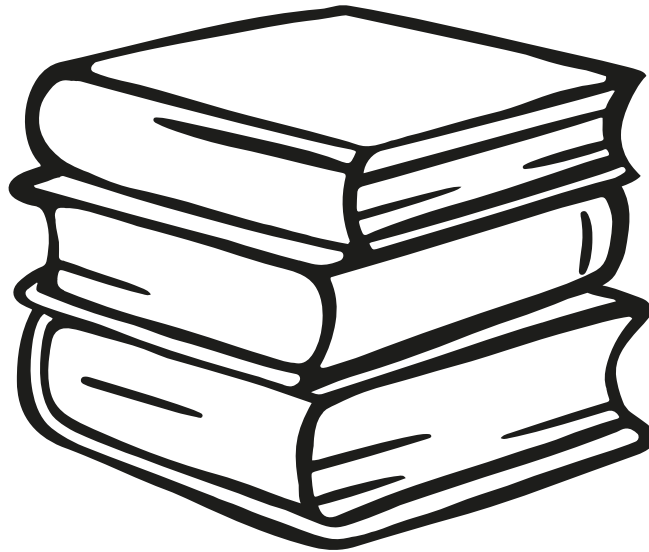


Book of the Month

Early Elementary

Building Inclusive Classrooms Through
Stories, Leadership, and Connection



Each month, students explore a picture book that encourages kindness, empathy, bravery, and inclusion through meaningful classroom conversations and activities. These resources support Inclusive Youth Leadership and Whole School Engagement by helping students use their voices and actions to create welcoming school communities where everyone belongs.

How To Use This Resource

The Book of the Month resource is designed to help elementary educators use picture books to build inclusion, belonging, and student leadership. Each month includes a featured book, discussion questions, classroom activities, and a whole school engagement idea.

This resource supports Special Olympics Unified Champion Schools®, which brings students with and without intellectual disabilities together to create more inclusive school communities.

Why It Matters

Inclusive schools are built through everyday moments: reading together, talking about kindness, practicing empathy, including others, and giving students chances to lead.

This resource helps students:

- Talk about inclusion in age-appropriate ways
- Practice kindness, empathy, bravery, and teamwork
- See themselves as leaders
- Take action to make their classroom and school more welcoming

The Three Components of Unified Champion Schools®

Unified Sports®

- Students with and without intellectual disabilities play, move, and participate together through inclusive sports, PE, recess, or fitness activities.

Inclusive Youth Leadership

- Students with and without intellectual disabilities lead together by sharing ideas, including others, solving problems, and helping their school become more welcoming.

Whole School Engagement

- The entire school community takes part in activities that promote inclusion, belonging, and respect.

How to Use it Each Month

1. Read the book - Use the featured book as a read-aloud for your class, grade level, or school.
2. Discuss the message - Choose the discussion questions that best fit your students. Use the leadership connections to help students understand how they can be inclusive leaders.
3. Try a classroom activity - Pick one activity to help students practice the theme of the book through movement, creativity, reflection, or teamwork.
4. Share it schoolwide - Use the whole school engagement idea to extend the message beyond one classroom.

Start Small

Read the book, ask a few questions, and choose one activity. The goal is to make inclusion simple, meaningful, and part of the everyday school experience.

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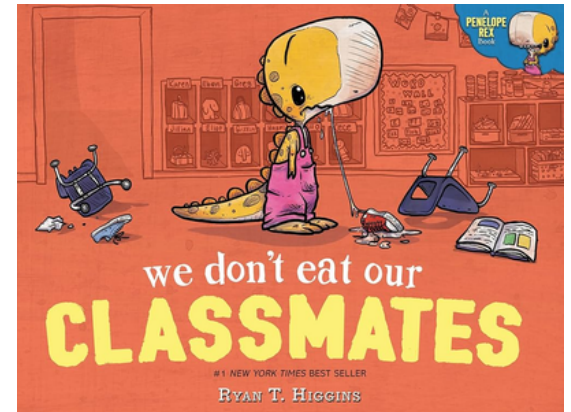


We Don't Eat Our Classmates

by Ryan T. Higgins

Penelope Rex is excited for her first day of school, but she has a hard time making friends when she forgets how to treat her classmates kindly. Through a funny and relatable story, Penelope learns what it means to be a good friend and how her actions affect others.

This engaging story helps children think about empathy, friendship, and making good choices at the beginning of the school year.



Discussion Questions

- How did Penelope feel on the first day of school?
 - Follow-up Prompt: How do you feel when you try something new or meet new people?
 - Leadership Connection: Leaders are open to new experiences and try to understand how others are feeling.
- Why didn't the other students want to be friends with Penelope at first?
 - Follow-up Prompt: What are some ways we can treat others so they feel safe and included?
 - Leadership Connection: Leaders think about how their actions affect others and take responsibility for being kind.
- What did Penelope do to become a better friend?
 - Follow-up Prompt: What is one thing you can do today to be a good friend?
 - Leadership Connection: Leaders try to be a good friend and try again, even when it is hard.



Classroom Activities

First Day Feelings (Using FEELS Cards)

- Students choose or point to a FEELS card that shows how they feel at school
- Share with a partner or the class

Friendship Practice Role-Play Match

- Some students get a scenario card and some get a phrase card
- Take turns reading the scenario card and have the students with the phrase card find their match

BONUS STEAM CHALLENGE: Build a Classroom Where Everyone Belongs (STEAM)

- In small groups, students build a classroom or playground using blocks or materials.
- Include ways for everyone to play and be included.



Schoolwide Engagement Project

“You Belong Here” Welcome Tour

- Each class creates a simple “welcome stop” (poster, drawing, or short activity).
- Classes visit 1–2 other classrooms to meet new students and complete the welcome activity together.

Example Welcome Stops:

Kindergarten

- Poster: “Welcome to Kindergarten!”
- Activity: Students choose or point to a FEELS card that represents how they feel

1st Grade

- Poster: “Let’s Play Together!”
- Activity: Practice simple phrases:
 - “Can I play?”
 - “Do you want to join?”
- Students act out or repeat the phrases

2nd Grade

- Poster: “How We Make Friends”
- Activity: Students draw or say one way to be a good friend
- Visitors add a quick drawing or idea

3rd Grade

- Poster: “Everyone Belongs”
- Activity: Students share or draw one way to include someone
- Visitors add their idea to a class list or poster

4th Grade

- Poster: “We Notice and Include Others”
- Activity: Short scenario choice (read or shown):
 - Someone is sitting alone
 - A new student joins
- Students share or act out what they would do

5th Grade

- Poster: “Be a Leader and Include Others”
- Activity: Students write, say, or draw one leadership action:
 - Invite someone
 - Help someone
 - Stand up for someone
- Visitors add their idea to a shared board

excited



lonely



calm



happy



sad



hopeful



mad



proud



afraid



Scenario

A student is playing alone at recess

Scenario

A classmate has no one to sit with at lunch

Scenario

Two students both want the same toy

Scenario

A student drops their supplies on the floor

Scenario

A new student joins the class

Scenario

A student is nervous to try a new game

Scenario

A student is looking for a partner

Scenario

A classmate is sitting quietly and looks sad

Scenario

A student is waiting for a turn

Scenario

A student doesn't understand the directions

Do you want to play with us?

You can sit with me.

Let's take turns.

I can help you.

Hi, do you want to join us?

You can do it, I'll play with you.

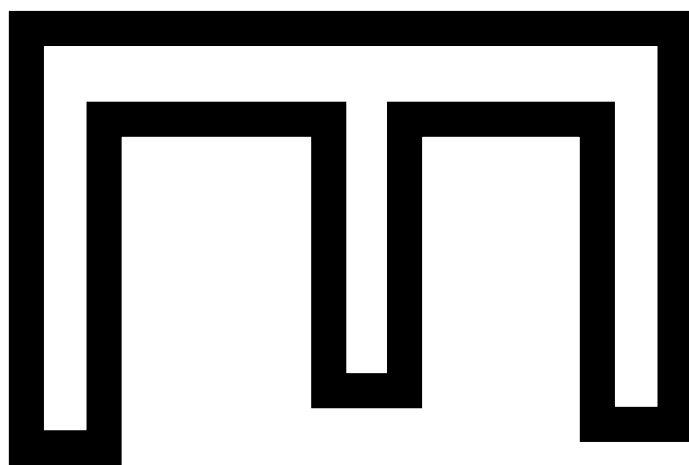
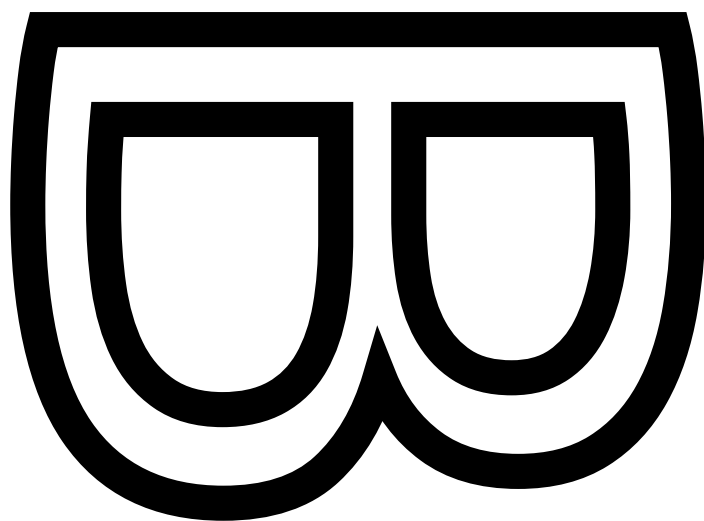
Do you want to be my partner?

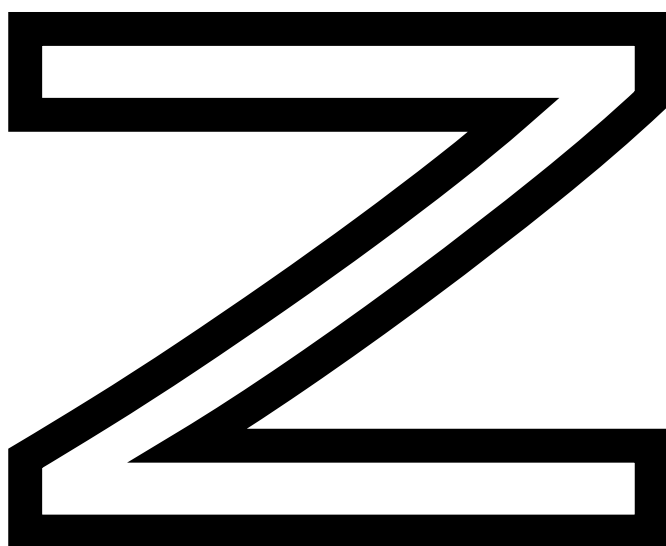
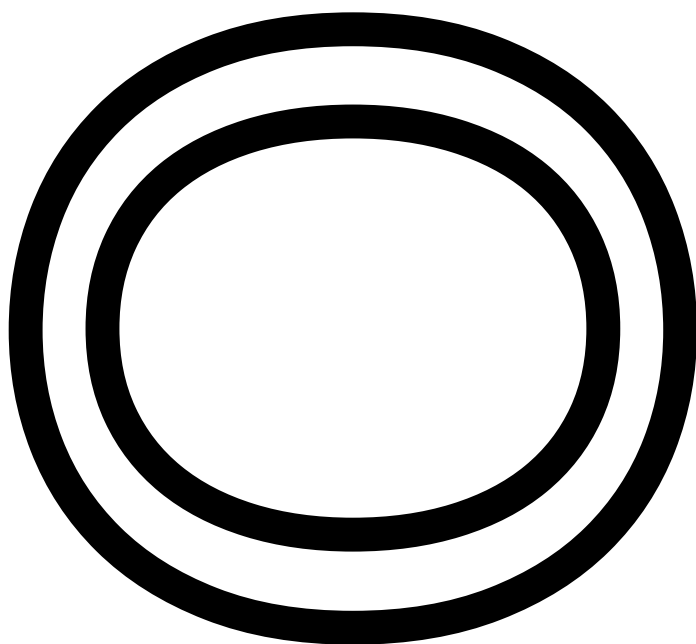
Are you okay? Do you want to play?

