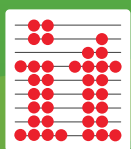


# WORLD CUP

## Activity Pack



**HelpKidzLearn**<sup>TM</sup>

[www.helpkidzlearn.com](http://www.helpkidzlearn.com)

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# Welcome to your World Cup Pack!



Bring the fun of the World Cup into your setting with football-themed activities from HelpKidzLearn. This pack pairs online activities with simple printables, communication supports and hands-on ideas, so you can create engaging sessions with less prep.

Inside, you will find activities for **Games & Activities** and **Chooselt Maker**. Each section gives you a simple way to play online, then extend the fun with practical activities learners can touch, choose, move, match, count or talk about.

## How to use it:

- Pick one activity for a quick football-themed session.
- Use the printables before, during or after the online activity.
- Look for small responses too - looking, smiling, vocalising, reaching, stilling, choosing, pressing a switch or asking for more all count as participation.



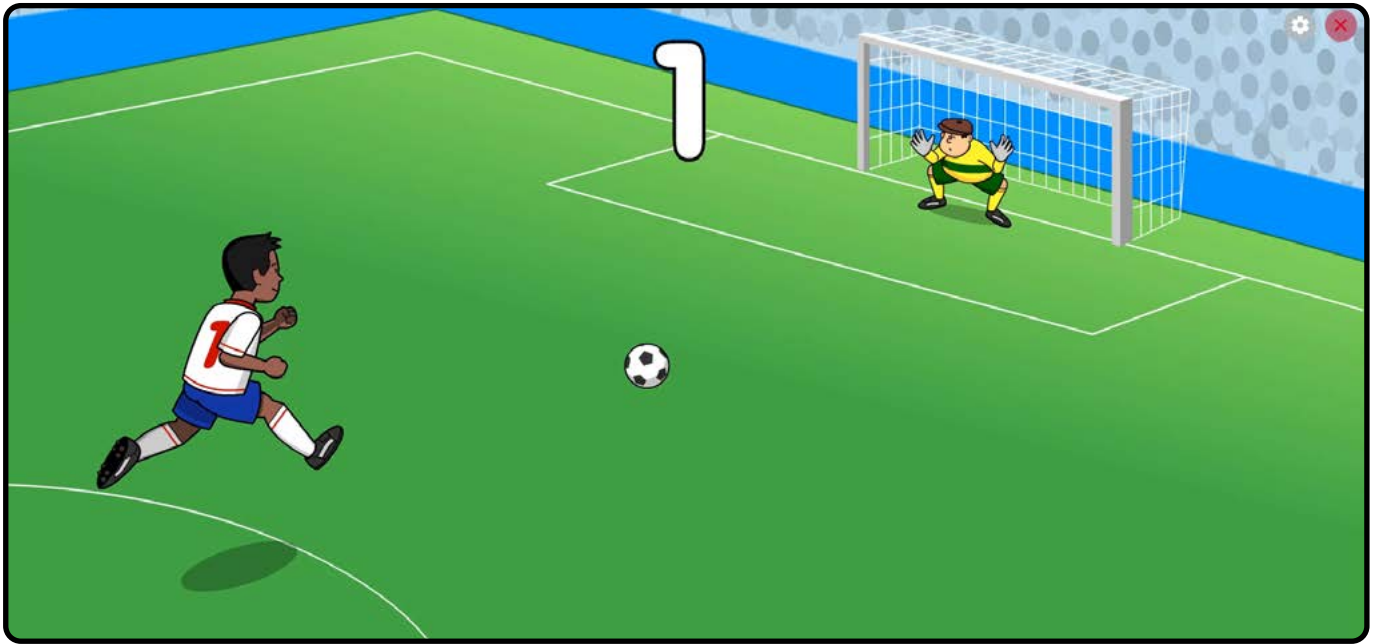
## World Cup Themed Activities

Games & Activities is full of interactive activities that support a progression of access skills. For this World Cup pack, we have focused on three football-themed activities and added simple printables to help learners keep joining in away from the screen.

You can use the activities as short one-to-one sessions, small group activities or whole-group football fun. Keep the pace relaxed, give learners time to respond, and repeat the best bits often. The goal is shared enjoyment, communication and purposeful interaction.

[www.helpkidzlearn.com/games](http://www.helpkidzlearn.com/games)

# Activity 1: Five Players – Counting Song.



**Learning objective:** Sequential.

**Milestone: Make More Happen** – Learners activate, watch, listen and repeat to move through the song.

**Supports:** Counting to 5, anticipation, participation, communication, listening and shared enjoyment.

## How to play:

Start by opening **Five Players** Counting Song in Games & Activities. Watch and listen together as the football players appear and celebrate when they score.

