

# Play Pal Pass - Levels A & B

# GRATITUDE

To support students to experience gratitude and connection through a simple, supported partner-sharing routine. Students practise giving and receiving kindness in a predictable way, helping build early social awareness, trust, and enjoyment of shared play. Linked to the Mars theme from The Playful Astronauts, the activity reinforces that play feels better when it is kind and shared with others.



## Learning Intentions

Students aim to experience positive interaction with a peer during a shared activity.

Students aim to participate in a simple routine of giving and receiving kindness.

Students aim to respond to appreciation using actions, gestures, visuals, or AAC.



## Success Criteria

I can sit or stand with a partner with support.

I can give or receive kindness using words, actions, pictures, or AAC.

I can watch, listen, or respond when my partner shares.

I can stay with the activity for part or all of the time.



# Play Pal Pass - Levels A & B

# GRATITUDE

**Duration:** 8 - 12 minutes

## Objective

To support students to experience gratitude and connection through a simple, supported partner-sharing routine. Students practise giving and receiving kindness in a predictable way, helping build early social awareness, trust, and enjoyment of shared play. Linked to the Mars theme from *The Playful Astronauts*, the activity reinforces that play feels better when it is kind and shared with others.

## Players

Whole class or small groups

Suitable for 3 - 16 students

Students work in pairs with adult support

## What You Need

No equipment required

Optional: simple kindness visuals (heart, smile, star)

Optional: calm background music

AAC devices, switches, or communication boards as required

## Setup

Arrange students so they can sit or stand comfortably facing a partner.

Students may remain seated on the floor, chairs, or in wheelchairs.

Introduce the activity using simple, positive language:

"We are going to play with a friend."

"We will share kind things."

"We will take turns."

Briefly connect to the Mars theme in accessible terms:

"Mars is about play and fun."

"Kind play makes people feel good."

Model a very short example with an adult or student.

Confirm AAC devices are switched on and open to basic social or feeling words.



# Play Pal Pass - Levels A & B

# GRATITUDE

## Gameplay

### Step 1: Pairing Up

Pairs are created by the teacher to ensure comfort and safety. Pairing students with an educator is a great starting point.

Say clearly:

"This is your Play Pal."

Allow students time to orient their bodies toward their partner.

Observation-only participation is always acceptable.

### Step 2: Sharing Kindness (Round One)

One student shares first while the other listens.

Sharing may include:

- Smiling or looking at the partner
- Giving a thumbs up or gentle wave
- Pointing to a kindness picture or giving an image to their partner (pre prepared)
- Activating AAC (e.g. like, friend, play)
- Making a sound or gesture

The adult narrates the meaning clearly, for example:

"You are saying you like playing together."

The listening partner responds in any way, such as:

- Smiling
- Nodding
- Activating AAC for thank you
- Copying the gesture

### Step 3: Swap Turns

The adult supports partners to swap roles.

Use clear language:

"Now it's your turn."

Repeat the sharing and responding process.

If appropriate, the activity may stop here, or pairs may gently rotate once more. If starting the activity by pairing a student with an educator, be brave and try to pair the students with each other.



# Play Pal Pass - Levels A & B

# GRATITUDE

## Debrief / Reflection

Keep reflection brief and concrete.

Ask one question at a time with wait time:

"Did you like playing together?"

Accept responses through eye gaze, gesture, AAC, facial expression, or movement.

Reinforce the key message:

"Kind play helps us feel good together."

## Winning the Game

There are no winners or losers.

Success is shown through participation, shared attention, and positive connection.

## Sensory-Specific Learner Variation

Purpose: To support comfort, regulation, and emotional safety during peer interaction.

Adjustments may include:

Keeping the same partner throughout the activity.

Reducing the activity to one sharing turn only.

Allowing sharing through visuals or gestures only.

Removing background music for quieter interaction.

Allowing an adult to sit beside the student for support.

## AAC-Specific Supports

Prepare AAC in Advance

Ensure access to symbols such as: like, play, friend, thank you, happy, finished.

Use single-message switches if appropriate.

Model AAC Consistently

Adults activate AAC symbols while modelling kindness and responses.

## Accessibility and Inclusion Notes

Ensure partners can face each other comfortably in seated or standing positions.

Allow seated participation for all students if preferred.

Support pairing with adults or peers as needed.

Accept all forms of giving and receiving kindness equally.

Maintain slow pacing and predictable routines.



# Play Pal Pass - Levels A & B

# GRATITUDE

## Teacher Notes

"Play Pal Pass – Levels A & B" supports early social connection, gratitude, joint attention, and positive peer interaction. The activity is not about verbal compliments, but about experiencing kindness and appreciation in shared play. Linked to the Mars theme, it reinforces that energy, fun, and play are even better when students feel safe, noticed, and valued by others.