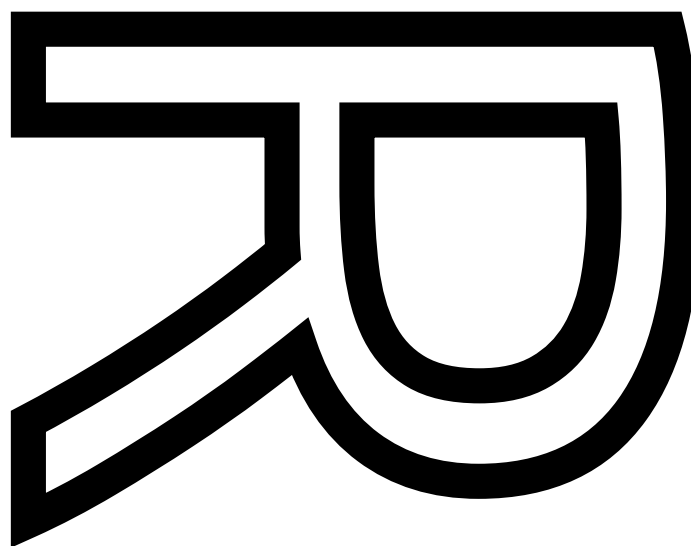
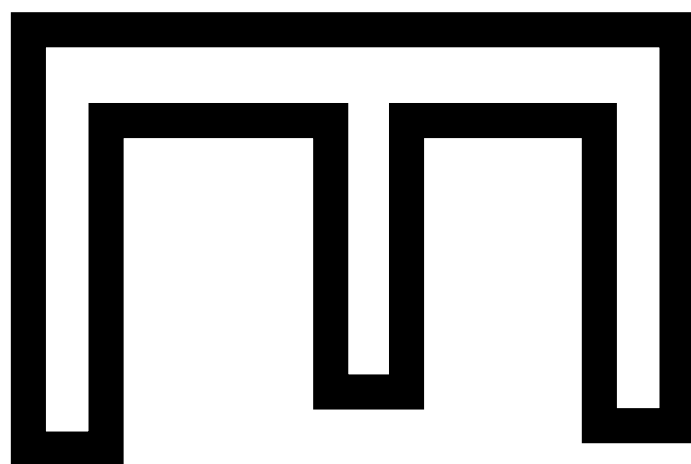
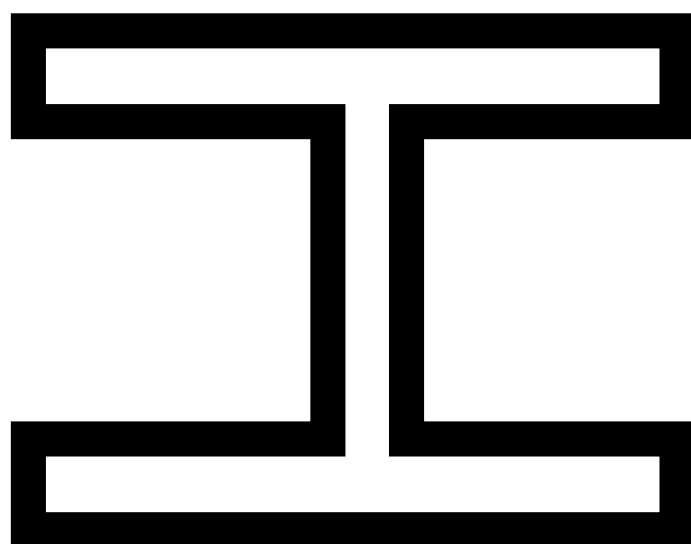
It's your turn now.

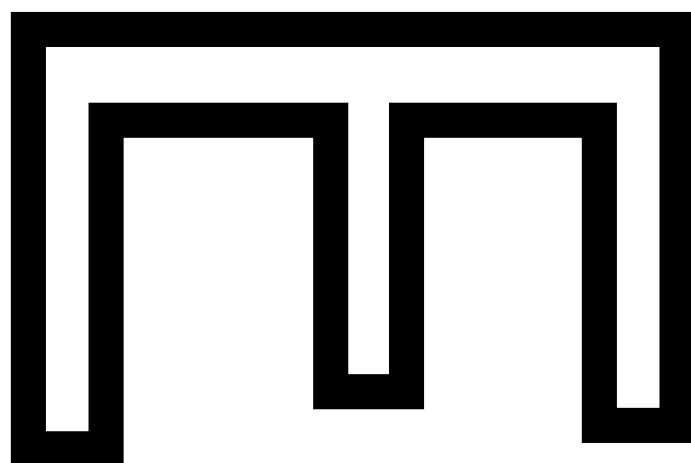
I can show you what to do.

OK









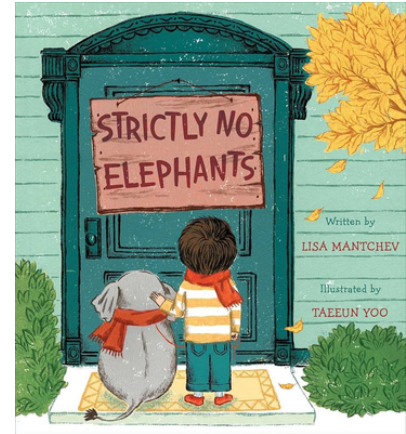


Strictly No Elephants

by Lisa Mantchev

When a boy and his tiny elephant are excluded from the Pet Club because his pet is “different,” they start their own club where everyone is welcome no matter what kind of pet (or friend) they have.

This story celebrates empathy, bravery, and inclusion, reminding us that true friends make space for everyone.



Discussion Questions

- The boy wasn't allowed to join the Pet Club because his pet was different. How do you think that made him feel?
 - Follow-up Prompt: What could the Pet Club have done instead to make him feel welcome?
 - Leadership Connection: Leaders show empathy by noticing when someone feels left out and finding ways to include them.
- The boy and his friend decided to make a new club where everyone could belong. Was that a brave thing to do? Why or why not?
 - Follow-up Prompt: What's something brave you can do to make others feel included?
 - Leadership Connection: Leaders show bravery when they stand up for what's right, even when it's hard.
- At the end of the story, everyone is welcome in the new club. What does it mean to make “room” for everyone?
 - Follow-up Prompt: What are some ways our class can show that everyone belongs?
 - Leadership Connection: Leaders build inclusive communities by making sure every person feels seen, valued, and accepted.



Classroom Activities

“Welcome Wheel” Circle Time

- Sit students in a circle and place a large paper wheel (divide like a pizza) in the center with slices labeled things like: “My favorite game,” “A way I can help someone feel included,” “A friend I invite to play,” and so on. (see printable version below)
- Students spin a clothespin or arrow and respond to the slice it lands on.
- Allow flexibility if a student wants to answer a different category

“All-Play Minute” Movement Breaks

- Across the day (morning, after lunch, etc.), incorporate short 1-2 minute inclusive movement sessions: e.g., everyone does one exercise (jumping jacks, arm raises) but with a twist: when the teacher says “pause!” students pair up with someone they don’t usually work with and give each other a high-five or a compliment.
- After the break, ask: “How did it feel when someone new high-fived you?” or “What’s one kind thing you said or heard?”

Whole School Engagement Project

“Inclusion Passport: Every Class Visits Every Class”

- Print a simple “passport” card for each student with space for stamps or stickers (one per class/grade).
- Over a designated week (or month), each class visits another grade’s classroom (for a 10-minute friendly activity). For example: a K class visits 1st grade to play a short game or read a page of the book; then 1st visits 2nd; 2nd visits K, etc.
- At each visit, students meet someone new, exchange a “hello” and maybe a quick drawing of their favorite thing, then get a stamp in their passport.
- Hang a large school-wide display titled “Our Passport to Belonging” with cut-outs of each class’s visits (photos or drawings)





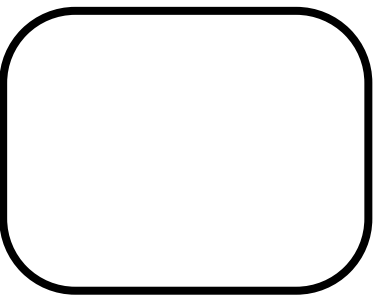
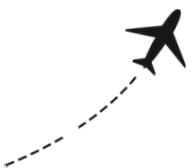
What is
your
favorite
game?

What is
something
you are
good at?

How can you
help someone
feel included?

My Passport

Traveling around the school!



Name _____

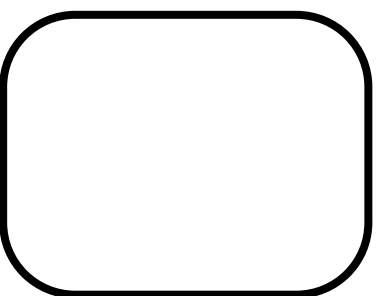
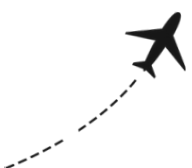
Grade _____

Classes I've visited:



My Passport

Traveling around the school!

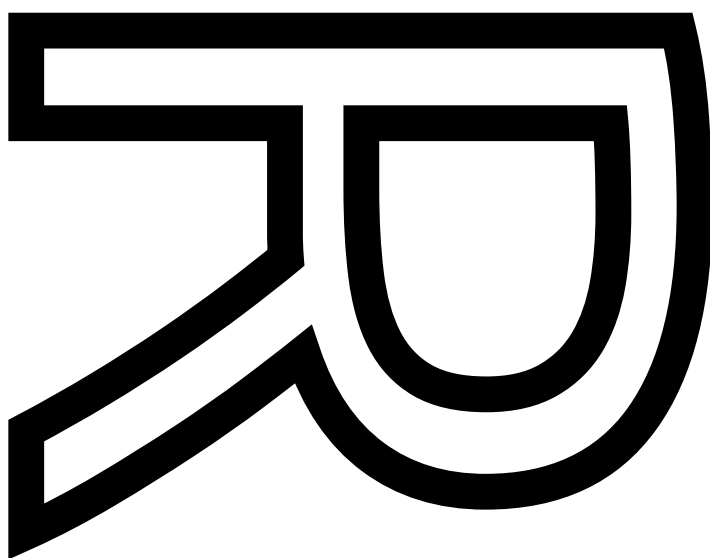
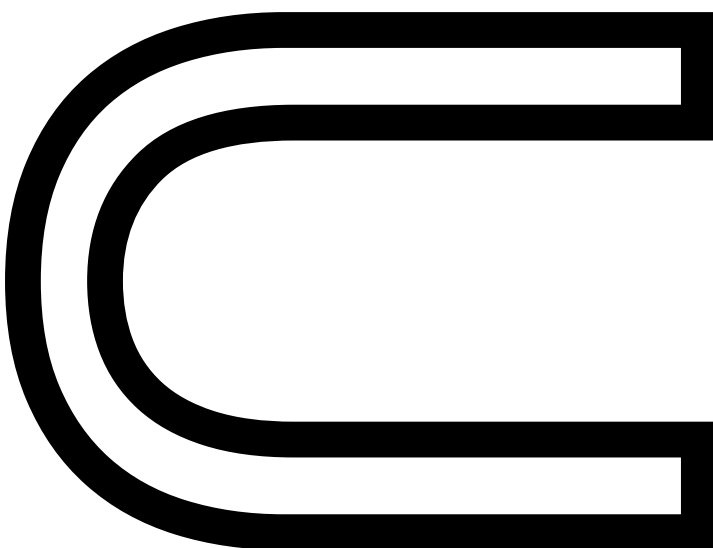
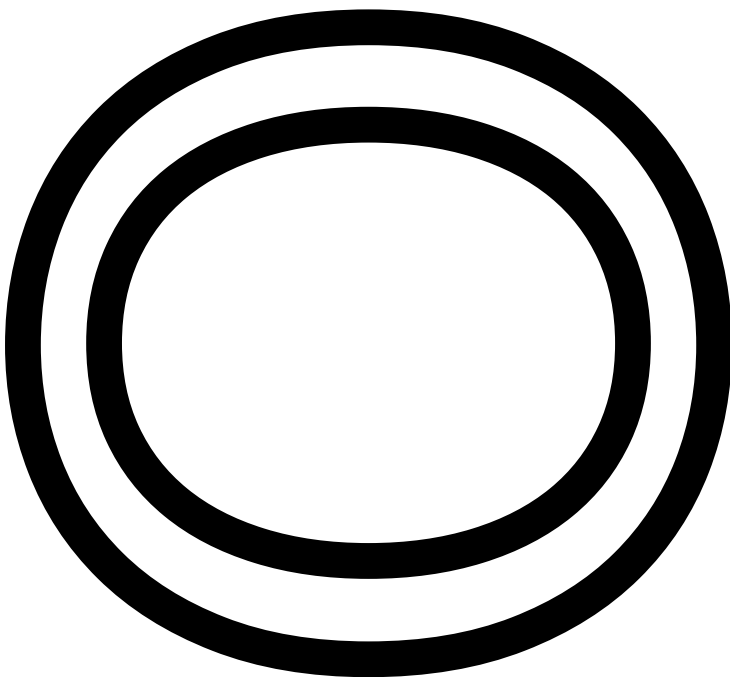