Use the printable Five Players board alongside the song. As each player appears on screen, invite learners to add the matching player to the pitch. Some learners may place the player themselves. Others may choose where it goes, eye-point to the card, use a switch, or tell an adult what to do.

Model simple repeated language as you play: “I see 1 player,” “I see 2 players,” “more players,” “goal,” “cheering,” and “again.” The repetition helps learners anticipate what comes next and gives them lots of chances to join in.

### You will need:

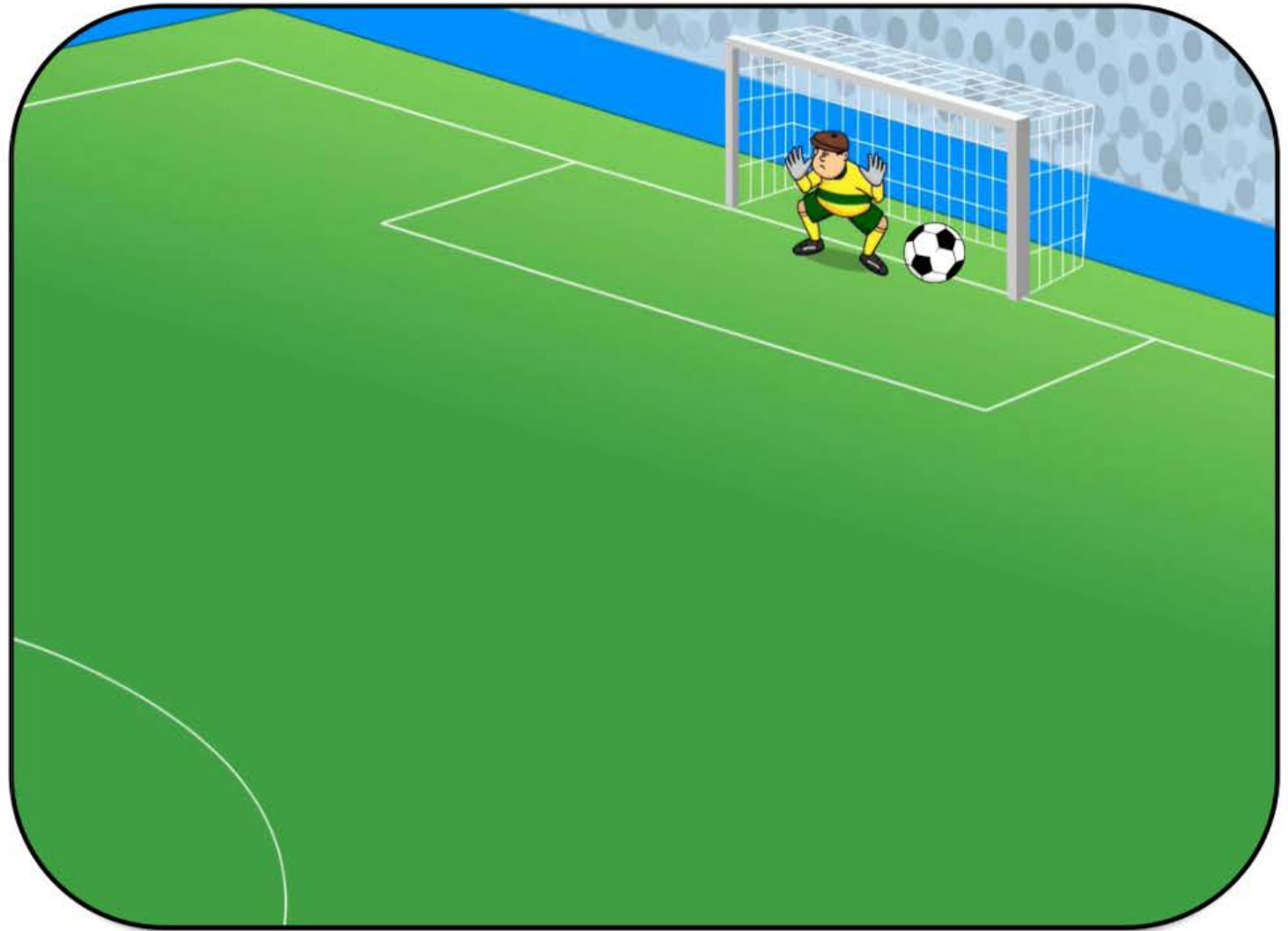
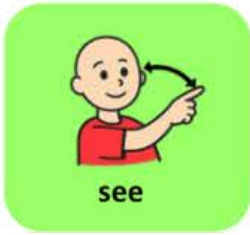
- The Five Players football pitch board.
- The five player cards.
- Scissors.
- Velcro or reusable adhesive, if you want to use the activity again.

