

Kindness Memory Match (levels A-B)

GRATITUDE

To help students build awareness of kindness through a simple, visual matching game that encourages turn-taking and communication using pictures or symbols.



Learning Intentions

Recognise Simple Acts of Kindness:

Students will explore visual examples of kind actions.

Practise Early Sharing:

Students will use gestures, pictures, or AAC to show a kindness choice.

Work with Others:

Students will take turns and celebrate when pairs are found.



Success Criteria

Students choose between Option A or Option B by moving, pointing, or using AAC.



Students express their choice with a gesture, picture, vocalisation, or word.

Students show engagement when others share their choices (looking, smiling, clapping).



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Duration: 15 - 20 minutes

Objective

To help students build awareness of kindness through a simple, visual matching game that encourages turn-taking and communication using pictures or symbols.

What You Need

6 pairs of kindness picture cards (12 total) (found in PDF resource)
AAC with vocabulary like *kind, help, friend, happy*

Setup

Print and cut out a set of Kindness picture cards (one set per pair).

Create playing pairs.

Place all kindness cards face down in a simple grid on a table or floor.

Ensure cards are spaced wide enough for students using mobility aids.

Model how to flip a card and look at the picture and then how to find its matching card.

Gameplay / Activity Steps

Step 1: Teacher Demonstration

Show how to take a turn:

- Flip over one card
- Flip a second card
- Look for a match

If matched: "Two helping cards! That is a match!"

If not: "Not the same. We turn them back over."

Step 2: Student Turns

Each student takes a turn by:

- flipping two cards
- pointing to the cards they want flipped (adult flips)
- identifying cards using AAC or gesture

Support students with hand-under-hand assistance if needed.



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Step 3: When a Match Is Found

Remove the two matching cards from the playing grid. Student shows or communicates something about the kindness picture by:

- pointing to the picture
- hugging themselves (kindness)
- smiling
- saying or pressing AAC, "kind," "friend," "help," "happy"

Teacher models simple language:

"Helping is kind."

"Sharing makes friends happy."

The student keeps the pair in front of them or gives it to a staff member to collect.

Step 4: Continue Until All Matches Are Found

Encourage peers to clap, smile, or give a thumbs up when someone finds a match. Repeat turns until no cards are left.

Reflection Prompts (supported with visuals)

- "What kind action do YOU like?"
- "Who is kind to you?" (students point to visuals of family, teachers, friends)
- "How does being kind make you feel?" (choose happy/calm/excited)

Encourage gestures, eye gaze, AAC, or picture-pointing.

Sensory-Seeking Learners Variation

1. Textured Kindness Cards

Make cards tactile:

- soft felt → hugging
- bumpy dots → helping hands
- shiny foil → sharing a toy
- fuzzy cloth → comforting

Students explore textures before matching.

2. Movement Matching

When a match is found, students do a simple movement inspired by the card:

- Helping = high five
- Sharing = hand-to-heart
- Smiling = big smiles
- Playing together = clap twice



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3. Oversized Floor Cards

Place large A4 or A3 picture cards on the floor to allow whole-body movement and accessible matching.

4. Sensory Break Matches

After finding a pair, students may:

- squeeze a sensory ball
- spin a ribbon
- stomp gently
- do a deep-pressure push on a wall

AAC-Specific Supports

1. Core Vocabulary to Include

kind, help, friend, happy, my turn, your turn, same, more, finished

2. Aided Language Input

Model on the device while speaking:

“It is MY turn.”

“These are the SAME.”

“This is KIND.”

“I feel HAPPY.”

3. Responding to Matches

Students may press:

- “same”
- “friend”
- “helping”
- “good job”

Teacher expands:

“You said ‘friend!’ Yes, being kind helps friends.”

4. Choice-Making

Teacher points to two cards and asks:

“Which card first?”

Student chooses via AAC, gesture, or eye gaze.



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5. Supported Expression

When a match is made, allow students to respond with:

- AAC button
- pointing to “happy” symbol
- gesture (clap, smile)
- vocalisation

All expressions are recognised as meaningful.