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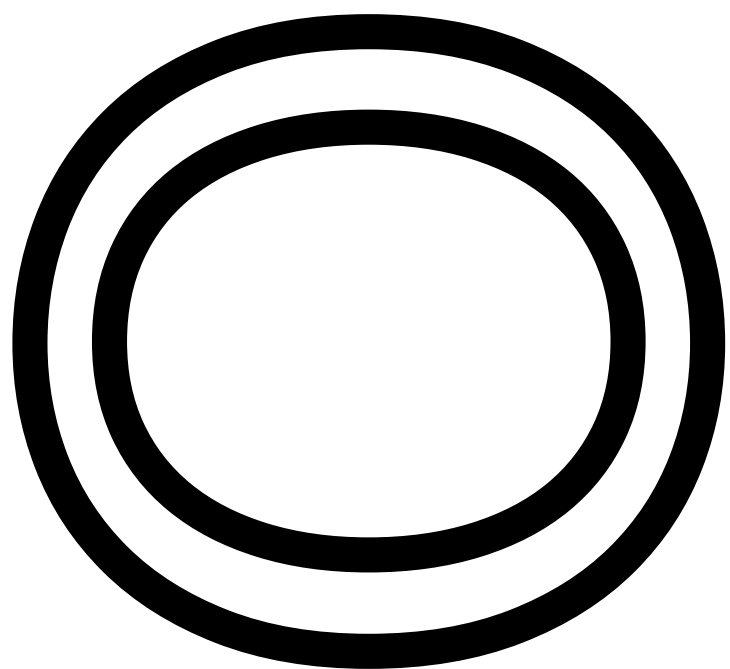
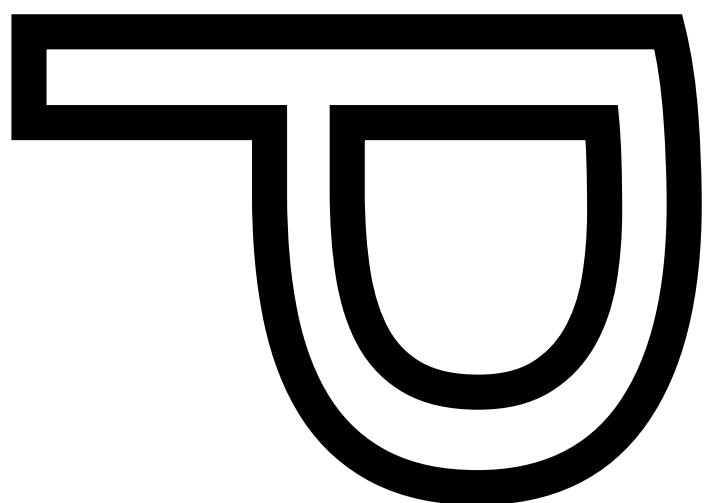
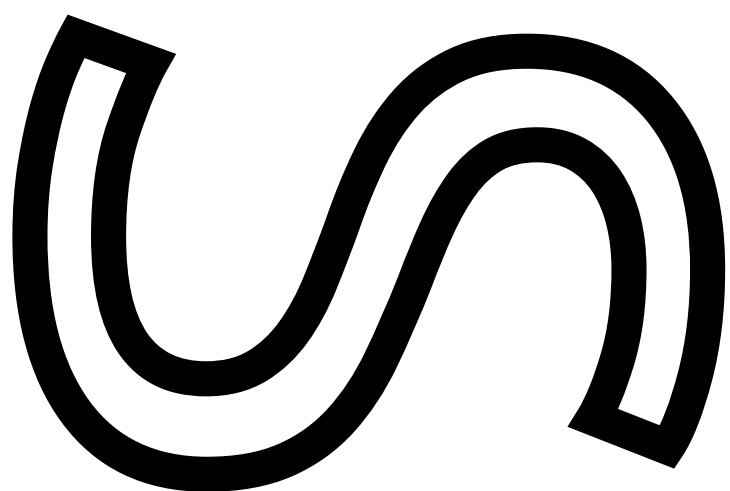
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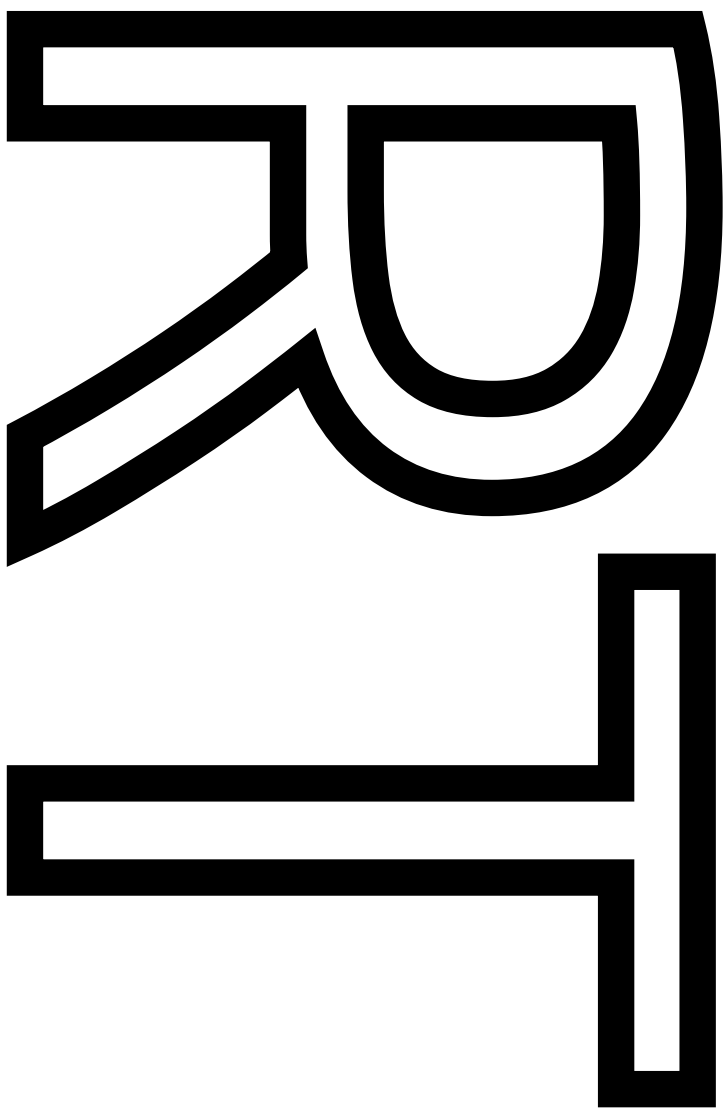
Classes I've visited:

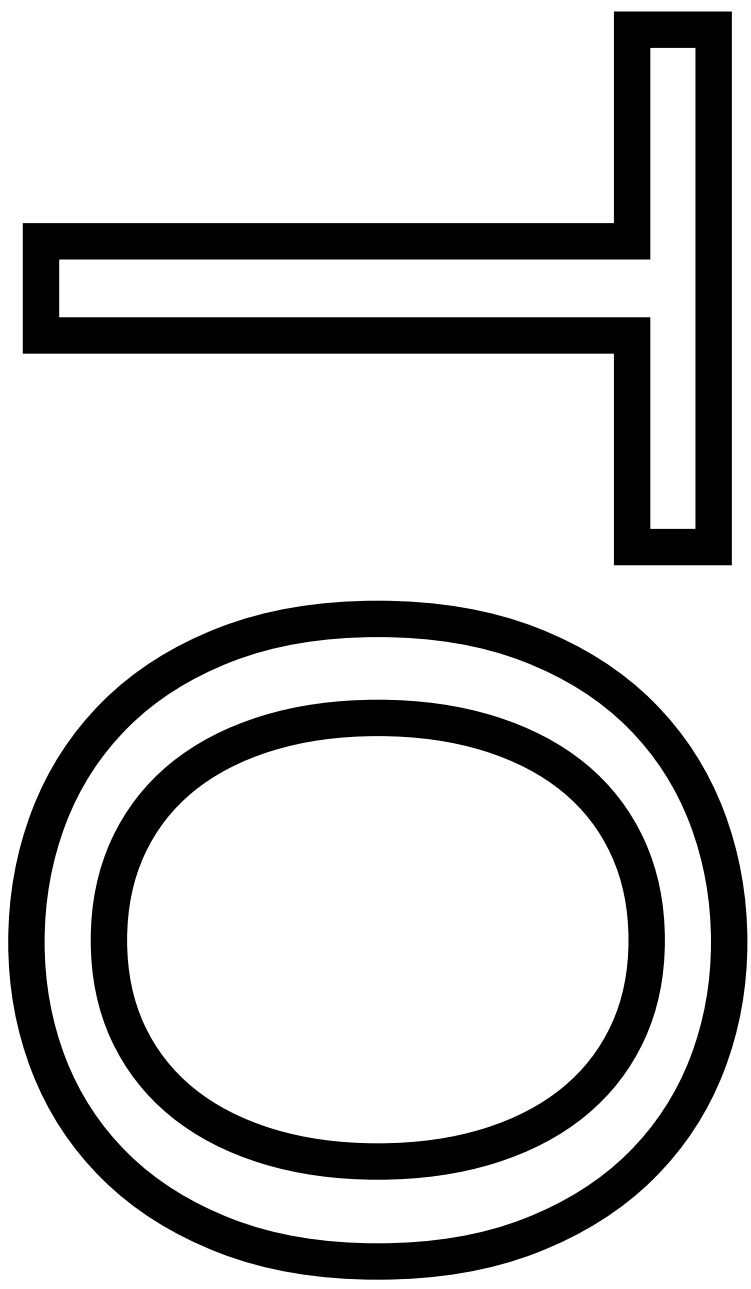


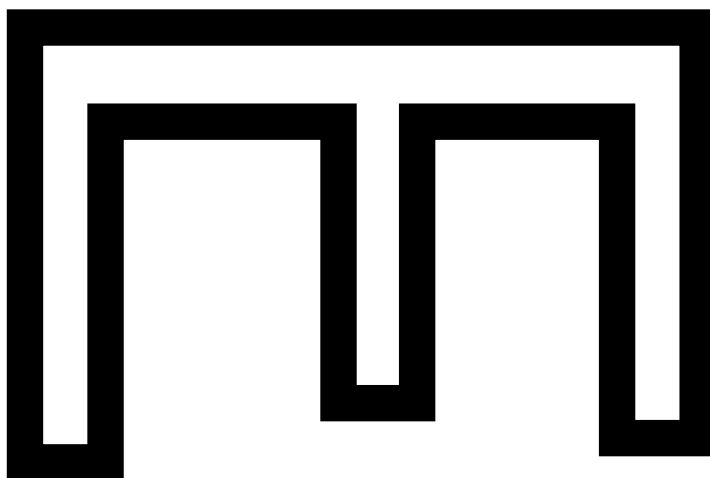


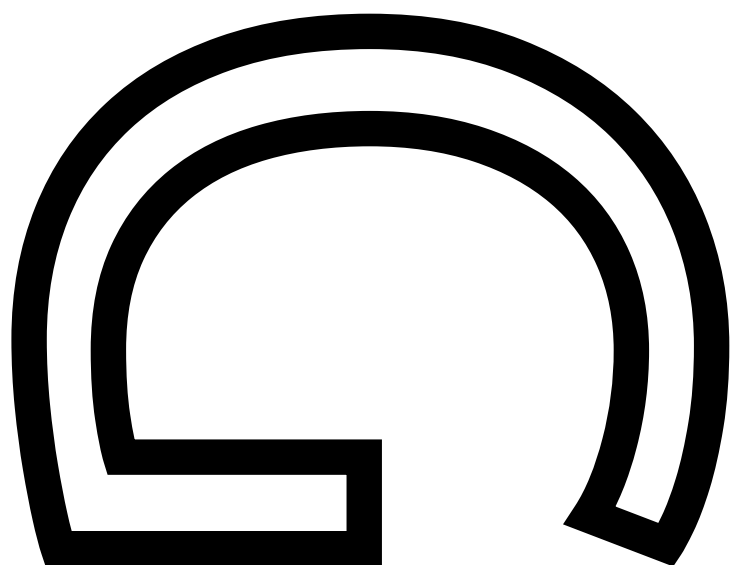
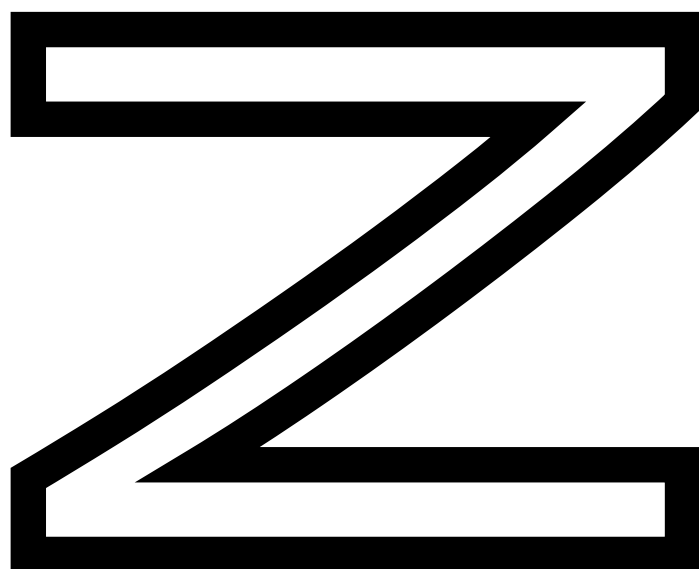
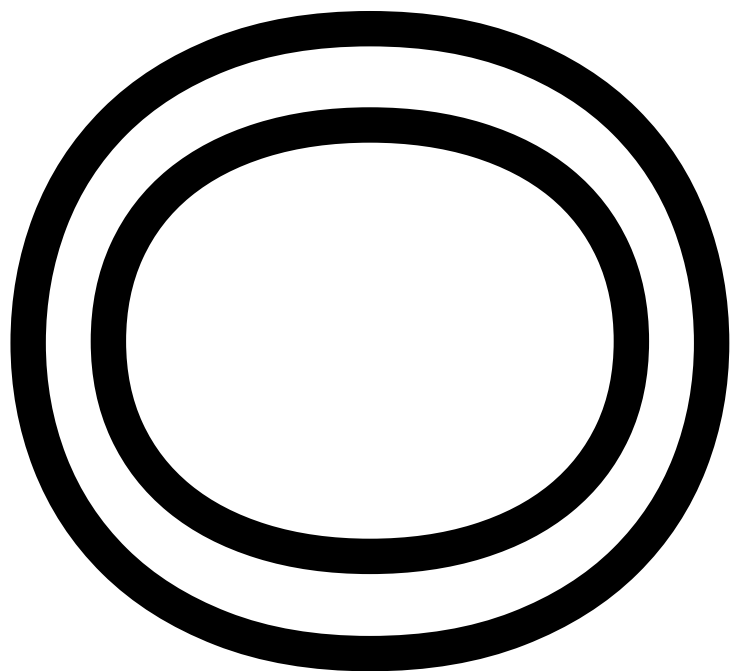
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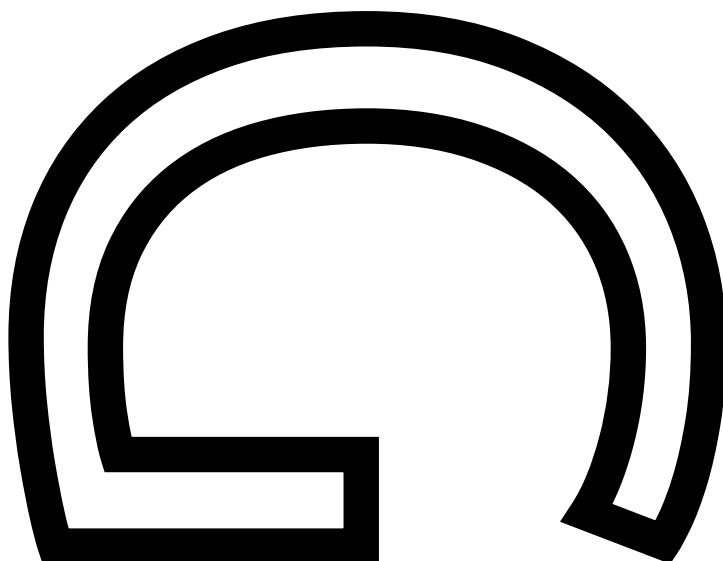
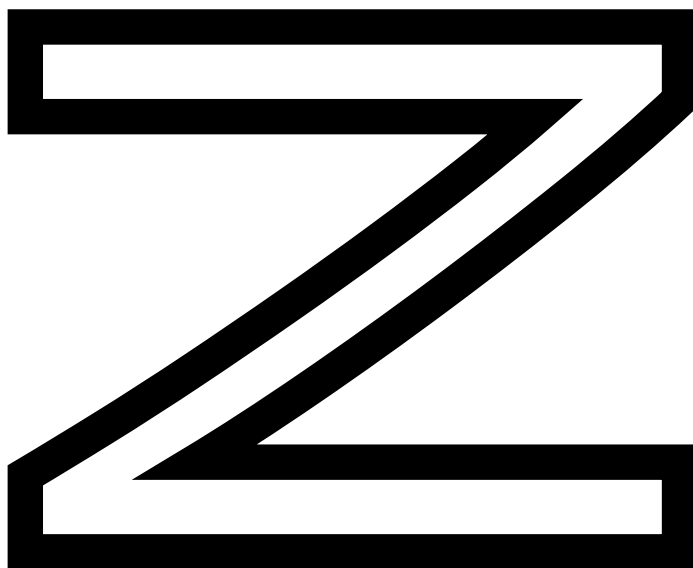














Be Kind

by Pat Zietlow Miller

When a young girl sees her classmate spill juice on her dress, she wants to help, but what does it really mean to be kind? This story shows that kindness can take many forms from small gestures, kind words, and standing up for others and that every act of kindness matters.