### What to do:

- Cut out the player cards.
- Add Velcro to the back of each card and to the spaces on the board.
- Play the song and add one player to the pitch each time the number changes.
- Pause and give learners time to look, choose, reach, point, press or comment.
- Celebrate after each goal. You can clap, cheer, wave, or use the celebration choice board later in the pack.



# Five Players Pitch Board.



## Activity 2: Five Players – Count, Colour and Celebrate.



**Learning objective:** Sequential.

**Milestone: Make More Happen** – Learners activate, watch, listen and repeat to move through the song.

**Supports:** Counting to 5, number recognition, communication, colour choice, anticipation and shared celebration.

### How to play:

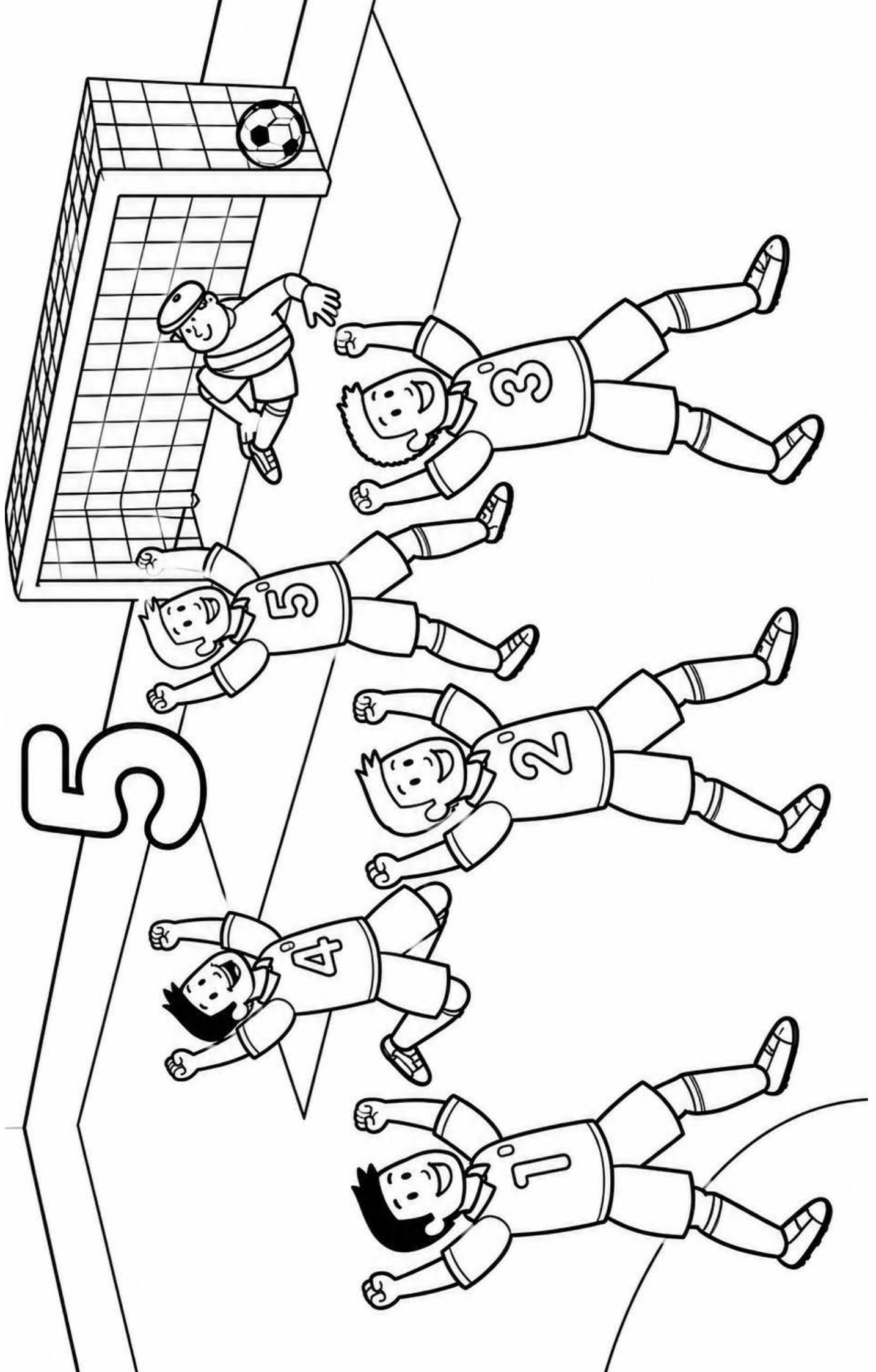
This colouring activity has been created to use alongside Five Players Counting Song from Games & Activities. After watching the players score and celebrate on screen, learners can bring the scene to life by colouring in the five football players.

