

FEELING FACES

PAPER GAME

USE THE FEEL SUCCESS SKILL TO COMMUNICATE WITHOUT LANGUAGE

TIME

20-25 minutes

STRUCTURE

Large group, small group, pairs

MATERIALS

- ✓ **Face Cards** (1 set per group)
- ✓ **Emoji Mats** (1 per group)
- ✓ **Map** (1 per group)

PREPARE AHEAD OF TIME

- ✓ Print as many **face cards**, **Emoji mats**, and **maps** as needed.

CAREER BUNDLE

Travel and Service

CAREER

Tour Guide

SUCCESS SKILL

Feel: Check and show your emotions.

*Each time you say **Feel** in this activity, please do the following as a corresponding 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.

20 MIN: HOW TO PLAY

 (Large group, small groups, pairs)

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.
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 **emoji 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.



- 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

- Pass out 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.
- You can split a large group into small groups or pairs to make sure everyone can play 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. 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 the Tour Guide is. If they guess wrong, point to another emoji, and let them 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?"



©2022 Twin Cities Public Television, Inc. All rights reserved. Mashropolis (w.t) characters and underlying materials (including artwork) are trademarks and copyrights of Twin Cities Public Television. The PBS KIDS wordmark and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.

The contents of this program were developed under a grant from the U.S. Department of Education (PR U295A200002).

However, those contents do not necessarily represent the policy of the Department of Education, and you should not assume endorsement by the Federal Government.

Funding is provided by a Ready To Learn grant from the U.S. Department of Education.



Career information included in Mashropolis materials was informed by O*Net Online job descriptions. All job descriptions and career information is current as of the date of publication.