This simple but powerful book helps children think about empathy, innovation, and collaboration.



Discussion Questions

- What are some ways the girl in the story showed kindness?
 - Follow-up Prompt: What are small ways you can be kind in our classroom today?
 - Leadership Connection: Leaders look for new and different ways to show kindness and connect with others.
- The book says kindness can start with just one person. Why is that important?
 - Follow-up Prompt: How could your kindness inspire others to be kind, too?
 - Leadership Connection: Leaders set an example for others by showing kindness through their words and actions.
- The story talks about kindness spreading from one person to another. What do you think that means?
 - Follow-up Prompt: How can we spread kindness throughout our whole school?
 - Leadership Connection: Leaders collaborate to make their community a place where everyone feels valued and included.



Classroom Activities

Kindness Web:

- Have students sit in a circle with a ball of yarn. One student shares something kind they can do, then holds onto the string and passes the ball to another student. Continue until everyone has shared. Discuss how kindness connects us all, just like the web.

Kindness Compliment Cards:

Students each get a blank cards with a sticky note of a classmate (teacher assigns a classmate so everyone has one)

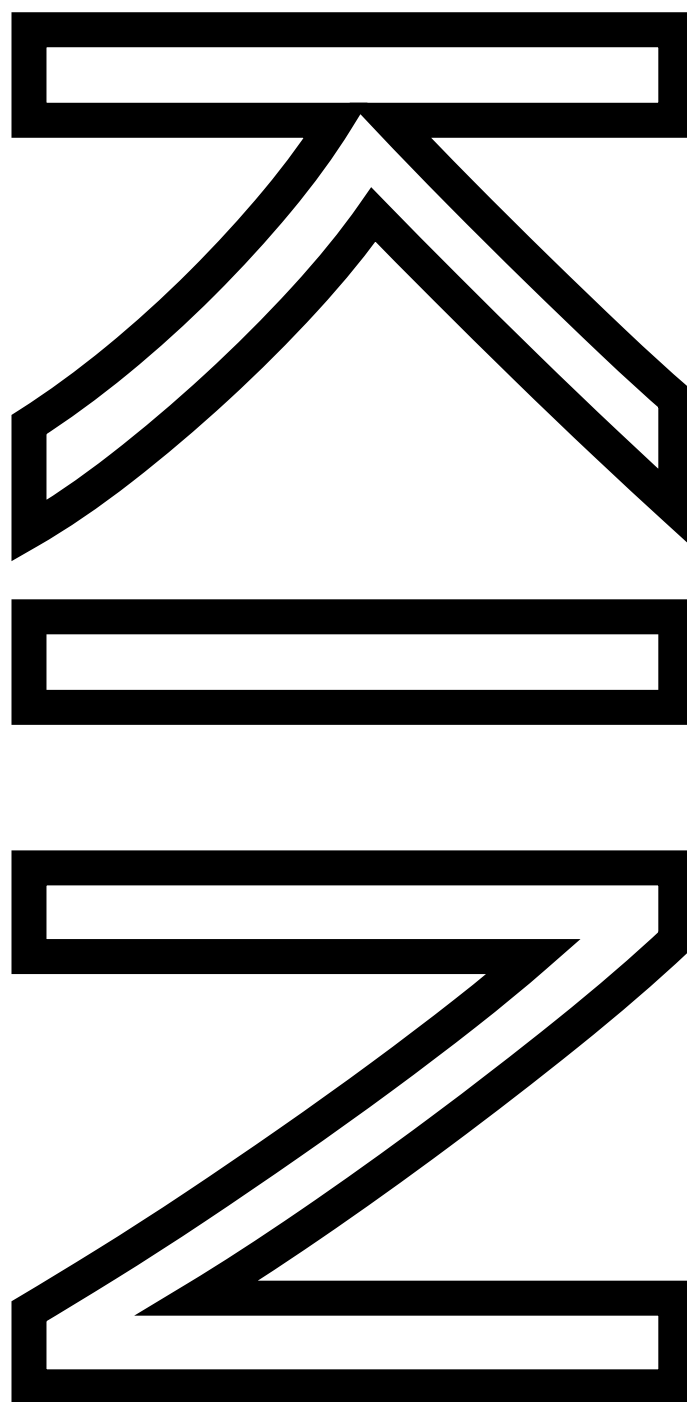
- They write or draw a kind message for the classmate (e.g., "You're a great helper!" "You made me smile today.").
- Cards can be secretly placed in desks or shared aloud at the end of the day.
- Discussion tie-in: Kind words spread joy and make everyone feel seen and valued.

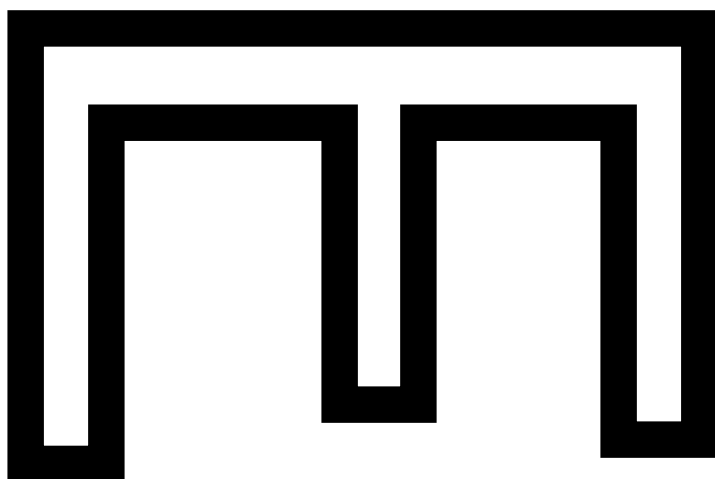
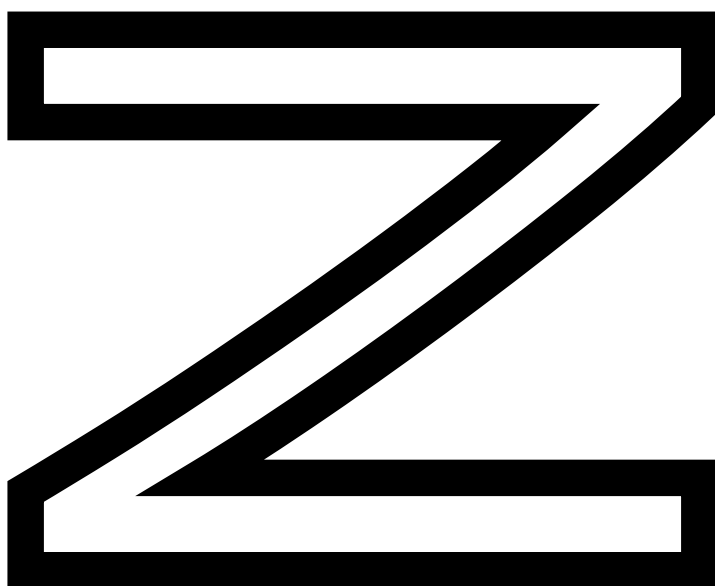
Whole School Engagement Project

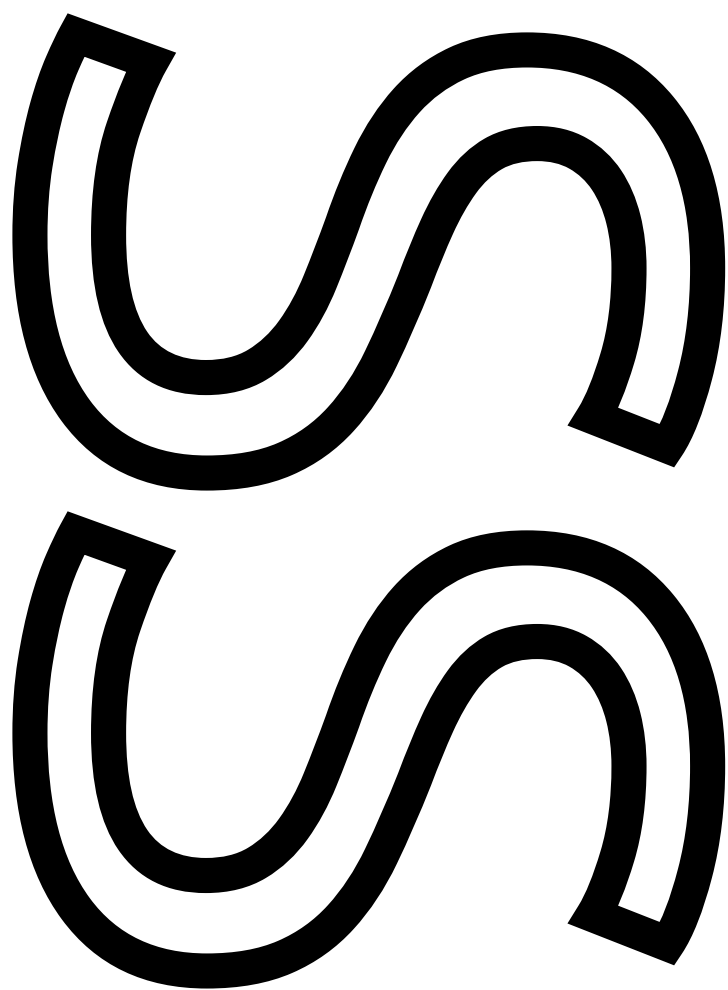
Each student decorates a paper chain link with a kind word, drawing, or action they've done. Link them together to create a school wide "Kindness Chain" that grows throughout December!

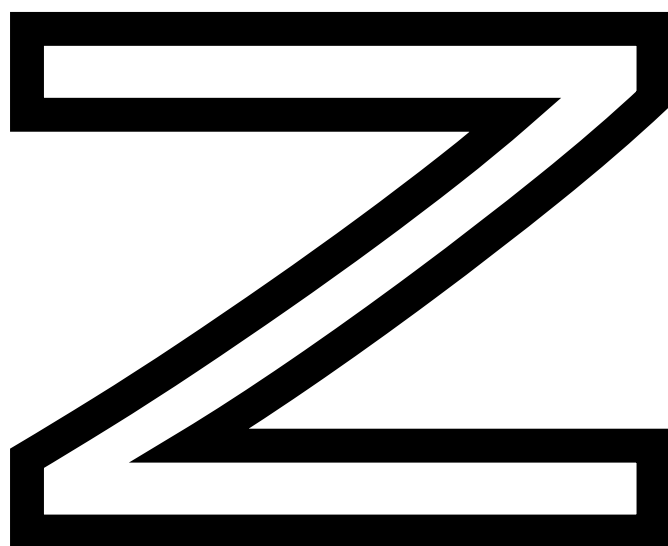
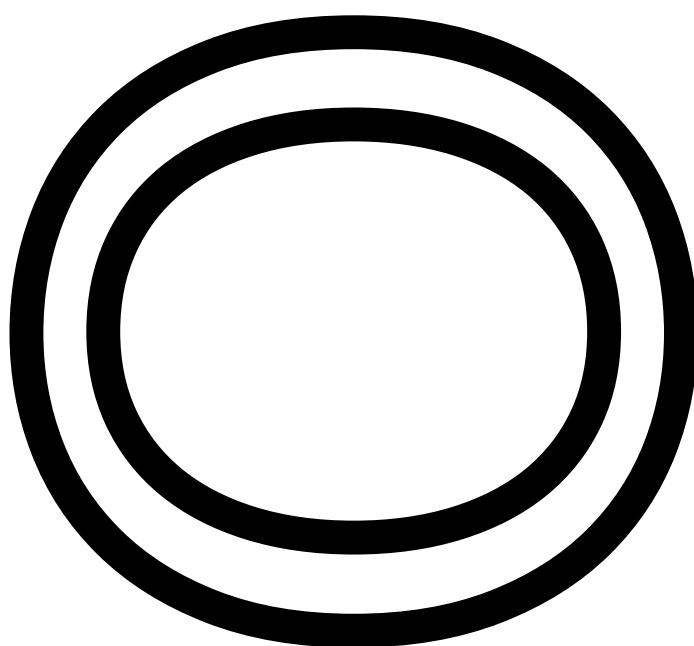
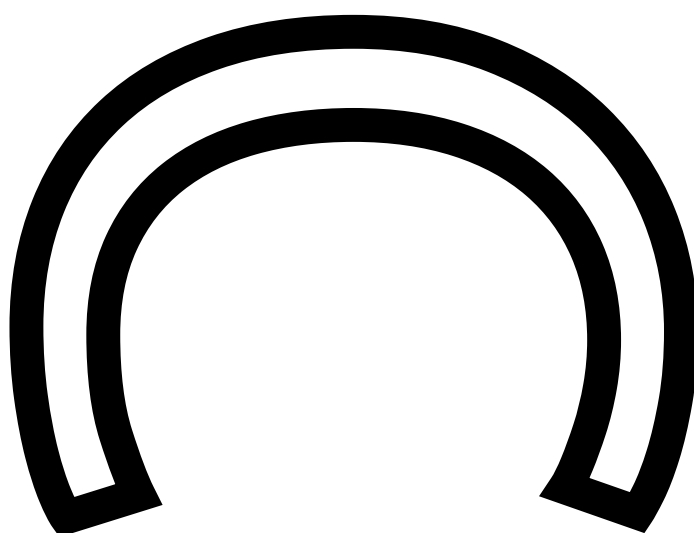
Title the display: "Kindness Connects Us All."

