

Kindness Garden - Levels C & D

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 use drawing or creative representation to show ways they can be kind to others.

Students aim to make connections between kindness and helping people, animals, and the planet Earth.

Students aim to share their ideas with others by explaining, showing, or communicating a kind action.



Success Criteria

I can create a flower that represents a kind action.

I can share or show what my flower means using words, pictures, gesture, or AAC.

I can contribute my flower to the class Kindness Garden display.



Kindness Garden - Levels C & D

CREATIVE

Duration: 10 - 15 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 4 - 26 students

Students work individually, then share as a group or with a partner



What You Need

Paper or pre-cut flower templates (from the resource PDF)

Coloured pencils

Scissors (optional)

Large poster, wall, or board space titled “Our Kindness Garden”

Optional: kindness visuals (help, share, care, listen, tidy up)

AAC devices or communication boards as required

Setup

1. Prepare a clear display area titled “Our Kindness Garden.”
2. Provide each student with a blank sheet or flower template.
3. Ensure tables, clipboards, trays, or lap desks are ready for all students.
4. Briefly introduce the concept:
 - “Flowers help Earth grow and feel beautiful.”
 - “Kind actions help people grow and our world feel safe and cared for.”
5. Remind students that Earth is the Playful Astronauts’ first stop, where they learn how kindness helps people, animals, and nature.
6. Confirm AAC devices are switched on and open to actions, kindness, or social words pages.



Kindness Garden - Levels C & D

CREATIVE

Gameplay

Step 1: Model the Activity

The teacher models by drawing a simple flower or filling in the flower template.

- In the centre, model drawing or writing a kind act, for example:
 - "Helping tidy the classroom."
- Verbally explain while modelling:
 - "This flower shows how I can be kind."

Step 2: Student Creation

1. Ask students to think about one kind action they can do at school or at home.
2. Support idea generation using prompts if needed:
 - "Who can you help?"
 - "How can you be kind?"
3. Students draw, write, or symbolise their kind act in the centre of the flower.
4. Students colour the petals around their kindness idea.
5. Adults provide support as required, including scribing, hand-over-hand assistance, or offering two choices.

Step 3: Add to the Garden

1. When finished, students cut out their flowers if appropriate, or use pre-cut templates.
2. Each student adds their flower to the Kindness Garden wall or board.
3. As flowers are added, students may:
 - Explain their kindness verbally or have assistance from educators to do so
 - Point to their drawing
 - Use AAC
 - Share with a partner instead of the whole group

Continue until all flowers are displayed.

Debrief / Reflection

Gather students near the completed garden and ask one question at a time:

- "How do these kind actions help our classroom?"
- "Which flower do you like?"
- "Which kind action would you like to try?"

Reinforce the message:

"When we are kind, our classroom and our world grow together."



Kindness Garden - Levels C & D

CREATIVE

Winning the Game

There are no winners or losers.

Every flower is important, and every contribution helps the Kindness Garden grow.

Sensory-Specific Learner Variation

Purpose: To support regulation, engagement, and participation for students with sensory needs.

Adjustments include:

- Offer textured paper, raised outlines, or thicker coloured pencils for tactile feedback.
- Allow students to work standing, seated on the floor, or at alternative surfaces.
- Provide movement breaks before or after the activity.
- Pair kindness ideas with actions, for example:
 - Helping: gentle pushing motion
 - Caring: hand on heart
- Use calming background music or quiet spaces if needed.

AAC-Specific Supports

1. Prepare AAC in Advance

- Open pages for: help, share, kind, friend, clean up, care, Earth

2. Model AAC Use

- Teacher activates AAC while saying the kindness aloud

3. Supported Choice-Making

- Offer two kindness options visually or verbally
- Use partner-assisted scanning

4. Alternative Expression Options

- Students may select a symbol instead of drawing
- Students may place a printed symbol in the centre of their flower

5. AAC Reflection

- Ask: "Which kind action is yours?"
- Student responds using AAC, pointing, eye gaze, or gesture

Kindness Garden – Levels C & D

CREATIVE

Accessibility and Inclusion Notes

- Ensure display space is reachable for all students.
- Use lap desks, trays, or clipboards as needed.
- Allow peers or adults to assist with cutting or colouring if required.
- Celebrate all contributions equally, regardless of complexity or communication mode.
- Emphasise that kindness can be shown through actions, pictures, or choices, not just words.

Teacher Notes

“Kindness Garden – Levels C & D” supports cooperation, communication, fine motor skills, and understanding how behaviour impacts others. It works as a creative follow-up to Kindness Catch, reinforcing the Playful Astronauts’ Earth theme and building a visible, shared culture of kindness within the classroom.



FLOWER TEMPLATE

