Giving Tree

GRATITUDE

To encourage and celebrate acts of kindness through a visual representation that grows with each good deed, fostering a culture of giving and positivity.

📖 Learning Intentions

I can understand the importance of giving and kindness:
This encourages students to reflect on how their actions impact others and helps them develop empathy.

I can recognise that small acts of kindness can create positive change:
This promotes the understanding that even small gestures of kindness can have a big impact on those around us.

I can celebrate my acts of kindness and contribute to the well-being of others:
This helps students build self-awareness and take pride in the kindness they offer to others.

🏅 Success Criteria

Performing Kind Acts:
Students can perform kind acts for others and document them on a leaf, ensuring active engagement in the activity.

Growing the Giving Tree:
Students can contribute to the growth of the Giving Tree by adding a leaf, reinforcing that kindness helps create a positive, supportive environment.

Reflecting on Kindness:
Students can reflect on the kindness shared within the class or community, helping to build a stronger, more compassionate group.

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Objective: To encourage and celebrate acts of kindness through a visual representation that grows with each good deed, fostering a culture of giving and positivity.

Players: Ideal for classrooms or small groups of students.

Materials:
- Construction paper (green and other colors for leaves and tree trunk)
- Markers or pens
- Scissors
- Tape or glue
- A large poster board or wall space for the tree

Setup: Create a large "Giving Tree" on the wall using butcher's paper. The trunk should be sturdy, and the branches should have enough space for many leaves. Provide students with green paper to create their leaves and markers to write or draw their acts of kindness.

Gameplay:
1. **Create the Giving Tree:** Set up the "Giving Tree" on the wall or a large poster board. Draw or cut out a trunk and branches, leaving space for the leaves to be added over time. The tree should have a prominent place in the room to be easily visible to all students.
2. **Perform Acts of Kindness:** Each time a student performs an act of kindness (e.g., helping a friend, giving a compliment, sharing a toy), they add a leaf to the tree. On the leaf, they write or draw what they did to help or show kindness to someone else.
3. **Adding to the Tree:** As students perform kind actions, they add leaves to the tree. The tree will grow taller and fuller with each act of kindness, showing how small gestures can have a large impact on the overall environment. A great idea is to change the colour of the leaves as the seasons pass, using greens, reds, orange and yellow, it helps create an amazing visual on the wall at year's end.
4. **Reflection Time:** At regular intervals, take time to reflect on the tree's growth. Ask students how it feels to see the tree fill up with kindness. Discuss the importance of giving and how it makes everyone feel connected and valued.

Winning the Game: There is no winner in this activity. The goal is to create a tree filled with kindness, illustrating how each small act contributes to a greater collective effort. The "win" is in the positive impact created by the acts of kindness.

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PLAY

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Additional Notes: The Giving Tree is a simple yet powerful way to visually track and celebrate acts of kindness within a group. It reinforces the idea that kindness grows over time and has a positive impact on everyone involved. This activity encourages students to think about how their actions affect others and motivates them to continue spreading kindness.