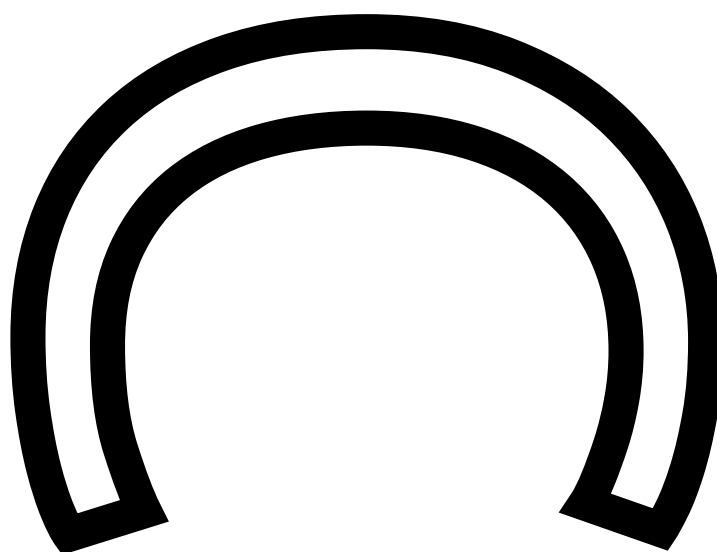
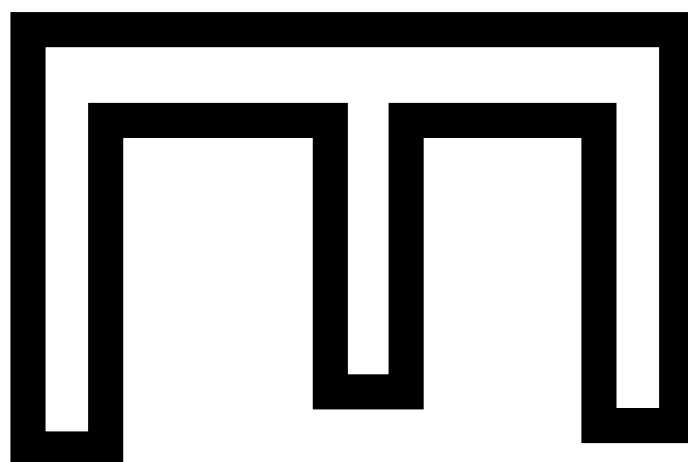
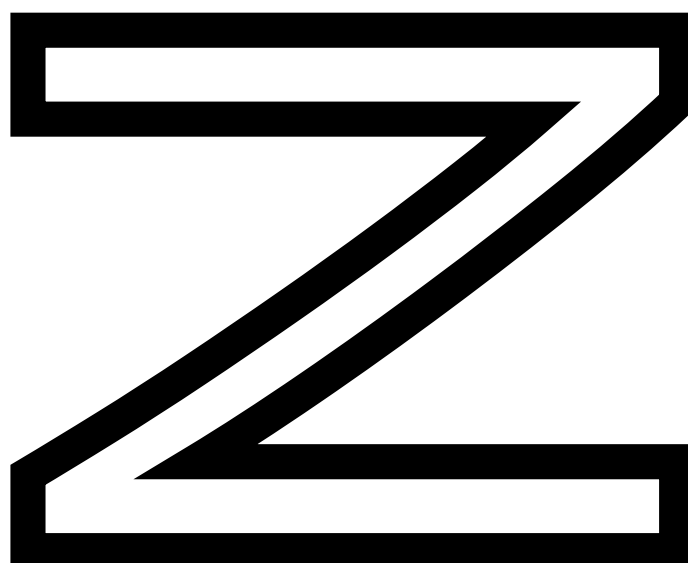
Encourage older students to help younger ones write or draw their kind actions.

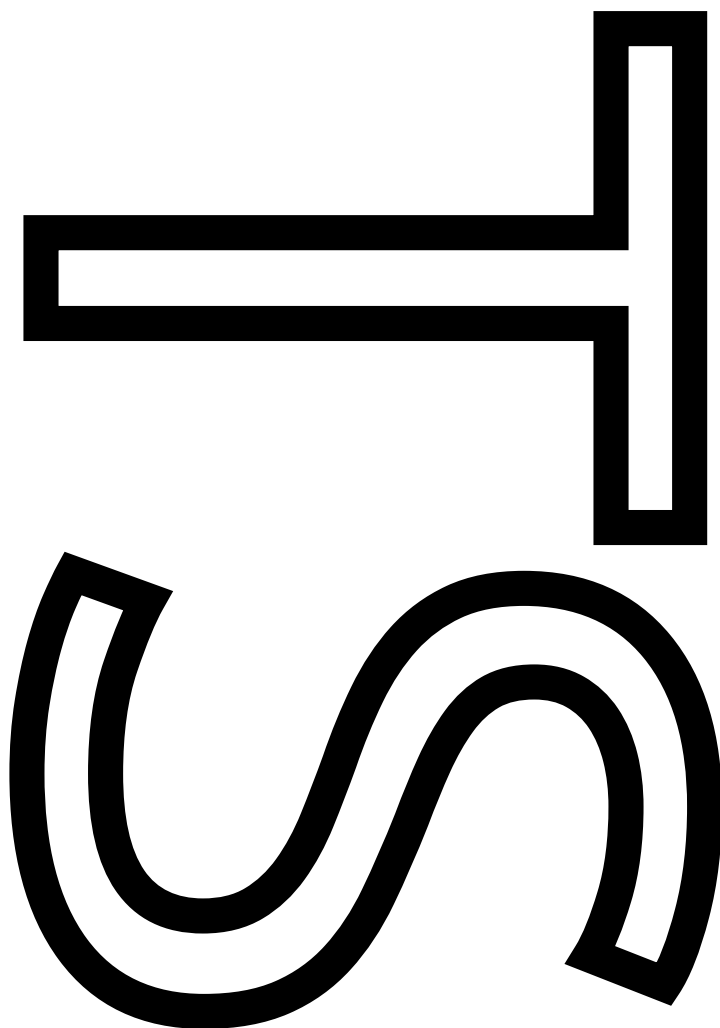


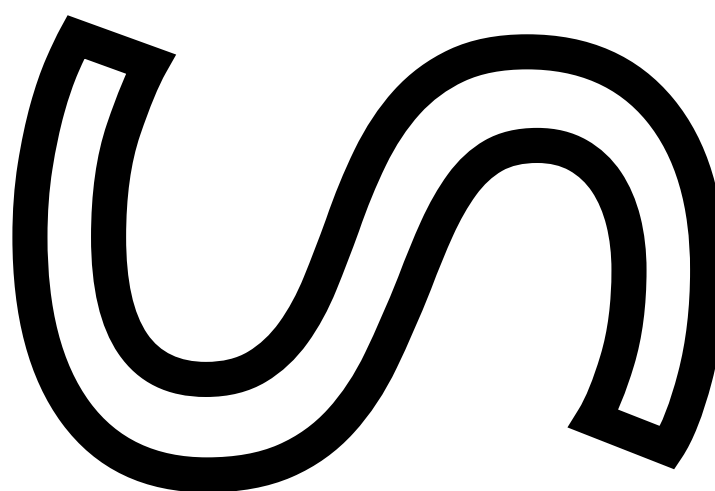
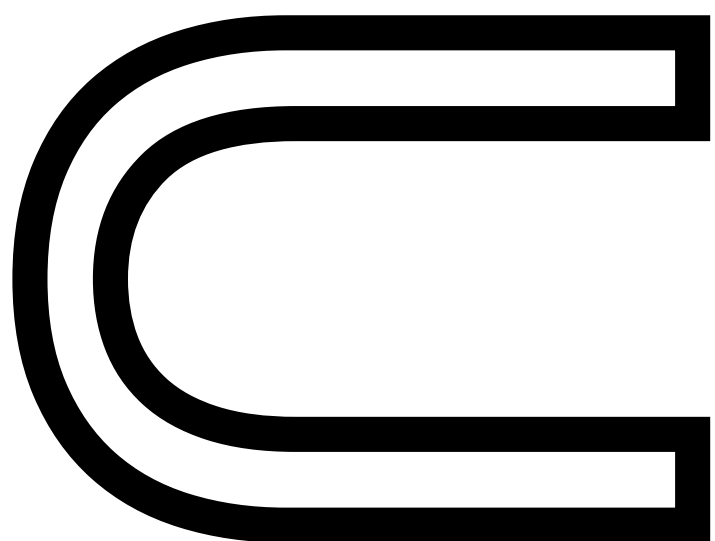


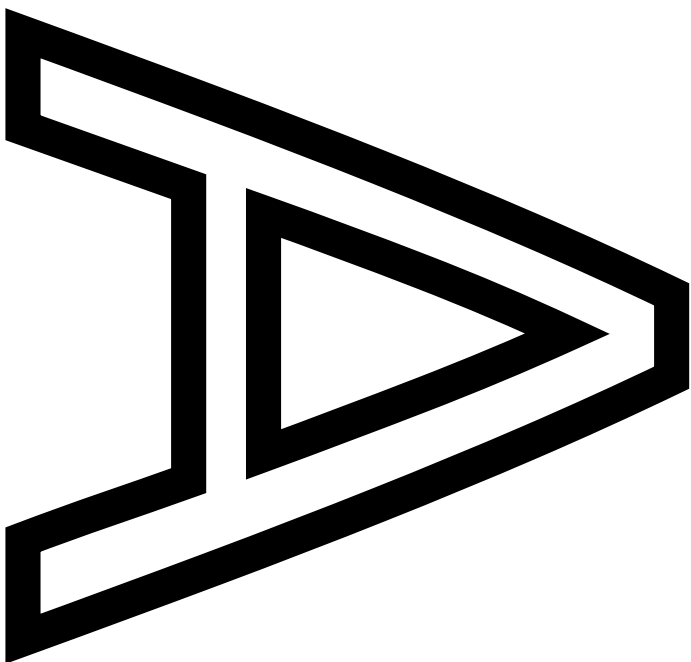












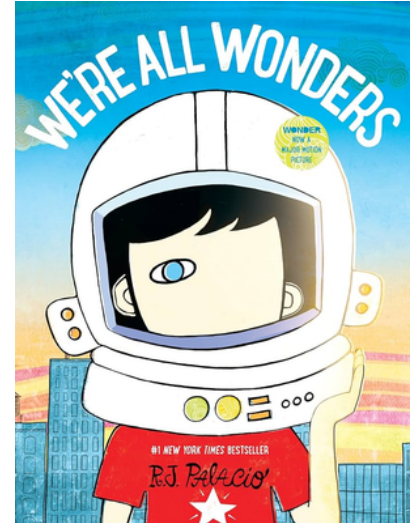


We're All Wonders

by R.J. Palacio

Auggie knows he is different from other kids, and sometimes people stare or say unkind things. But inside, he is just like everyone else! He wants to laugh, play, and make friends. This story reminds us that everyone deserves kindness and that we can choose to include others and make them feel like they belong.

This simple but powerful story helps children think about empathy, kindness, and inclusion.



Discussion Questions

- Why did Auggie sometimes feel sad or left out?
 - Follow-up Prompt: What can we do when we see someone who looks or feels left out?
 - Leadership Connection: Leaders notice when others feel left out and take action to include them.
- Auggie says he knows he can't change how he looks, but people can change how they act. What does that mean?
 - Follow-up Prompt: What are some kind choices we can make at school each day?
 - Leadership Connection: Leaders make kind choices that help everyone feel safe and valued.
- At the end of the story, Auggie imagines a world where everyone is kind. What would that look like in our classroom?
 - Follow-up Prompt: What is one way you can help create that kind of classroom today?
 - Leadership Connection: Leaders help create a community where everyone belongs.



Classroom Activities

“Kindness Mission Cards”

- Create simple cards with small, real-life actions (examples:
 - Invite someone new to play
 - Give a compliment
 - Sit with someone new
 - Help someone clean up
 - Smile and say hello
- Each student picks 1–2 “missions” to complete during the day.
- At the end of the day, come back together and share:
 - What mission did you complete?
 - How did it make someone feel?

“Kindness Tag” (Movement-Based Game)

- Play a simple tag game where:
 - One or two students are “kindness leaders”
 - When tagged, students freeze
- To get unfrozen, another student must:
 - Give a compliment OR
 - Invite them back into the game with kind words
- Switch leaders every few minutes.



