



FEELING FACES PAPER GAME



Use the Feel Success Skill to communicate without language.



Career Cluster

Travel and Service



Success Skill

Feel



Estimated Activity Time

25 – 30 mins



Group Size

Pairs, or Group

Prepare ahead of time

- Print materials
- Cut out cards

Materials

- Map (1 per pair or group)
- Feeling cards (1 set per pair or group)
- Emoji mat (1 per pair or group)

Feel ASL Sign:

Each time you say **Feel** in this activity, please do the ASL sign:

Open the hand you write with, pointing your middle finger inward towards your chest. Then touch the center of your chest in a small, upward circular motion a couple of times.

HOW TO PLAY: FEELING FACES

TOUR GUIDE

One player is the Tour Guide.
Pick a random feeling card.
Point to 3 emojis to express
how that **Feels** to the tourist.



TOURIST

The other player(s) are tourists.
Watch what emojis the
Tour Guide points to.
Guess what **Feeling** they
are trying to express.



TOUR GUIDE CHALLENGE

If the tourist guesses wrong,
switch roles and pick a new card.

If the tourist guesses right,
put the feeling card on the map!

You win when the map is full!



GROUP MANAGEMENT

- If you have access to a projector, you can play this game by projecting the emoji mat to the whole room. The Tour Guide can point to the emoji mat on the screen, and whole group can decide what feeling card to guess together.
- You can split a large group into small groups or pairs to make sure everyone has a turn playing both roles.
- Players cannot blurt out the answer, or give verbal hints, but the room doesn't have to be silent during play. Just remind players not to give away any answers.

10 MIN: INTRODUCTION

Say, *"We are going to play a game about Tour Guides. Tour Guides are people who show tourists around fun places, and make sure everyone is having a good time. Tour Guides work with people all around the world, even if they don't speak the same language!"*

*You will use the **Feel** Success Skill for this game. Tour Guides use the **Feel** Success Skill when they do their work. They think about how different places and activities made them **Feel**, and then express that **Feeling** to others. You also use the **Feel** Success Skill in your everyday life! For example, you use it when someone asks, "how are you?" and you tell them what you're **Feeling**.*

For this game, you will take turns being Tour Guides and tourists. Together you are going to fill out a map of places tourists can go. To fill out the map, the Tour Guide will pick a feeling card and use the emoji mat to help the tourist guess what feeling card they picked. The Tour Guide and the tourist don't speak the same language, so you can only use the emoji mat to communicate. The Tour Guide points to 3 emojis on the emoji mat. Then, the tourist gets to guess. If they guess wrong, switch who the Tour Guide is. If they guess right, put the feeling card on the map and switch who the Tour Guide is. Everyone wins when the map is full."

5 MIN: REFLECTION

Have a brief discussion with children about the activity. **Say,**

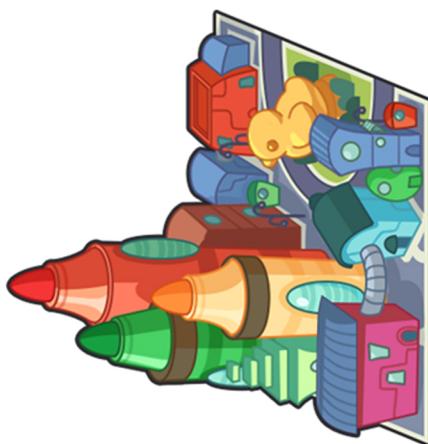
- *"What Success Skill did you use today?"*
- *"Why is it important to use the **Feel** skill when working with people?"*
- *"What's another job that also uses the **Feel** skill?"*



FEELING CARDS



MAP



EMOJI MAT