Start by playing **Five Players** Counting Song together. Count each player as they appear and encourage learners to notice the number on each shirt. You could model simple phrases such as “I see 1 player”, “I see 2 players”, “more players”, “goal!” and “again”.

Learners can colour each football kit, choose colours for the players, find the numbers 1 to 5, or point to the player they want to colour next. For learners who may not be able to colour independently, this activity can still be used for choice-making and communication. Offer two colours at a time and ask, “Which colour?” Learners can respond using pointing, eye gaze, a switch, their AAC device, facial expression or body movement. An adult can then colour based on the learner’s choice.

### You will need:

- The Five Players football colouring page.
- Pens/paint/crayons.
- Communication board.



Communication Board.

 <p>I</p>	 <p>want</p>	 <p>gold</p>	 <p>brown</p>	 <p>green</p>	 <p>grey</p>	 <p>blue</p>	 <p>purple</p>	 <p>silver</p>
 <p>go</p>	 <p>stop</p>	 <p>red</p>	 <p>white</p>	 <p>yellow</p>	 <p>black</p>	 <p>orange</p>	 <p>shirt</p>	
 <p>help</p>	 <p>choose</p>	 <p>paint</p>	 <p>crayon</p>					
 <p>like</p>	 <p>don't like</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>4</p>	<p>5</p>	<p>6</p>	<p>7</p>
 <p>again</p>	 <p>more</p>	<p>8</p>	<p>9</p>	<p>10</p>				
 <p>finish</p>		 <p>yes</p>	 <p>no</p>					