Schoolwide Engagement Project

“Mix-It-Up Lunch or Recess Day”

- Pick one day during the week where students are encouraged to:
 - Sit with someone new at lunch
 - Play with someone new at recess
- Give simple prompts like:
 - “Invite someone to join your game”
 - “Sit next to someone new today”
- Afterward, teachers do a quick reflection:
 - Who did you meet?
 - How did it feel?

Take pictures of new friends and create a display on a bulletin board or front entry for everyone to see! This would be a great job for a Unified Club to do!

Mission

Invite someone new to play with you

Mission

Give a kind compliment to a classmate

Mission

Sit next to someone new at lunch or
circle time

Mission

Help a classmate clean up or finish their
work

Mission

Smile and say hello to someone you don't
usually talk to

Mission

Let someone go first in a game or activity

Mission

Share your supplies with someone who
needs them

Mission

Encourage someone who is trying
something new

Mission

Ask someone, "Do you want to play with
me?"

Mission

Say something kind to someone who
looks sad or upset

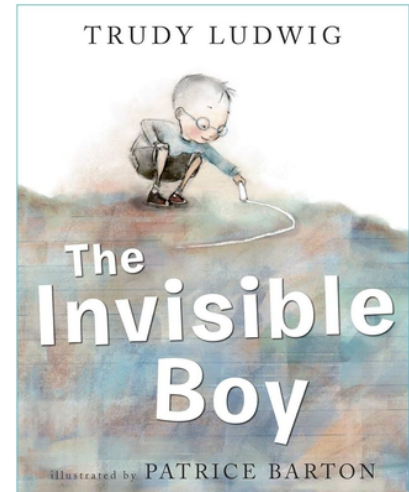


The Invisible Boy

by Trudy Ludwig

Brian is a quiet boy who feels like no one notices him. He's left out at lunch, on the playground, and even in the classroom. When a new student joins the class, Brian finds a way to reach out with kindness, and everything begins to change.

This touching story helps children understand empathy and openness, and how including others can make everyone feel like they belong.



Discussion Questions

- How do you think Brian felt when no one noticed him?
 - Follow-up Prompt: What can we do when we see someone feeling left out or lonely?
 - Leadership Connection: Leaders notice when others are left out and take action to make sure everyone feels included.
- How did Brian show kindness to the new student?
 - Follow-up Prompt: What's one small way you can help a new friend feel welcome?
 - Leadership Connection: Leaders are curious and open to things that are new or different. They treat new people with kindness and respect.
 -
- What changed when Brian and Justin became friends?
 - Follow-up Prompt: How can one act of kindness make a big difference?
 - Leadership Connection: Leaders help others feel seen, valued, and part of the group.



Classroom Activities

“Invisible to Included” Game:

- Have one student start as “invisible” (holding a white card).
- Others invite them into small cooperative tasks (e.g., passing a ball, building a block tower).
- Each inclusion act earns the “invisible” student a colorful sticker on their card until it’s full of color.
- Leadership tie-in: Inclusion takes teamwork and awareness.
- Ask the students how they thought the “invisible” student felt or how they felt while playing this game

“You’re Seen!” Drawings:

- Students pair up and draw a picture of their partner doing something kind or helpful.
- At the bottom, they write or dictate one sentence about why their partner is special or how they make a difference.

Whole School Engagement Project

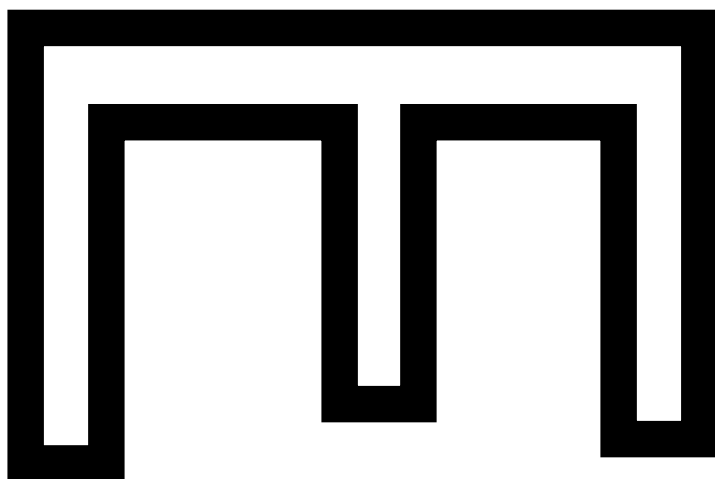
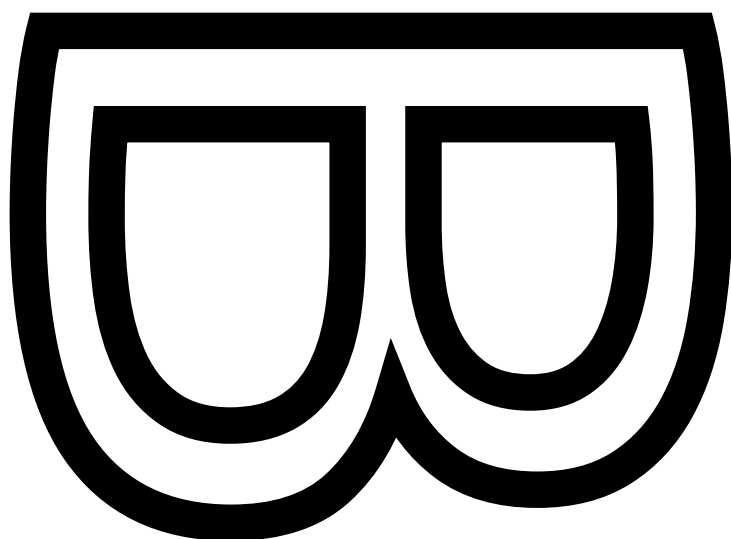
“You Belong Here” Wall of Friendship

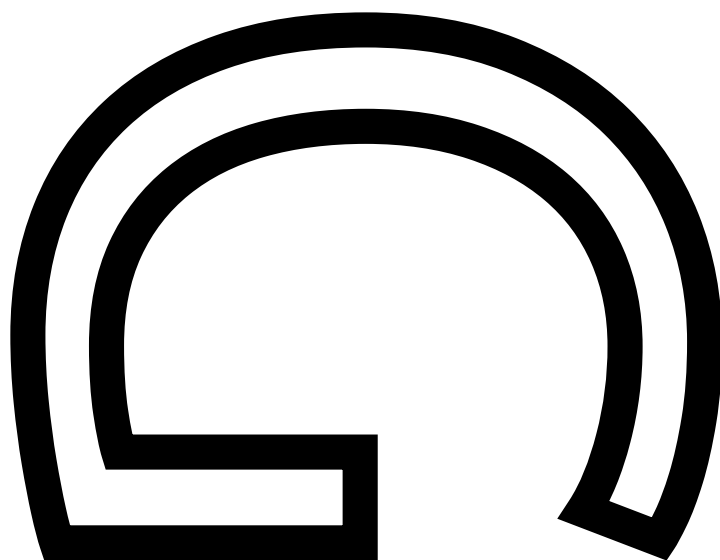
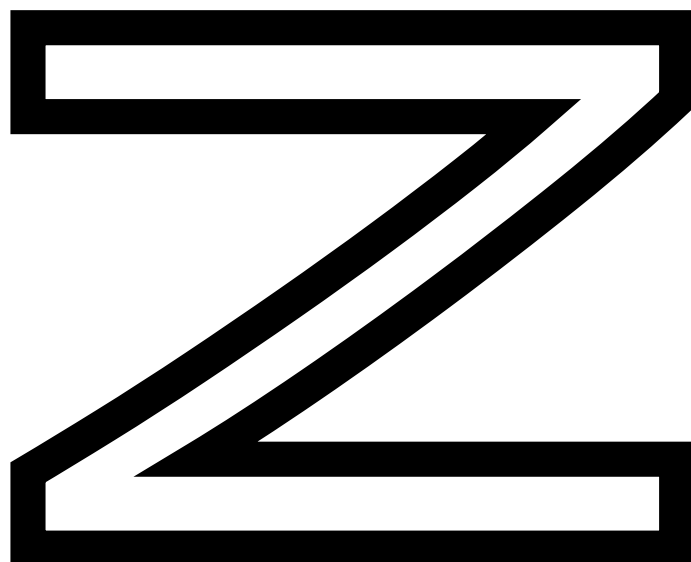
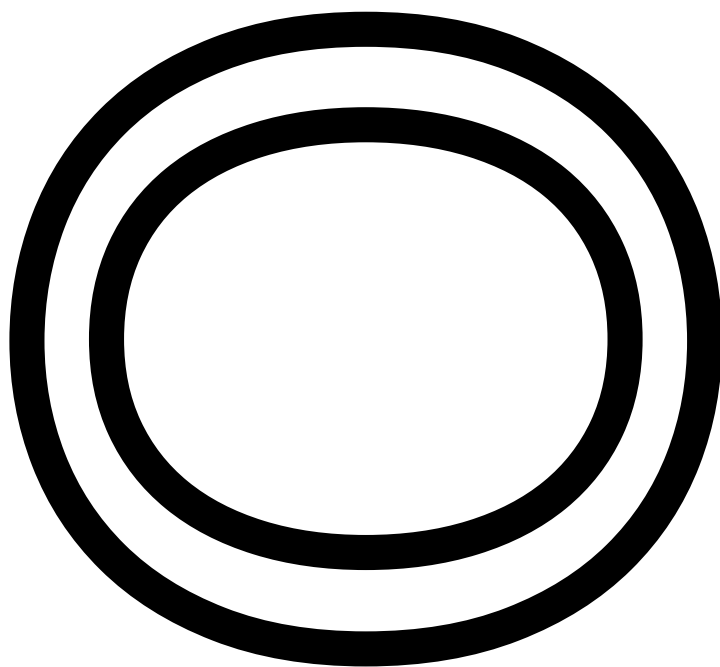
Each student (or class) decorates a paper handprint or heart with their name and one way they make others feel included.

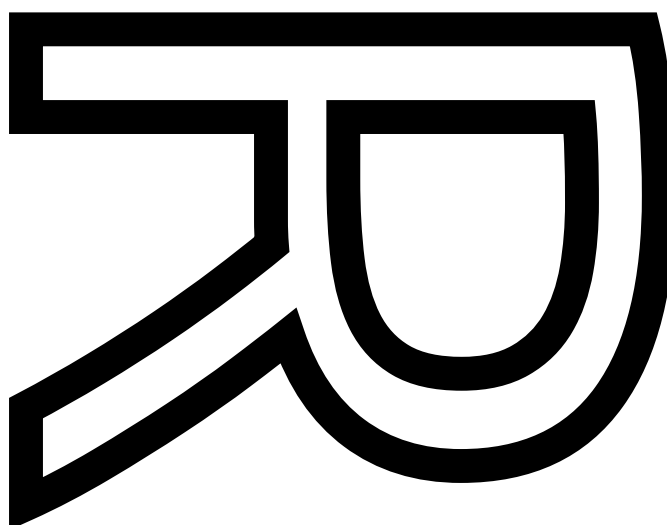
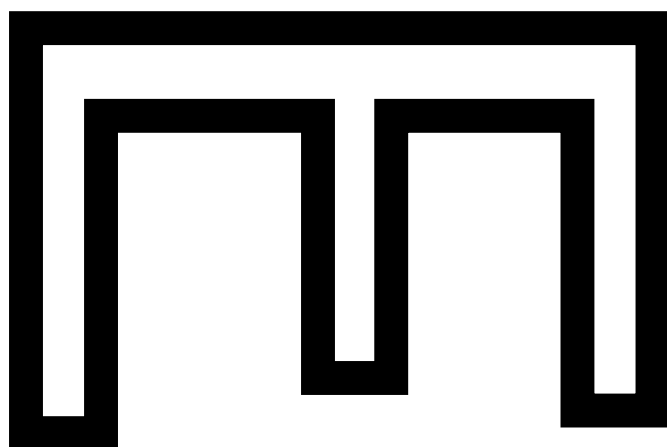
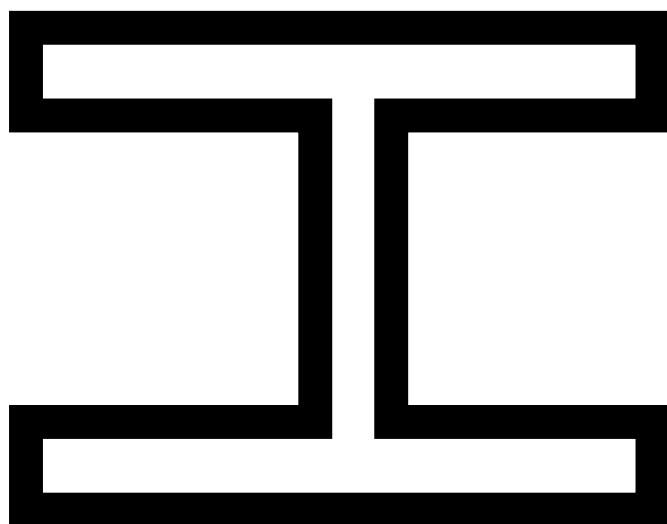
Arrange them together on a large bulletin board that reads: “You Belong Here!”

