



The



EMOTIONS

Game



When we talk about emotions we are referring to the studies carried out on emotions by American psychologists Ekman and Friesen. According to these studies there are 6 principal emotions: **happiness, sadness, fear, anger, disgust and surprise**. All human beings experience these emotions, but we don't always experience the same emotion in every situation. The Emotions Game is based on this premise. It is a way of "playing" with one's own emotions and comparing them with those of others.



Object of the game

The Emotions Game is an English language game which helps players to understand their own emotions, recognize emotions in others and express varying intensities of emotions in English. The game provides the opportunity for players to broaden their English vocabulary and to revise the structures used when expressing their emotions in English. The game is aimed at students with an English language level at A2-B1 on the Common European Framework of Reference for Languages (CEFR) and can be played individually or in teams, at home with friends, or in class with a teacher. If the game is played in teams, the members of the team should take it in turns to play, so that all the players have a chance to express themselves.

Contents

There are **132 cards** consisting of:

- **66 situation cards:** These are very varied situations, chosen to elicit an emotional response in all the players. For this reason, some are more explicit than others.
- **18 emotion cards:** : divided into 6 differently-coloured decks of 3 cards. The cards depict three different levels of intensity for each emotion:
 - 3 cards in shades of yellow:
1 RELAXED - 2 HAPPY - 3 ECSTATIC
 - 3 cards in shades of blue:
1 DOWN - 2 SAD - 3 DEVASTATED
 - 3 cards in shades of orange:
1 BEWILDERED - 2 SURPRISED - 3 ASTOUNDED
 - 3 cards in shades of purple:
1 WORRIED - 2 AFRAID - 3 TERRIFIED
 - 3 cards in shades of green:
1 SICKENED - 2 DISGUSTED - 3 REPULSED

- 3 cards in shades of red:

1 ANNOYED - 2 ANGRY - 3 FURIOUS

• **3 game cards indicating how the game should be played:**

- **THE EMOTION THERMOMETER**

- **WHAT DO YOU DO WHEN...?**

- **TELL A STORY**

(What? When? Where? With whom? Why?)


• **3 time cards:**

- **1 card for the present**

- **1 card for the future**

- **1 card for the past**


• **42 action cards** divided into 6 differently-coloured decks (6 cards for each emotion, plus one joker/facilitator per deck):


 **HAPPINESS (to be happy) YELLOW CARDS:** jump up and down, hug someone, cheer, laugh, sing, dance, joker;

 **FEAR (to be afraid) PURPLE CARDS:** tremble, run away, close your eyes, sweat, teeth chatter, hide, joker;

 **ANGER (to get angry) RED CARDS:** shout, see red, slam the door, bang fist on something, walk up and down, protest, joker;

 **SADNESS (to be sad) BLUE CARDS:** cry, talk to someone, stay by yourself, write, listen to music, read, joker;

 **DISGUST (to be disgusted) GREEN CARDS:** hold your nose, feel nauseated, vomit, feel unwell, complain, move away, joker;

 **SURPRISE (to be surprised) ORANGE CARDS:** open eyes wide, feel heart racing, jump, mouth falls open, be lost for words, clap your hands, joker.

- **1 die indicating the six emotions:** happiness, sadness, fear, anger, disgust and surprise.

- **60 numbered tokens:**
 - 20 with number 1**
 - 20 with number 2**
 - 20 with number 3**



- **1 instruction booklet with instructions and suggestions.**

Games and educational activities

GAME CARD:

THE EMOTION THERMOMETER



Materials:

Situation cards: put the deck of cards face down on the table.

Emotion cards: divide the cards into 6 decks (3 cards for each colour) and place them face up on the table.

Tokens: give each player or team 3 tokens (numbers 1, 2 and 3).

Optional: time cards.

The first player takes a card from the SITUATION pile and shows it to all the others. The same player then picks up the three cards which correspond to the emotion they feel when they look at the situation. The player then chooses the intensity of emotion from 1 to 3, and without showing it to the other players, puts it face down on the table. Then the other players (depending on the situation and the emotion chosen by the first player), guess the intensity of the selected emotion by each placing one of their numbered tokens face down on the table. When all the players have made their choice, the first player shows their emotion card and explains why they chose it. At this point the other players turn over their tokens and the player

who has correctly guessed the intensity of the emotion chosen by the first player, wins a point and another player or team takes a turn. At the end of the time established by the team leader at the beginning of the game, the winner is the player or team with the highest number of points.