## Activity 3: Design a Football Shirt.

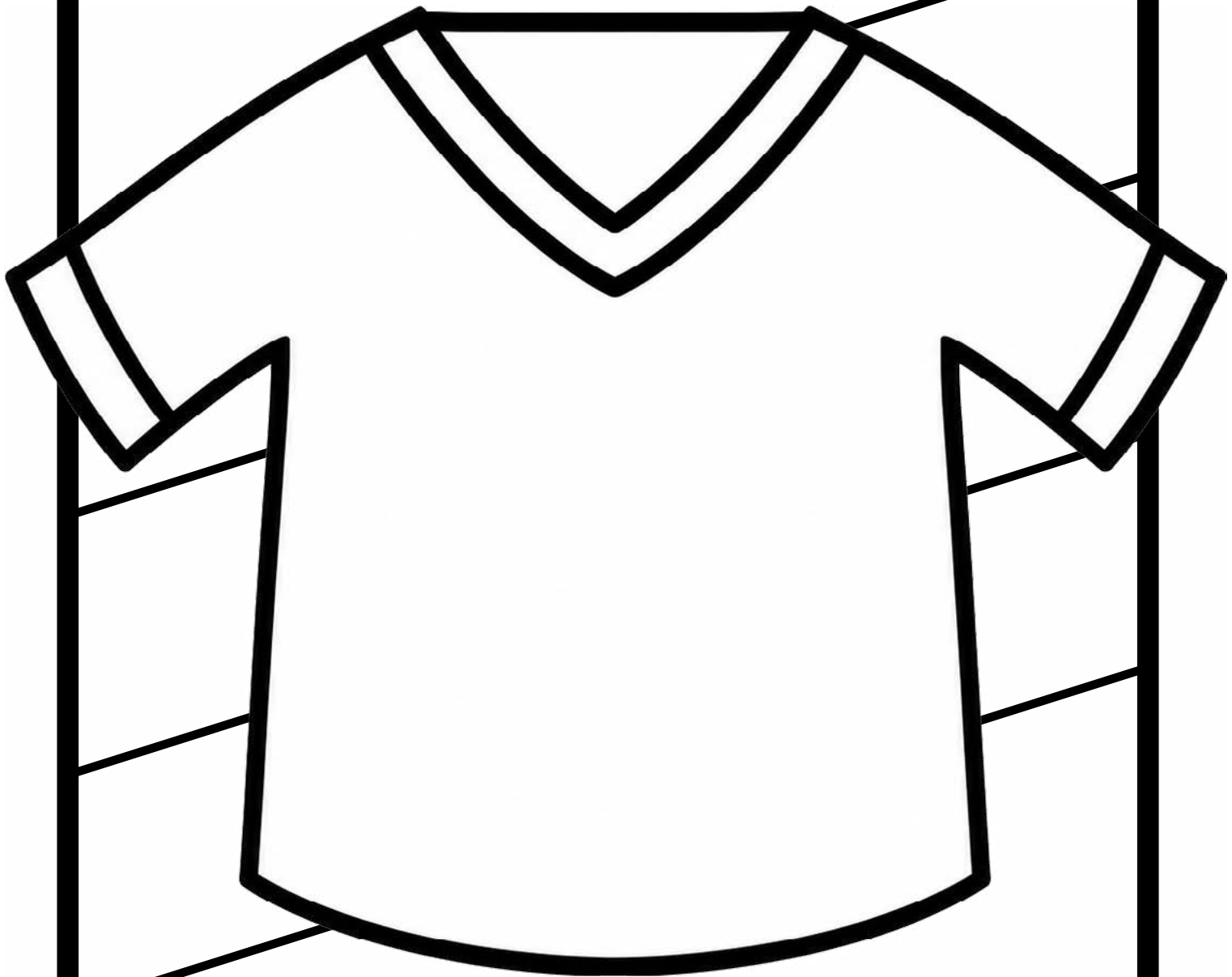


This printable gives learners a creative way to choose colours, numbers and patterns for their own football shirt. It can be used after any of the online football activities as a calm follow-on task.

### Ways to use it:

- Learners can colour, paint, collage or add stickers to the shirt.
- An adult can decorate the shirt based on the learner's choices.
- Use the communication board from the previous activity to choose colours, numbers and "like" or "don't like".
- Add textured materials such as fabric, foil, felt or tissue paper for a more sensory version.

**YOUR TEAM NAME:**



## Activity 4: Retell the Goal Story.



**Learning objective:** Sequential.

**Milestone: Make More Happen** – Learners repeat an action to move through each part of the sequence.

**Supports:** Sequencing, anticipation, attention, communication, shared interaction and understanding what happens next.

### How to play:

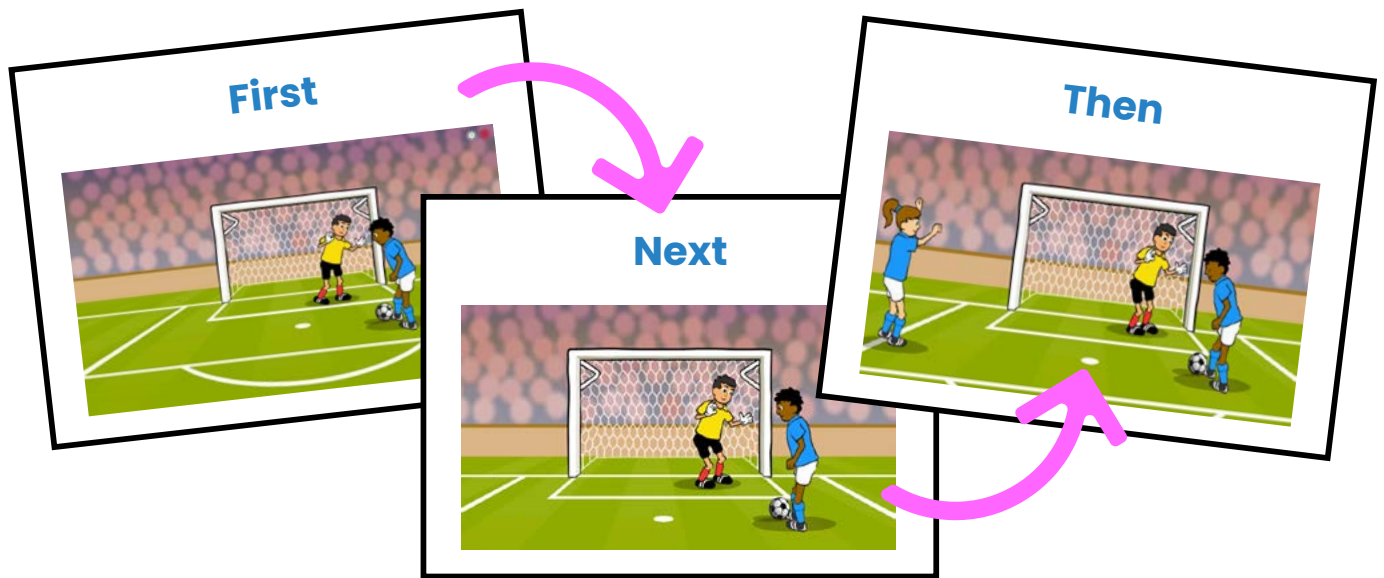
Open **Goal** in Games & Activities and watch the story unfold together. The sequence is simple, fun and full of moments to notice: the crowd claps, the player dribbles the ball towards the goal, another player appears to help and they score the goal together, and everyone cheers.

Play the activity through once first. Then play again and pause between each part. Give learners time to anticipate what might happen next. Some learners may look towards the screen, smile, vocalise, move, press a switch or show excitement when the goal is scored.

After playing, use the Goal sequence cards to retell the story. This helps learners connect the online sequence with a hands-on activity they can move, match, choose or talk about.

Use the cards to build the Goal sequence from beginning to end. This makes the online activity feel more concrete and gives learners a simple way to revisit what happened.