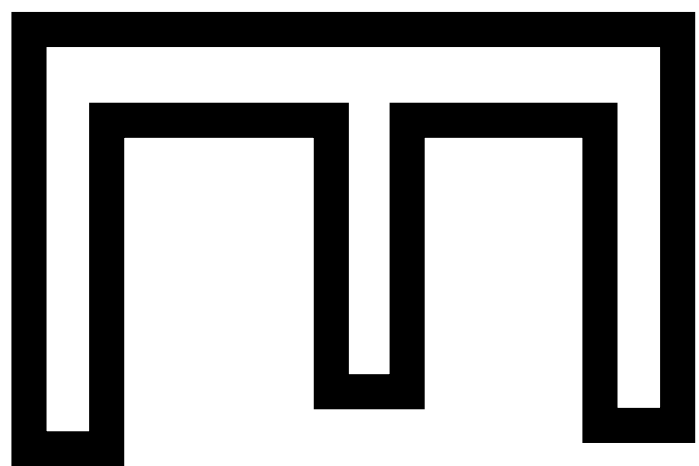
Encourage classes to add to the display all month long, celebrating acts of kindness and inclusion.

OK









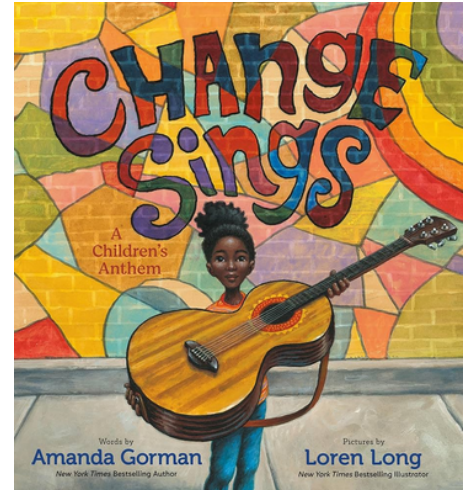


Change Sings

by Amanda Gorman

In this inspiring story, a young girl leads a group of children as they use their voices, talents, and actions to make a difference in their community. Along the way, they discover that everyone has something to contribute and that change happens when people come together.

This powerful story helps students think about leadership, teamwork, and using their voice to create positive change.



Discussion Questions

- What does it mean to “be the change” in your school or community?
 - Follow-up Prompt: What is one small way you could make a positive change at school?
 - Leadership Connection: Leaders take action. They look for ways to make things better for others.
- How did the kids in the story work together to create change?
 - Follow-up Prompt: Why is teamwork important when trying to solve a problem?
 - Leadership Connection: Leaders collaborate. They work with others and value everyone’s ideas.
 -
- The story shows that everyone has a voice. What does it mean to use your voice in a positive way?
 - Follow-up Prompt: When is a time you could speak up to help someone or share an idea?
 - Leadership Connection: Leaders use their voice to help others, share ideas, and stand up for what is right.



Classroom Activities

“Build a Better Classroom” Challenge

- In small groups, students choose one goal for improving the classroom.
- Examples:
 - Make recess more inclusive
 - Keep the classroom organized
 - Help everyone feel included
- Groups create a simple plan:
 - What is the goal?
 - What actions will you take?
 - Who will help?
- Groups share their idea with the class.

“Start It Now” Quick Action

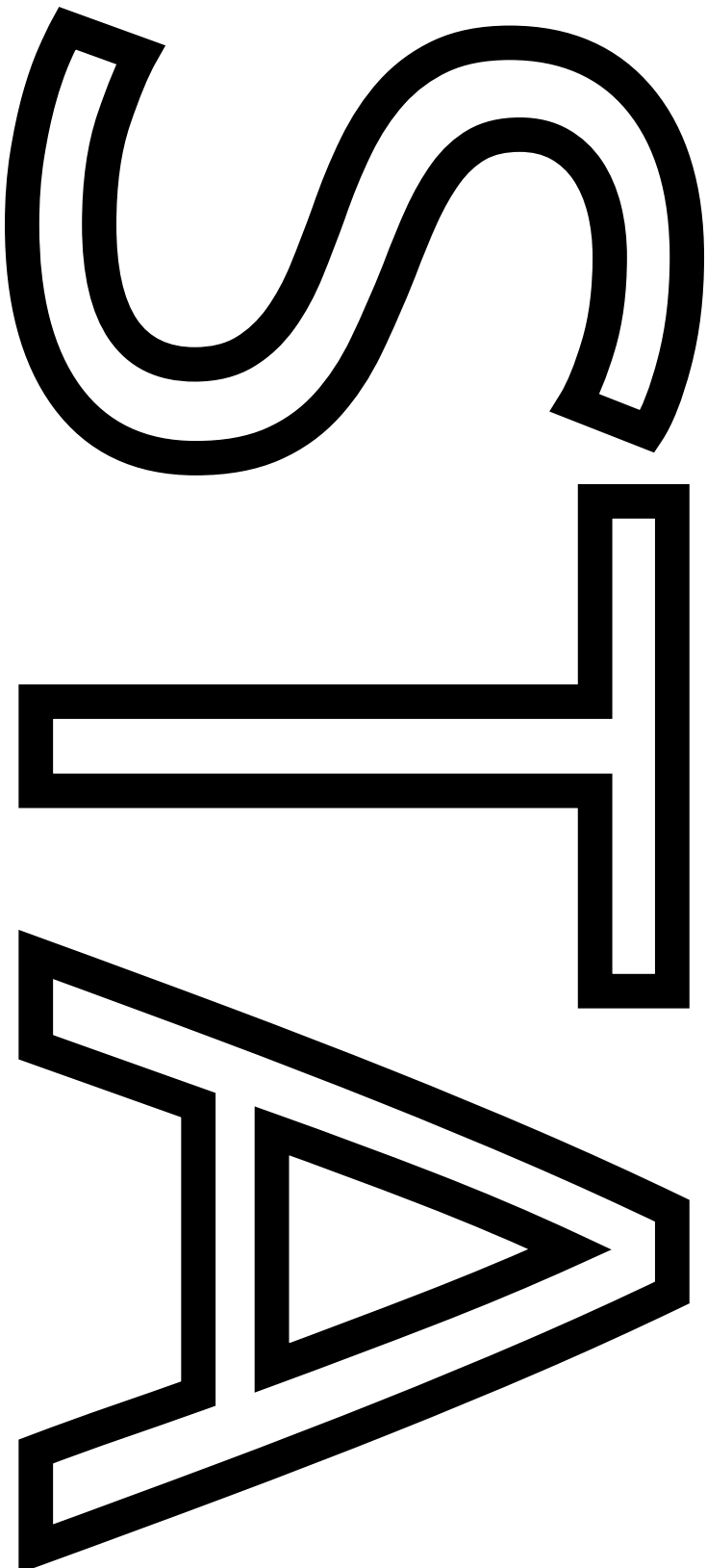
- End the lesson by choosing one idea as a class and doing it immediately. Examples:
 - Write thank-you notes to staff
 - Clean and organize a shared space
 - Invite another class to join a game
 - Pick up trash outside
 - Read to or help a younger class
- Keep it quick and doable within 10 to 15 minutes.

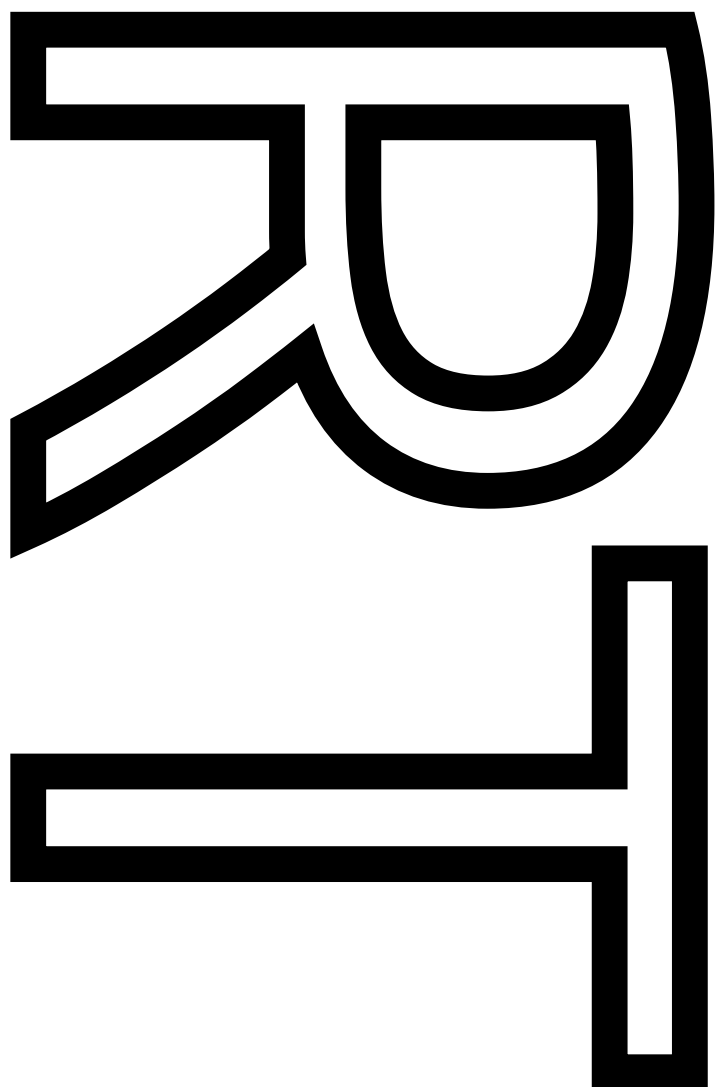


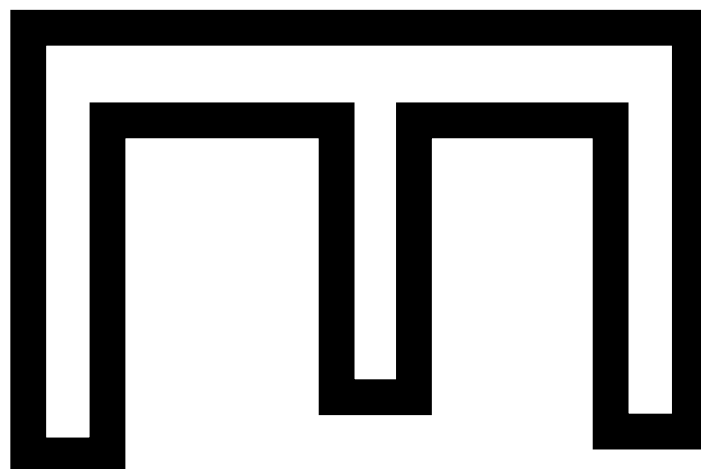
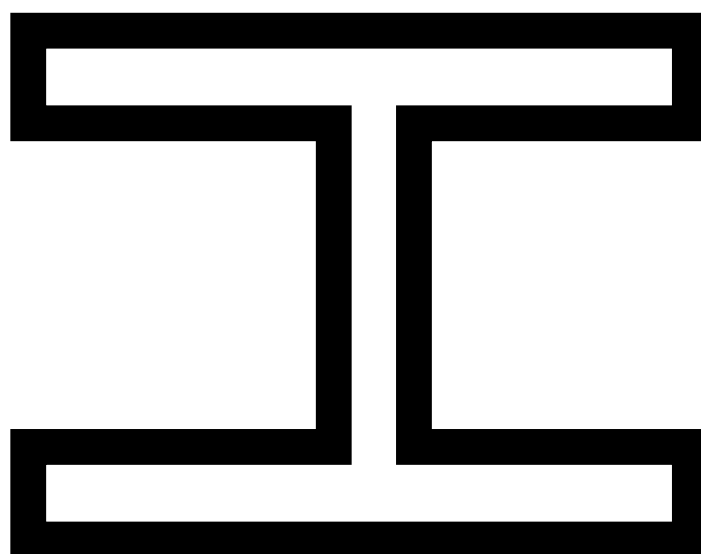
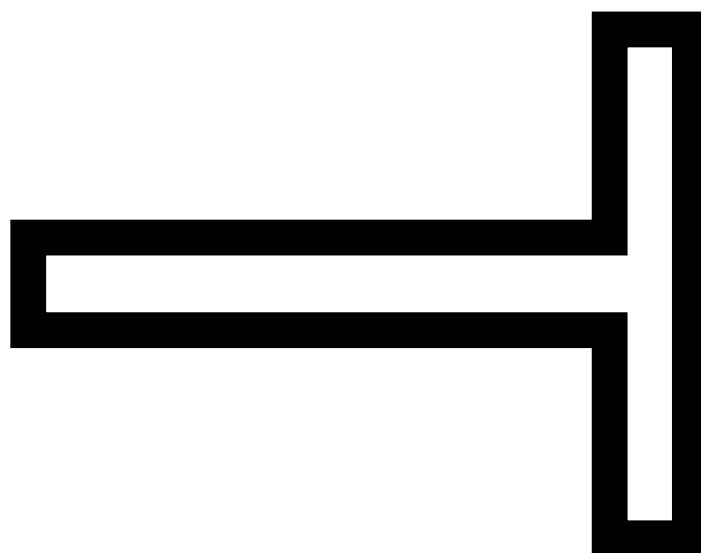
Schoolwide Engagement Project

