English Version – Physical Class Game – Benny's Kindness Trail Goal - SSSSB Story 106



Materials: Mark footprint on the floor. Kindness cards with simple situations

How to Play

1. Draw footprints in a path across the room/or playground.
2. Benny (or any player) starts at the first footprint.
3. An adult reads a kindness situation.
4. If the player gives a kind response or acts it out, they move forward one footprint.
5. If they cannot think of a kind response, the group helps.
6. When the player reaches the end of the trail, they earn a **Kindness Star**

Kindness Cards [Children act]
Bear forgot his pencil. What can you say? Possible answer: *"You can borrow mine!"*
Rabbit shows you a drawing. What can you say? Possible answer: *"I like your picture!"*
Turtle is walking slowly. What can you say?
Coco says something unkind. What can you do? Possible answer: *"Let's use kind words instead."*
Someone is sitting alone. What can you do? Possible answer: *"Would you like to play with us?"*

Bonus Round: Kindness Echo
The leader says a kind phrase, and all children repeat it with happy actions. Examples: "Good job!" "Thank you!" "Can I help you?" "Have a wonderful day!"

Om Sairam 🙏 [November 2026 ✍ Kathmandu, Nepal, SSSSB Guru Neerana Shakya]