## Goal! Sequence Cards.



### What to do:

- Cut out and laminate the Goal sequence cards, if you want to reuse them.
- Place the story strip in front of the learner.
- Offer two cards at a time if the full sequence feels too much.
- Use simple language: "First the crowd claps", "next they kick the ball", "then a friend helps score a goal" and "Finally they cheer".
- For learners who are ready, mix up all four cards and see if they can put the story back in order.

### Make it more active:

Act out the sequence using a soft ball, a small goal, clapping hands and a cheering sound. One learner can be the player, another can be the helper, or an adult can act out the story while learners choose the next card.

**First**

*Place a card here*

**Next**

*Place a card here*

**Then**

*Place a card here*

**Finally**

*Place a card here*



## Activity 5: World Cup Soccer.



**Learning objective:** Targeting and Timing.

**Milestone: Static Targets** – A learner must wait for the correct moment to target an object in a static location and activate their access device to cause an event.

**Supports:** Timing, watching, purposeful interaction, turn-taking, aiming, waiting and shared celebration.

### How to play:

Open [World Cup Soccer](#) in Games & Activities and encourage learners to watch carefully for the football moment. The activity is a fun way to practise interacting at the right time and aiming towards a clear target.

After playing online, set up a simple tabletop football activity. Learners can roll, push, kick or blow a lightweight ball across the mat towards the goal. Keep it playful and take turns celebrating each attempt.

For switch users, you could use an appropriate switch-access setup with close adult supervision. For example, a switch-controlled fan may move air towards a lightweight ball. Keep any airflow cool, gentle and safely positioned.

### You will need:

- World Cup Soccer Target Mat.
- A lightweight small ball or a counter (adult supervision recommended if small).
- **Optional:** a switch-controlled fan, straw or similar.

**World Cup Soccer Target Mat.**

Roll, push, kick or blow a lightweight ball towards the targets.



**GOAL!**

5 POINTS



2 POINTS



**GOAL!**

5 POINTS



# Chooselt Maker



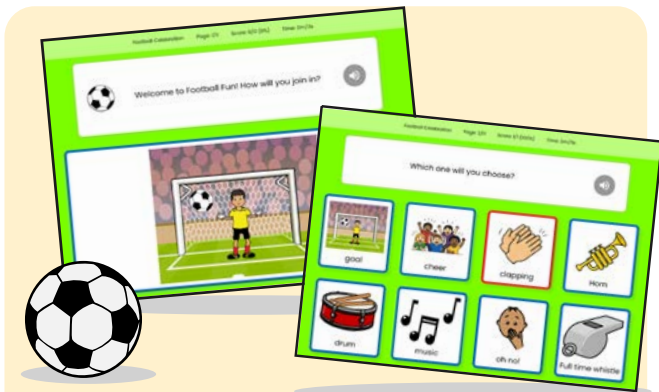
## World Cup Themed Activities

We have also included World Cup-themed Chooselt Maker activities to support choice-making, counting, listening and communication. These work well as a quick warm-up, a follow-on activity after Games & Activities, or a simple independent task with the right access method in place.

Use the share codes below to add the activities to your Chooselt Maker account. Learners can play using touch, mouse, switch, eye gaze or other access methods supported by your setup.

[www.helpkidzlearn.com/chooseit-maker](http://www.helpkidzlearn.com/chooseit-maker)

# Chooselt Maker World Cup Activities.

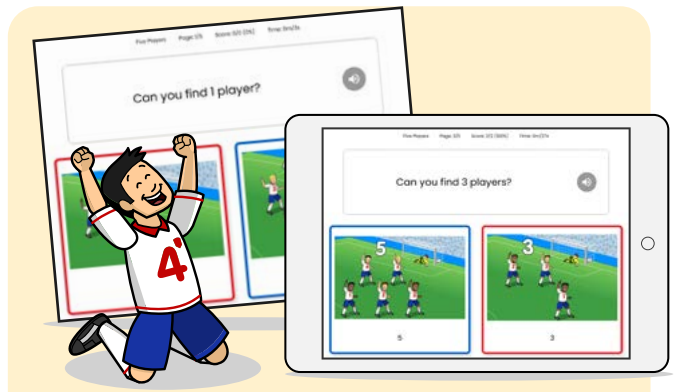


## Football Celebration Sounds.

**Supports:** Choice-making, auditory attention, communication, cause and effect, preference and shared enjoyment.

Learners can explore cheering, clapping, drums, horns, whistles and football sounds while joining in with a football match atmosphere.