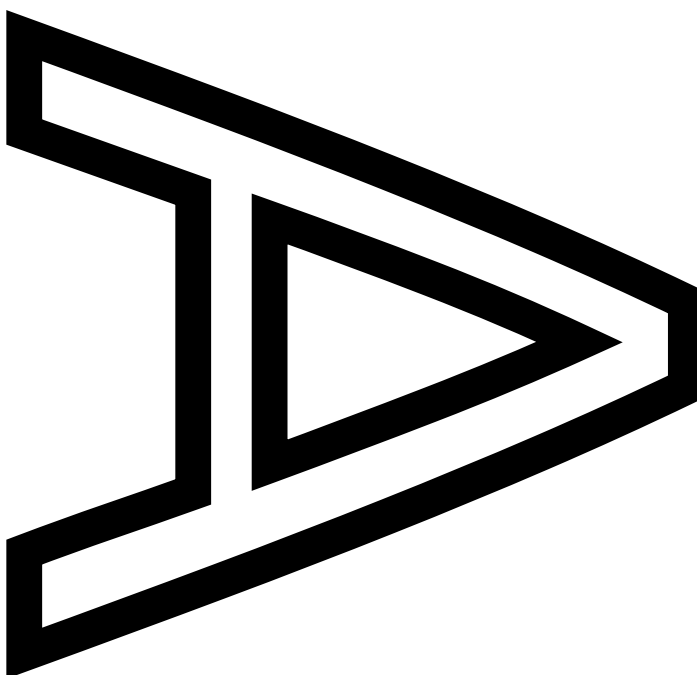
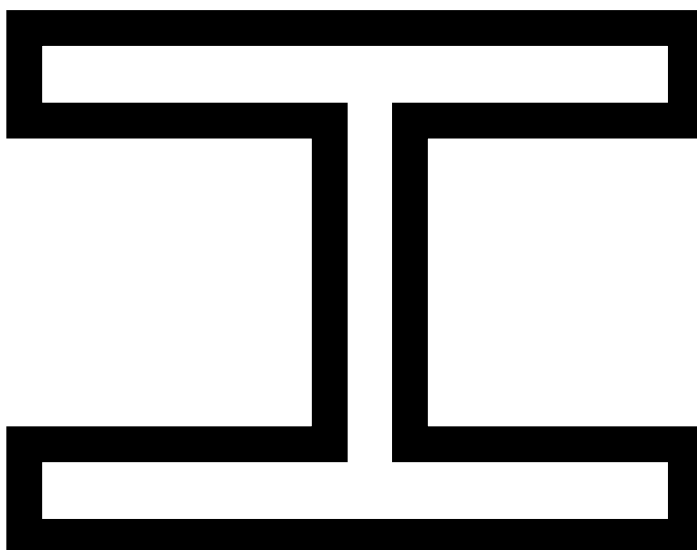
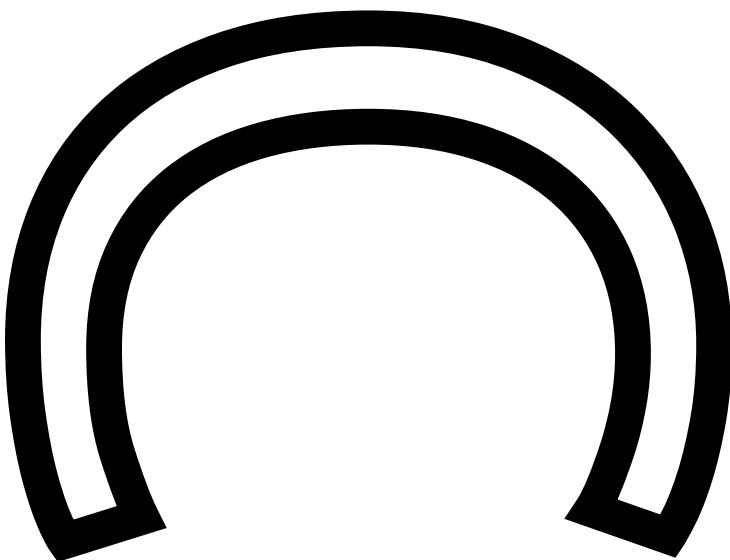
“Start the Change” Schoolwide Day

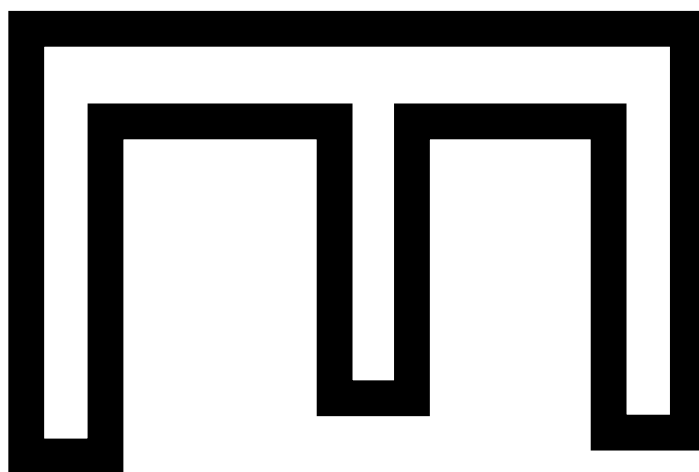
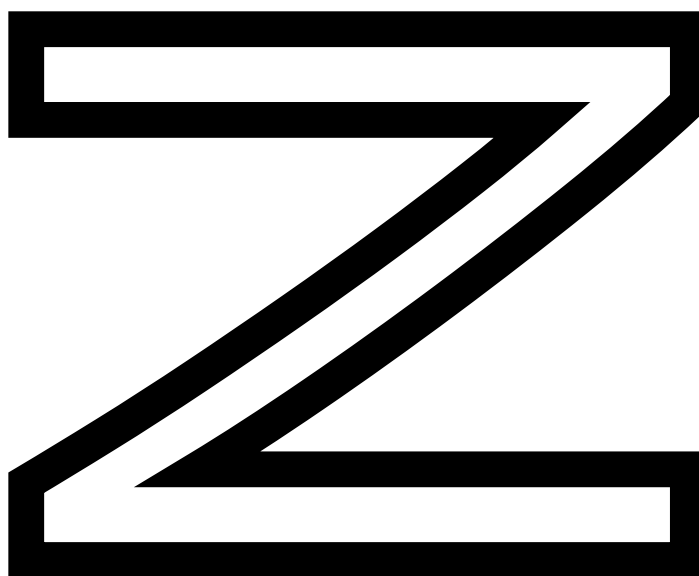
- Pick one day where the whole school takes part in small acts of positive change.
- Each class chooses one action, such as:
 - Cleaning up a shared space
 - Writing thank-you notes to staff
 - Inviting another class to play
 - Creating welcome signs
- At the end of the day, do a quick reflection in classrooms:
 - What did we do?
 - Who did it help?
- Take pictures and post them on a bulletin board or front wall with the words “Start the Change”











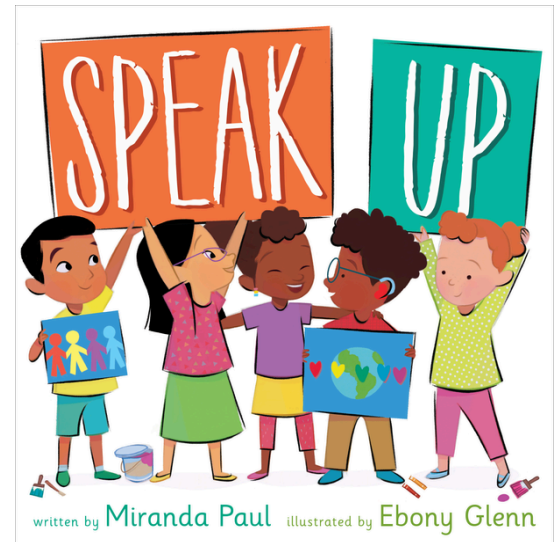


Speak Up

by Miranda Paul

Speak Up encourages children to use their voices to help others, share ideas, and make positive change in their classrooms and communities. Through simple but meaningful examples, the book reminds students that even small words and actions can make a big difference.

This empowering story helps children think about bravery, kindness, empathy, and leadership.



Discussion Questions

- In the story, people used their voices to help others and stand up for what is right. Why can it sometimes feel hard to speak up?
 - Follow-up Prompt: What is one way you could speak up if someone was being left out or treated unfairly?
 - Leadership Connection:
- The book shows that speaking up does not always mean being loud. What are some quiet ways you can make a difference?
 - Follow-up Prompt: How can your actions show kindness or support, even without many words?
 - Leadership Connection: Leaders show empathy by noticing how others feel and helping people feel included.
- The book reminds us that every voice matters. What special ideas, talents, or encouragement can you share with your class?
 - Follow-up Prompt: What is one positive message you want others at school to hear?
 - Leadership Connection: Leaders are accountable because they take action to make their school and community better.



Classroom Activities

“Speak Up” Movement Game

- Clear a space in the classroom, gym, or outside area. One student starts in the middle as the “Voice Leader.” The teacher reads different school scenarios aloud. If students think they should “speak up” or help in that situation, they move across the space using a movement chosen by the teacher (skip, hop, crab walk, tiptoe, etc.).
- Example scenarios:
 - Someone is sitting alone at recess.
 - A classmate drops their books.
 - Someone is being teased.
 - A new student walks into the classroom.
 - A friend looks nervous before presenting.
- After each round, pause and ask:
 - “What could you say or do?”

“Speak Up!” Story Scene Charades

- In small groups, students pick a scenario card and silently act it out for the class. Classmates guess what is happening and discuss what someone could say or do to help the situation.



Schoolwide Engagement Project

“Voices of Kindness” School Display

Every student writes or draws one message they want their school community to hear.

Examples:

- “Everyone belongs.”
- “Be brave.”
- “Choose kindness.”
- “Invite others to join.”

Let students tape them all around the school so students can constantly be reminded of kindness wherever they go!

- Older students can buddy with younger students to help write or decorate their messages.

A student is sitting alone at recess.

Someone drops their crayons on the floor.

A classmate looks nervous to answer a question.

A new student walks into the classroom.

Someone is being left out of a game.

A student falls down during tag.

A friend feels sad after making a mistake.

A classmate cannot reach something on a shelf.

Someone is cheering quietly for a friend.

A student shares an idea with the class.



Be a Bridge

by Irene Latham and Charles Waters

This uplifting story encourages children to “be a bridge” in order to connect, include, and lift each other up. Through simple rhymes and diverse illustrations, readers see many ways they can build bridges of kindness and understanding every day by including others, listening, helping, and celebrating differences.

This story helps children think about empathy, collaboration, and accountability in their classrooms and communities.



Discussion Questions

- What does it mean to “be a bridge” in our classroom or on the playground?
 - Follow-up Prompt: Can you think of a time when you helped connect people or included someone new?
 - Leadership Connection: Leaders collaborate by bringing people together and helping everyone feel part of the team.
- The book says, “When someone’s left out, we reach out.” Why is that important?
 - Follow-up Prompt: What could you do if you see someone who looks lonely or left out?
 - Leadership Connection: Leaders show empathy by noticing how others feel and taking action to include them.
- Sometimes our “bridges” break, like when we hurt someone’s feelings or make a mistake.
 - Follow-up Prompt: What could you do or say to rebuild a friendship and make things right?
 - Leadership Connection: Leaders are accountable, they take responsibility for their actions and work to fix problems with kindness.



Classroom Activities

“Bridge Builders” Craft

- Students create paper bridges using construction paper, popsicle sticks, or cardboard.
- On each bridge, they write or draw one way they can build connections with others (e.g., “help a classmate,” “invite someone new to play,” “share my toys”).
- Display the bridges around the classroom to form a “Bridge of Kindness.”

“Bridge Buddies” Challenge

- Pair students up as “Bridge Buddies” for the week.
- Their goal is to look for ways to build bridges by helping each other, including others, or showing teamwork.
- At the end of the week, partners share examples of how they built bridges together.

Whole School Engagement Project

“Building Bridges of Kindness” Mural

- Each class creates one paper “bridge plank” labeled with something kind or inclusive they’ve done that week (“We invited someone new to play,” “We helped clean up,” “We worked as a team”).
- Combine all planks in a main hallway to form one giant bridge mural titled: “Together We Build Bridges of Kindness.”

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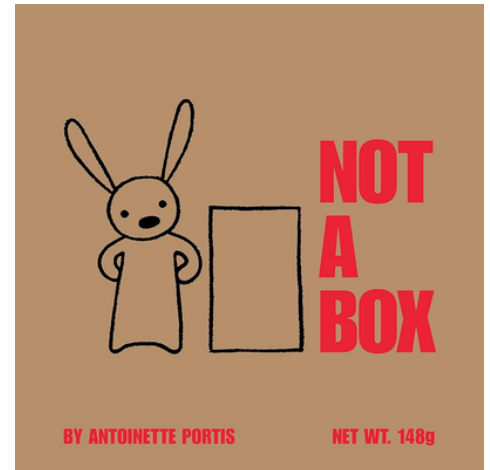


Not A Box

by Antoinette Portis

This imaginative story follows a bunny who insists that a simple box is not just a box, it can be anything! Through creativity and play, the bunny turns the box into endless possibilities like a race car, a mountain, and more. This story encourages children to use their imagination, think creatively, and see possibilities beyond what is right in front of them. It helps students build confidence in their ideas and express themselves in unique ways.

This story helps children think about innovation, bravery, and self-expression in their classrooms and communities.



Discussion Questions

- The bunny says the box is not a box. What do you think it could be?
 - Follow-up Prompt: What is something ordinary that you could turn into something fun or different?
 - Leadership Connection: Leaders show innovation by thinking creatively and seeing new possibilities.
- Have you ever imagined something that others didn't see right away? How did that feel?
 - Follow-up Prompt: What can you do if someone doesn't understand your idea at first?
 - Leadership Connection: Leaders are brave when they share their ideas, even if others don't understand right away.
- Why is it important to use your imagination and be yourself?
 - Follow-up Prompt: How can you encourage others to share their ideas and creativity?
 - Leadership Connection: Leaders show openness by listening to others' ideas and encouraging creativity.



Classroom Activities

"Not a Box" Creation Challenge

- Give each student a paper or real box.
- Ask them to transform it into something new using drawing, coloring, or building.
- Have students share what their box has become and explain their idea.

Imagination Showcase

- Students draw a picture of an everyday object turned into something imaginative (e.g., a chair becomes a rocket).
- Create a class gallery and allow students to walk around and guess each creation.

Whole School Engagement Project

"Not a Box" School Gallery

- Each class decorates a box or creates a drawing showing what their box can become.
- Display all creations in a hallway or common area.
- Title the display: "Anything is Possible!"

ANYTIME

POSSIBLE

