (images/stamps/stickers or two ways a student could show kindness to someone etc)

• Scribing or narrating the student's response

• Interpreting gestures or vocalisations positively

The adult labels the student's action clearly, for example:

"You chose to help someone."

"You are being kind."

Step 3: Adding to the Garden

One at a time, students bring or have their flower brought to the display space.

The adult narrates each contribution:

"This is Sam's kindness flower."

"Sam shows helping hands."

the school of PLAY

CREATIVE

Students may:
• Watch their flower being added
• Point to it and smile
• Use AAC to indicate finished or yes/excited/happy.
Continue until all flowers are displayed or until students show signs of fatigue.

Debrief / Reflection
Gather near the garden for a short, calm reflection.
Ask one simple question at a time with wait time:
"Do you like our garden?"
"Who was kind today?"
"Can we be kind now?"
Accept all forms of response including eye gaze, gestures, AAC, or body movements and vocalisations.
Reinforce the key message:
"Kindness helps us grow together."

Winning the Game
There are no winners or losers.
Every flower belongs and every contribution matters.

Sensory-Specific Learner Variation
Purpose: To support regulation, comfort, and engagement.
Adjustments may include:
Using thick paper, textured shapes, or raised outlines.
Offering larger coloured pencils or adaptive grips.
Allowing students to work standing, lying on mats, or seated comfortably.
Providing movement breaks before or after participation.
Reducing the task to touching or choosing a flower only.

AAC-Specific Supports
Prepare AAC in Advance
Ensure access to symbols such as: kind, help, friend, yes, finished, like.
Use single-message switches for students at early communication stages.
Model AAC Consistently
Adults activate AAC symbols every time they name a kindness.

the school of
PLAY

Kindness Garden – Levels A & B

Supported Choice-Making
Offer two clear options visually or verbally.
Use partner-assisted scanning when required.
Alternative Expression
Students may:
• Select a printed symbol
• Activate a switch
• Use eye gaze or pointing
• Use body movement or vocalisation
AAC Reflection
Ask:
"Is this your flower?"
Student responds using AAC, gesture, or yes/no signal.

Accessibility and Inclusion Notes
Ensure all students can access materials and display space.
Use lap desks, trays, or floor workspaces as required.
Provide adult or peer assistance without reducing ownership.
Celebrate all attempts equally.
Emphasise that kindness can be shown through actions and choices, not only drawings or words.

Teacher Notes
"Kindness Garden – Levels A & B" supports early Personal and Social Capability, joint attention, fine motor exploration, and communication. It works best as a calm follow-up to Kindness Catch – Levels A & B, reinforcing classroom belonging and creating a visible reminder that kindness is part of everyday routines.

the school of
PLAY

FLOWER TEMPLATE