**Share code: BKMGUU**

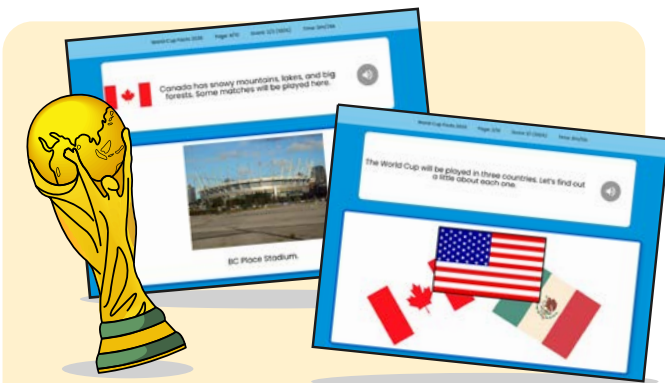


## Five Players Counting.

**Supports:** Number awareness, counting to 5, visual attention, choice-making, anticipation and communication.

Use alongside the Five Players Counting Song in Games & Activities. This gives learners another way to practice recognising numbers and matching them to the players on screen.

**Share code: QFNWAF**

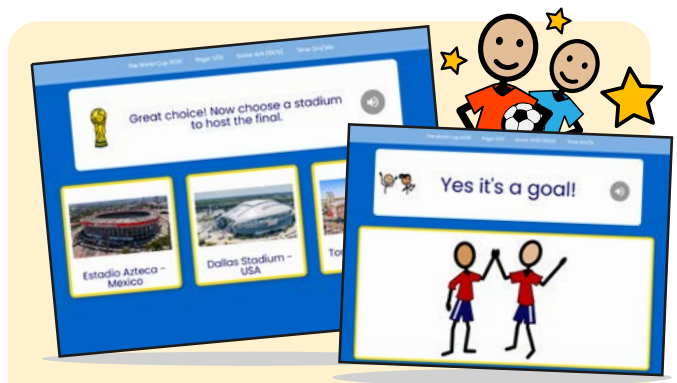


## World Cup Facts.

**Supports:** Building topic knowledge, choice-making, communication.

Introduce learners to this year's World Cup with a fun and accessible activity about stadiums, teams, matches and who they would like to cheer for.

**Share code: DCRETQ**



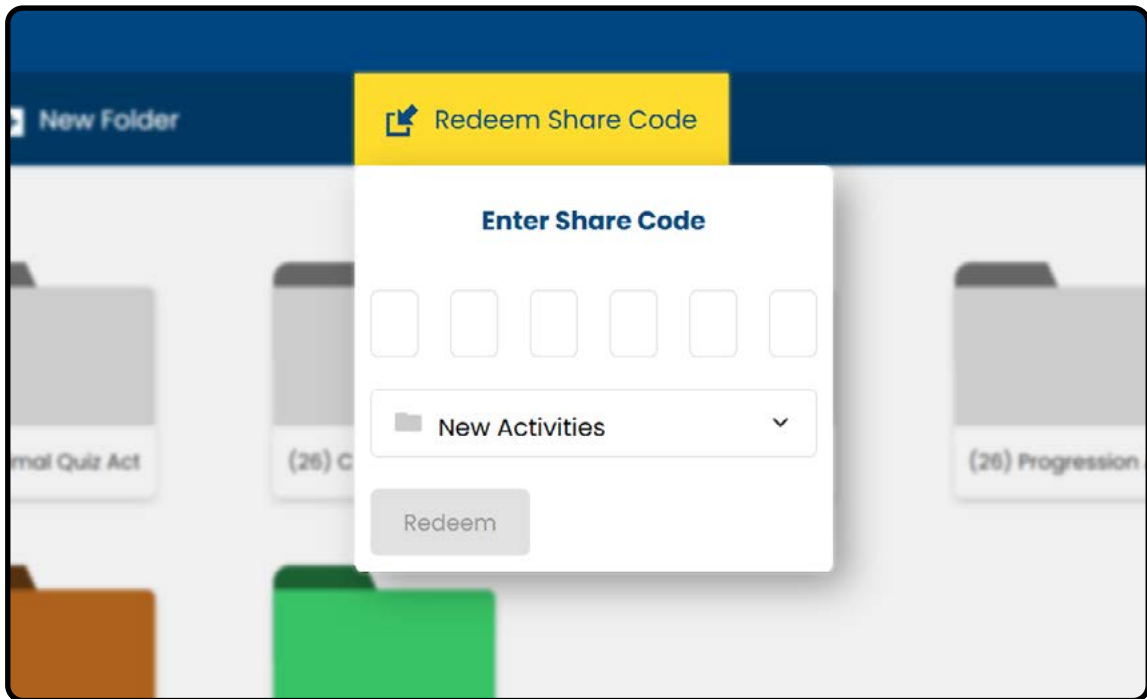
## Score the Winning Goal.

