

Feeling Faces

USE THE FEEL SUCCESS SKILL TO COMMUNICATE WITHOUT LANGUAGE.

TIME

20-25 minutes

STRUCTURE

Large group, small groups, pairs

MATERIALS

- Face Cards
- Emoji Mats
- Map

PREPARE AHEAD OF TIME

Print out 1 Emoji Mat, 1 Map, and one set of Face Cards per group.

CAREER BUNDLE

Travel and Service

SUCCESS SKILL

Feel: Check and show your emotions.

ASL SUCCESS SKILL SIGN

Use this sign when talking with children. This is a tool to help them learn the Success Skills.

Feel: 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.

20 MIN: HOW TO PLAY (large group, pairs, small groups)

1. Stack the **Face Cards** in the center of the playing area and place the **Emoji Mat** and **Map** where all players can see it.
2. One player will act as the **Tour Guide**, and any other players will act as **Tourists**.
3. The **Tour Guide** draws 1 **Face Card** from the deck and looks at it without showing anyone else. Now the **Tour Guide** will try to convey which **Face Card** they picked to the **Tourist** without talking, and the **Tourist** will try to guess correctly.
4. The **Tour Guide** points to 3 emojis on the **Emoji Mat** to try to get the **Tourist** to guess the **Face Card** correctly. If the **Tourist** guesses correctly, both players win, if the **Tourist** guesses wrong, the **Tour Guide** can point to 1 more emoji on the mat, and the **Tourist** can try again. The **Tourist** gets 3 guesses.
5. A new player gets to be the **Tour Guide** when either the **Tourist** guesses correctly, or the **Tourist** has guessed wrong 3 times.
6. When the **Tourist** guesses correctly, the **Tour Guide** places the **Face Card** into a slot on the **Map**. When the **Map** is full, the game is over.

GROUP MANAGEMENT

1. If you have access to a projector, you can play this game by projecting the **Emoji Mat** to the whole room and having the **Tourist** point to their emojis on the screen. Then, the whole group can decide what **Face Card** to guess.
2. You can split a large group into small groups or pairs to make sure everyone can play both roles.
3. 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. This is because 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, there will be **Tour Guides** and **Tourists**. The **Tour Guides** are going to fill out a **Map** of places they want the **Tourist** to go to. To fill out the **Map** the **Tour Guide** will pick a **Face Card** and use the **Emoji Mat** to help the **Tourist** guess what **Face 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** can point to 3 emojis on the mat. Then, the **Tourist** gets to guess. If they guess right, put the card on the **Map** and switch who is the **Tour Guide**. If they guess wrong, point to another emoji and let the guess again. The **Tourist** can guess 3 times.

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?”
- “It’s important to **Feel** in a lot of jobs. What is another job that also uses this success skill?”