Notes for Inclusion

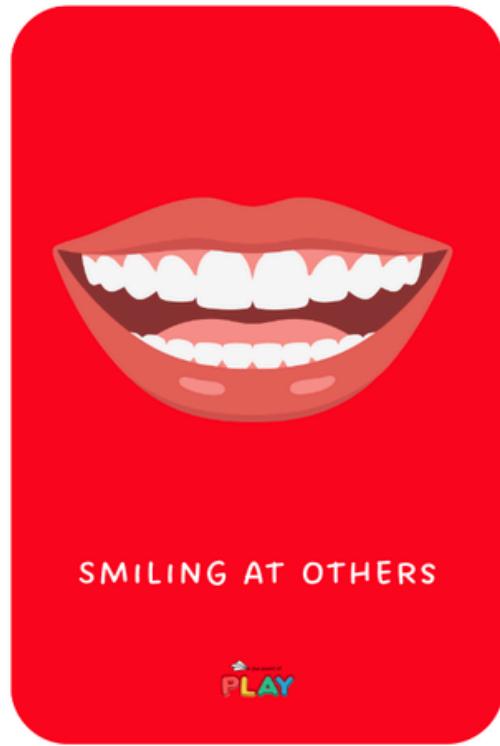
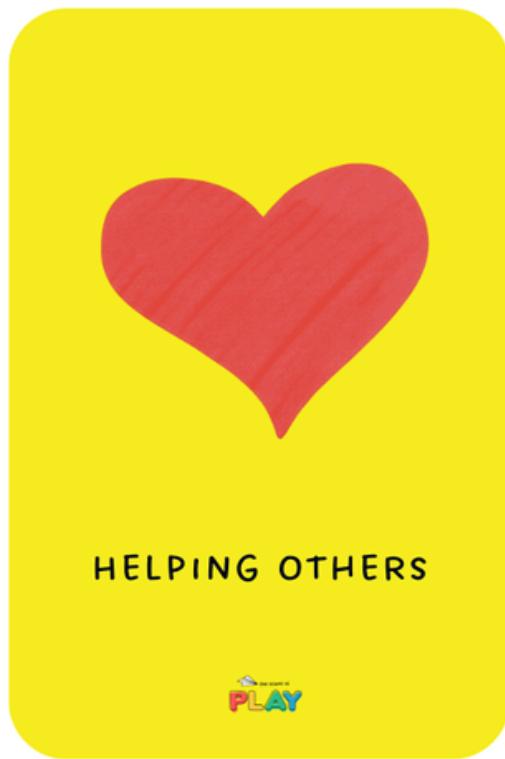
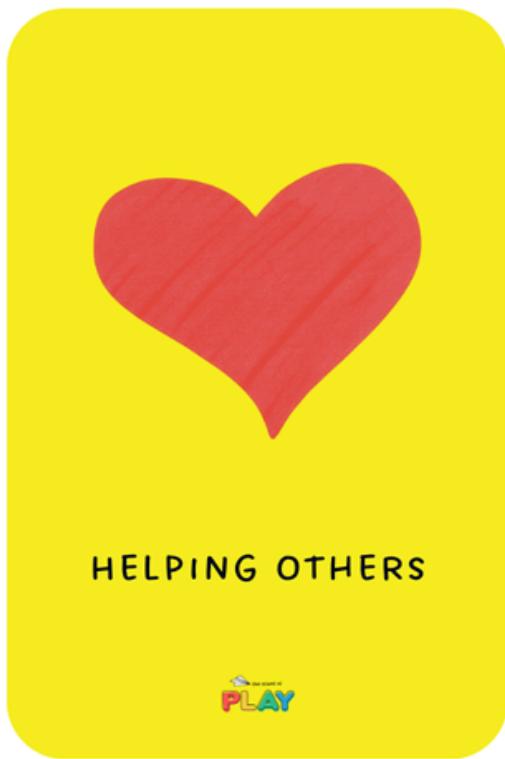
Allow for:

- different motor abilities (pointing, tapping, eye gaze)
- adult support during card flipping
- simplified language
- flexible turn-taking
- celebration of ALL attempts



KINDNESS PICTURE CARDS

PRINT AND CUT OUT THE CARDS. STUDENTS FLIP OR POINT TO TWO CARDS TO LOOK FOR A MATCHING PAIR. WHEN A MATCH IS FOUND, REMOVE THE PAIR AND CELEBRATE WITH PEERS USING SMILES, OR CLAPS. CONTINUE UNTIL ALL MATCHES ARE COLLECTED AND EVERY STUDENT HAS HAD MULTIPLE OPPORTUNITIES TO PARTICIPATE.



KINDNESS PICTURE CARDS



KINDNESS PICTURE CARDS



SHARING WITH
SOMEONE

PLAY



SHARING WITH
SOMEONE

PLAY



HUGGING SOMEONE

PLAY



HUGGING SOMEONE

PLAY