**Supports:** Choice-making, personal expression, communication and participation in a fun football-themed setting.

Let learners create their own World Cup moment. They can choose where to play, their favourite team, the stadium, their shirt colour and their shirt number. Then they decide where to shoot before scoring the winning goal.

**Share code: FPYMY**

## How to Redeem Activities.



You can add the World Cup activities to your Chooselt Maker account using the share codes in this pack.

### Steps:

- Log in to your Chooselt Maker account.
- Select the Redeem Share Code option.
- Enter the six-letter share code shown under the activity.
- Choose where you would like to save the activity.
- Open the activity and play.

**Using the iPad app?** Download the Chooselt Maker App, then enter the share code to view the shared activity. No login is needed for the free viewing App.

# How to Download the Chooselt Maker iPad App.



Getting started on iPad is easy – and completely free!

Simply click the link in this PDF, and it will take you straight to the App Store. From there, just tap **Download** to install the **Chooselt Maker App** on your device.

Once it's downloaded, you don't need any login details, simply enter the share codes (see '[How to redeem activities](#)').

[Download the Chooselt Maker App](#)

# Bonus Activity: World Cup Knockout Tracker.

Follow the progress of teams throughout the World Cup using the knockout stage tracker. Cut out the included flags and move teams through the competition as they progress from the Quarter-Finals to the Semi-Finals, Final and Champion stages.

The tracker provides opportunities to discuss match results, make predictions and celebrate successful teams throughout the tournament. The accompanying "Let's Talk" prompts can be used to encourage communication, commenting and shared discussion.

 Bosnia & Herzegovina	 Haiti	 Curacao	 Tunisia	 Cape Verde	 Norway	 DR Congo	 Panama
 Canada	 Morocco	 Germany	 Sweden	 Spain	 Iraq	 Portugal	 Ghana
 Czechia	 Brazil	 Turkey	 Japan	 New Zealand	 Senegal	 Jordan	 Croatia
 South Korea	 Scotland	 Australia	 Netherlands	 Iran	 France	 Austria	 England
 South Africa	 Switzerland	 Paraguay	 Ecuador	 Egypt	 Uruguay	 Algeria	 Colombia
 Mexico	 Qatar	 United States	 Ivory Coast	 Belgium	 Saudi Arabia	 Argentina	 Uzbekistan



# WORLD CUP 2026

## Knockout Stages Chart



Add the flags as teams move through the World Cup.

### Quarter-Finals

<input type="text"/>	VS	<input type="text"/>
----------------------	----	----------------------

<input type="text"/>	VS	<input type="text"/>
----------------------	----	----------------------

<input type="text"/>	VS	<input type="text"/>
----------------------	----	----------------------

<input type="text"/>	VS	<input type="text"/>
----------------------	----	----------------------

### Semi-Finals

<input type="text"/>	VS	<input type="text"/>
----------------------	----	----------------------

<input type="text"/>	VS	<input type="text"/>
----------------------	----	----------------------

### The Final

<input type="text"/>	VS	<input type="text"/>
----------------------	----	----------------------

## CHAMPIONS!



<input type="text"/>
----------------------

### Let's Talk



My Team



Winner



Good Team



Well Done

## Continue the Fun Online.

These printables are designed to sit alongside HelpKidzLearn activities. Use them to bring the online games into your setting, support communication and give learners more ways to take part.

Try

### Games & Activities



Games & Activities supports learners as they build access skills through cause and effect, sequencing, targeting, timing, choice-making and more. Over 300 activities cater to various learning styles, with switch, eye gaze, touch, or mouse control. See the difference in your child's learning journey.

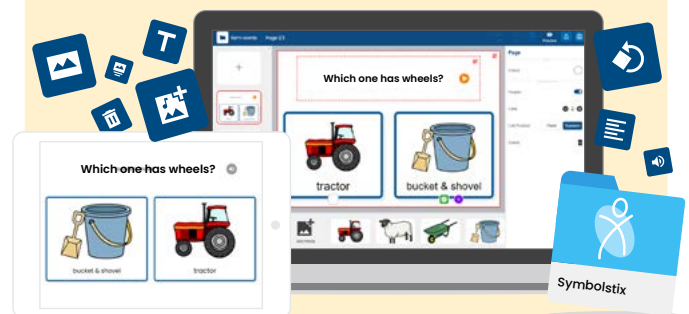
[www.helpkidzlearn.com/games](http://www.helpkidzlearn.com/games)



Scan for a free trial

Try

### Chooselt Maker



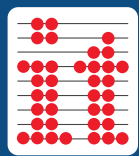
Chooselt Maker helps you create accessible choice-making activities using images, symbols, text and sound.

Use the share codes in this pack, or create your own football-themed activities for your learners.

[www.helpkidzlearn.com/chooseit-maker](http://www.helpkidzlearn.com/chooseit-maker)



Scan for a free trial



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