Create a Kindness Day at your school

Activities to make an all-school celebration of kindness for a day, a week or EVERY DAY!

**KINDNESS IN ACTION: TAG SWAP (all-school)**
Give every student five tags of the same color (color coded by grade level). Throughout the day, students can get a neck tag from another student by doing an act of kindness toward them. By the end of the day, can they have five different colors, as they did kind acts for all ages at the school? Give staff a color too! Join in the swap!

**MORNING ANNOUNCEMENTS (all-school)**
Make it a “Keep Kindness Going” week at school! Read an announcement every day of the week to reinforce the theme.

**KINDNESS CARDS (primary and intermediate versions)**
Track acts of kindness according to instructions on each “punch card.” How many acts of a kindness can your school do in a day?

**SCAVENGER HUNT (intermediate grades)**
Students “collect” kind actions, with this twist on a scavenger hunt.

**KEEP KINDNESS GOING LESSON PLANS (grades K-6)**
Seven book-based lessons feature the concept of “Paying-It-Forward” through kind actions.

**SERVICE PROJECT GUIDE (grades K-6)**
Plan a service project with our Teacher's Guide! Add your school’s project to NED’s Keep Kindness Going Gallery at www.theNEDshow.com.

**KINDNESS DAY POSTER**

**BULLETIN BOARD KIT**

**KINDNESS BUTTONS**
Did you know you can purchase NED’s kindness buttons for your school? Visit www.thenedshow.com/shop_ned. Use them as a reward or incentive to encourage your students as they pay kindness forward!
Share a kind smile.

Complete the challenge! Initial the card! Pass it on! Return cards at the end of day.

Say “hi” to someone you don’t usually talk to.

Complete the challenge! Initial the card! Pass it on! Return cards at the end of day.

Compliment someone on their school work.

Complete the challenge! Initial the card! Pass it on! Return cards at the end of day.

Play with someone you didn’t play with yesterday.

Complete the challenge! Initial the card! Pass it on! Return cards at the end of day.

Help someone.

Complete the challenge! Initial the card! Pass it on! Return cards at the end of day.