

# Play Pal Pass - Levels C & D

# GRATITUDE

To support students to practise gratitude and appreciation within peer relationships. Through sharing kind words about play, students strengthen social connections and confidence, inspired by Mars in the Playful Astronauts journey, where play, energy, and fun are even better when shared.



## Learning Intentions

Students aim to reflect on what they enjoy when playing with others.

Students aim to express gratitude by sharing kind words or actions with a play partner.

Students aim to listen respectfully and respond to appreciation from peers.



## Success Criteria

I can choose or be paired with a play partner.

I can say, show, or choose something kind about playing with my partner.

I can listen when my partner shares something kind with me.



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**Duration:** 10 - 15 minutes

## Objective

To support students to practise gratitude and appreciation within peer relationships. Through sharing kind words about play, students strengthen social connections and confidence, inspired by Mars in the Playful Astronauts journey, where play, energy, and fun are even better when shared.

## Players

Whole class

Suitable for 4 - 26 students

Students work in pairs

## What You Need

No equipment required

Optional:

Heart-shaped cards or paper stars

Coloured pencils

Calm background music

AAC devices or communication boards as required

## Setup

1. Revisit the Mars theme briefly:
  - "Mars reminds us that play is fun and full of energy."
  - "Play feels even better when we play kindly together."
2. Explain the purpose of the activity:
  - "Today we will thank our friends for playing with us."
3. Model a simple example:
  - "I like playing with you because you take turns."
4. Explain that students can share using words, gestures, drawings, or AAC.



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## Gameplay

### Step 1: Pair Up

Choose one pairing method that suits your group:

- Stand in a circle, partner with the person on your right
- Walk around the space and freeze when music stops
- Teacher assigns pairs thoughtfully

Explain clearly:

"Your partner is your Play Pal."

### Step 2: Share Kind Words

1. One student shares first while the other listens.
2. Students may share by:
  - Saying a sentence
  - Using a single word
  - Pointing to a symbol or drawing
  - Drawing a picture
  - Using AAC
  - Teachers can help narrate/draw/scribe where needed
3. Example prompts to support students:
  - "I like playing \_\_\_\_ with you."
  - "You are good at \_\_\_\_."
  - "Playing with you makes me feel \_\_\_\_."
4. The listening partner responds with:
  - "Thank you"
  - A smile, nod, or thumbs-up
  - A high five or fist bump

Then partners swap roles.

### Step 3: Pass the Play Pal

1. After both partners have shared, mix the group and create new pairs.
2. Repeat the sharing process 2 - 3 times so students connect with multiple peers.
3. Adults support students with prompts, modelling, or partner-assisted communication as needed.

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## Debrief / Reflection

Bring students back into a circle and ask one question at a time:

- “How did it feel when someone said something kind to you?”
- “What kind words did you hear today?”
- “What makes someone a good play partner?”

Reinforce the message:

“Kind words make playtime feel safe and fun.”

## Winning the Game

There are no winners or losers.

Success is shown through sharing, listening, and building positive connections.

## Sensory-Specific Learner Variation

**Purpose:** To support emotional comfort and regulation during social sharing.

Adjustments include:

- Reduce the number of partner changes.
- Allow students to choose one trusted partner.
- Use quiet voices or remove background music.
- Allow gestures or drawings instead of spoken sharing.
- Provide visual sentence starters to reduce anxiety.

## AAC-Specific Supports

### 1. Prepare AAC in Advance

- Pages with: like, play, fun, friend, thank you, happy, good

### 2. Model AAC Use

- Teacher models sharing a compliment using AAC

### 3. Supported Sharing

- Students may:
  - Select symbols
  - Use eye gaze
  - Activate a single-message button
  - Choose between two compliment options

### 4. AAC Reflection

- Ask: “How did that make you feel?”
- Students respond using AAC, gesture, or pointing



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## Accessibility and Inclusion Notes

- Pair students so all can face each other comfortably.
- Keep pathways clear during partner changes.
- Allow seated participation for all students.
- Support pairing with adults or peers as needed.
- Ensure every student both gives and receives appreciation.

## Teacher Notes

“Play Pal Pass – Levels C & D” supports gratitude, cooperation, communication, and positive peer relationships. Linked to the Mars theme, it reinforces that play is more meaningful when it is shared with kindness and respect. This activity works well as a reflection after playtime, a transition activity, or a closing circle to strengthen classroom connection and community.

