

Family Feud

Grade Three & Four

Gratitude

This high-energy, interactive game aims to encourage students to practice gratitude and kindness while building connections and fostering positive relationships with one another, all in a fun, team-based game show format inspired by the TV show Family Feud.



Learning Intentions

I can practice gratitude and kindness by recognising the positive actions of others:

Students will engage in reflecting on and celebrating the kindness they've experienced, deepening their appreciation for each other.

I can connect with others by sharing personal gratitude and acts of kindness:

The game promotes sharing heartfelt experiences and creating stronger relationships through shared moments of kindness.

I can collaborate with others to work as a team in a fun, competitive way:

This game encourages teamwork, friendly competition, and a positive environment, allowing students to support and encourage each other.



Success Criteria

I can contribute to my team's success by sharing thoughtful answers related to kindness and gratitude:

Students will demonstrate active participation, reflecting on and sharing personal moments that promote kindness and gratitude.

I can listen to others with respect and appreciate the kindness shared by my peers:

Students will show empathy and respect by listening attentively to their teammates' answers and celebrating their contributions.

I can contribute to a fun and supportive atmosphere by engaging with the game and cheering on my team:

Students should actively contribute to the excitement of the game, creating a lively and supportive atmosphere for everyone involved.



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Materials Needed:

- A large board (could be a whiteboard, smartboard, or printed template) with categories and answers listed (or printed sheets of paper).
- Best thing here is to create a simple powerpoint ahead of running the activity using the categories and responses listed below.
- A timer (for each round).
- Buzzers or bells for answering (optional).
- A small prize or recognition for the winning team.

Setup:

1. Divide into Teams:

Split the class into two or more teams of 4-5 students. These can be randomised or pre-assigned, ensuring a mix of personalities and skills.

2. Create the Board:

Set up the "Gratitude & Kindness Family Feud" board with 5 categories, each containing 5 possible answers. The answers will be a mixture of common and thoughtful examples of gratitude and kindness (see below).

3. Explain the Rules:

The objective of the game is for teams to guess the most popular answers to questions based on gratitude and kindness, similar to how *Family Feud* works.

Gameplay Instructions:

1. Round 1: Guess the Answer for Category 1: Acts of Kindness to Friends.

- The host (teacher or student leader) reads out the question related to Category 1: Question - "Name one way someone can show kindness to a friend?"

- Each team is then given 30 seconds to brainstorm one answer to play. When the host (teacher) says "times up", each team must hold up and reveal their chosen answer.
- Once all teams have their answer held up the host can reveal the Category 1 top 5 responses on the board (best to put our Category top 5 responses into a simple powerpoint, one Category per page, allows for an easy and quick reveal).

If a team's answer matches one of the five answers on the board, they earn points based on the ranking of that answer (with the most popular answers being worth more points).

- Example of possible answers:

- For "Name one way someone can show kindness to a friend," answers might include:
 - "Helping them with homework"
 - "Complimenting them"
 - "Sharing something with them"
 - "Listening when they are upset"
 - "Inviting them to play at recess"

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2. Round 2: Guess the Answer for Category 2: Things I'm grateful for in school

- The host (teacher or student leader) reads out the question related to Category 2: Question - "What is something I can be grateful for in school?"
- Each team is then given 30 seconds to brainstorm one answer to play. When the host (teacher) says "times up", each team must hold up and reveal their chosen answer.
- Once all teams have their answer held up the host can reveal the Category 2 top 5 responses on the board (best to put our Category top 5 responses into a simple powerpoint, one Category per page, allows for an easy and quick reveal).

If a team's answer matches one of the five answers on the board, they earn points based on the ranking of that answer (with the most popular answers being worth more points).

Game play continues like this for 5 rounds. The questions for each category are:

Category 1: Name one way someone can show kindness to a friend?

Category 2: What is something I can be grateful for in school?

Category 3: How can I show kindness to a family member at home?

Category 4: What is it about nature that I should be grateful for?

Category 5: What is one small act of kindness you can do for someone in everyday life?

Category 1: Acts of Kindness to Friends

1. Helping them with homework - 30 points
2. Sharing a snack or lunch - 25 points
3. Complimenting them - 15 points
4. Listening when they're upset - 20 points
5. Inviting them to join in a game or activity - 10 points

Category 2: Things I'm Grateful For in School

1. My teacher helping me understand a subject - 40 points
2. Having supportive friends in class - 25 points
3. The opportunity to learn new things - 15 points
4. The school library and its resources - 12 points
5. My school's sports activities - 8 points

Category 3: Ways to Show Kindness to a Family Member

1. Helping with chores around the house - 35 points
2. Giving them a hug or telling them you love them - 25 points
3. Listening when they need to talk - 20 points
4. Making them breakfast or their favourite meal - 15 points
5. Surprising them with a thoughtful note or gift - 5 points

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Category 4: Things I'm Grateful for in Nature

1. The beauty of the outdoors and nature's landscapes - 30 points
2. The fresh air and sunshine - 25 points
3. The sound of birds or waves at the beach - 20 points
4. Trees and forests that give us oxygen - 15 points
5. Flowers and plants that make the environment beautiful - 10 points

Category 5: Small Acts of Kindness in Everyday Life

1. Holding the door open for someone - 40 points
2. Saying "thank you" or "please" - 25 points
3. Helping someone pick up something they dropped - 15 points
4. Offering to share your seat or space - 12 points
5. Smiling at someone to brighten their day - 8 points

Winning the Game:

- The team with the most points after all rounds is crowned the **Gratitude & Kindness Family Feud Champions!**
- The winning team can receive a small prize or recognition, such as a certificate, extra recess time, or a fun class privilege (optional).

Variations for Different Settings:

1. Modified Edition:

Use questions that are specific to the classroom environment, like "What are three things we can be thankful for about our classroom?" or "How can we show kindness to our teacher?"

2. Home Edition:

If you're playing this with families or at home, focus on gratitude questions related to the home environment: "What's one thing you're grateful for in your family?" or "Name a time someone in your family showed you kindness."

3. Team Building Edition:

In a workplace or team-building environment, adapt the questions to focus on professional and team-related gratitude, such as "What's one thing you're grateful for about your coworkers?" or "How can we show kindness to our colleagues?"

Additional Notes:

- **Celebrating Kindness:** Emphasise that the goal is to have fun, reflect on positive actions, and foster a kind, supportive atmosphere.
- **Reflection Time:** At the end of the game, take a moment to reflect as a group. Ask the students:
 - "How did it feel to share something you're grateful for?"
 - "What did you learn about kindness today?"

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- **Encourage Everyone:** Even if a team doesn't win, encourage them for their thoughtful answers and participation. Reinforce the idea that the game is about creating a positive, inclusive atmosphere where everyone's kindness is celebrated.

Game Benefits:

1. **Encourages Kindness and Gratitude:** The game teaches kids to reflect on positive experiences and the value of showing appreciation and kindness to others.
2. **Fosters Teamwork:** Students work together to answer questions, fostering collaboration and encouraging each other.
3. **Promotes Social Connections:** By sharing personal experiences of kindness and gratitude, students develop deeper connections with their classmates.
4. **Engages All Learners:** The game can be easily adapted for any age and setting, ensuring that everyone participates in a meaningful way.

Gratitude & Kindness Family Fraud is an exciting, interactive way for students to connect, reflect, and celebrate the positive aspects of their lives while having fun together!