GAME CARD:

WHAT DO YOU DO WHEN...?

Materials:

Emotion Die

Action cards: divide the cards into 6 decks (7 cards for each colour) and place them face down on the table.

Tokens: distribute 3 tokens (numbers 1, 2 and 3) to each player or team.

Optional: time cards.



The first player throws the emotion die and depending on the emotion it shows (e.g. happiness), takes a card from the ACTION deck corresponding to that emotion (e.g. jump up and down), then the player says a sentence e.g.: “When I am happy I jump up and down.”

The Joker card can be used by the player to make a sentence to describe an action of their choice.

At the beginning of each game the leader can decide whether or not to introduce one of the time cards (present/past/future), in that case the sentences should be formulated using the correct verb form e.g. “I jumped up and down because I was happy.” Once the first player has completed their sentence, the other players give a score from 1 to 3, based on the grammar and syntax of the sentence. Then another player or team takes a turn. At the end of the time established by the game leader, the winner is the player, or team, with the highest number of points.

GAME CARD:

TELL A STORY

Materials:

Situation cards: put the cards face down on the table.

Tokens: distribute 3 tokens (numbers 1, 2 and 3) to each player or team.

Optional: time cards.

The first player takes a card from the SITUATIONS pile and talks about how they felt when they were in the situation the card depicts or what they feel when they look at the card.

The game leader can help the player to tell the story by asking questions e.g.: What happened? When? Where? With whom? Why? What happened in the end?

At the beginning of the game or for each new player, the game leader can decide whether or not to introduce a time card (present/past/future).

Once the player has finished telling the story, the other players give a score from 1 to 3 based on grammar, vocabulary and how well the story was told. Then another player or team takes a turn. At the end of the time established by the game leader, the winner is the player, or team, with the highest number of points.

Other suggestions

• DESCRIBE THE CARD

The team leader shuffles the 66 situation cards. Then the first player takes a card and describes the picture. The other players then give a score from 1 to 3 based on grammatical correctness. Then another player or team takes a turn. At the end of the time established by the game leader, the winner is the player, or team, with the highest number of points.

• THE FAMILY GAME

The game leader shuffles the 18 emotion cards and then gives three cards to each player (or 6 to each pair or mini-team). Players should keep their cards hidden.

The youngest player starts the game by taking a card from the player on their left, then all the other players do the same. The winner is the player who has all 3 cards depicting the same emotion.

• TRUE OR FALSE?

The game leader shuffles the deck containing the 66 situation cards and the deck with the 42 actions.

The youngest player starts the game by throwing the emotion die, then takes 1 card from the situation deck, 1 card from the action deck (the time cards are optional) and starts to tell a story.

The other players have to decide whether the story is true or invented. The player who guesses correctly wins a point. The winner is the player with the most points at the end of the established time.

These are only some suggestions on how to use **The Emotions Game**. The game leader can use the game in different ways, depending on the language level of the players and their language objectives. It can be used as a basis for many other activities and is an effective teaching aid which stimulates and encourages the English language learning process.





Discover all our
language games
by visiting
www.elilanguagegames.com



LEVEL A2-B1

Play for the planet

A board game which encourages players to practise talking about the environment, recycling, renewable energy, organic agriculture, organic food and an eco-friendly lifestyle.



LEVEL A2-B1

How are you?

A fun board game with an illustrated playing board. Players move along a path and reach the finish line by performing a series of tasks which require knowledge of lexis related to the body, health and a healthy lifestyle.



LEVEL A2-B1

Famous People from the English-speaking World

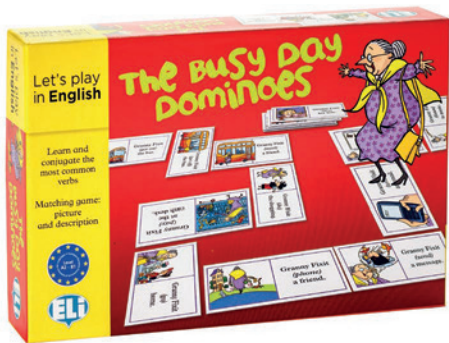
A fun card game based on the lives of famous people from all over the English-speaking world. Players match the famous people with their ID cards.



LEVEL A2-B2

The great verb game

This card game is great for revising grammar. It consists of 100 illustrated cards, 21 cards with subject pronouns, 8 cards with verb tenses and 3 cards with affirmative, negative and question forms.



LEVEL A2-B1

The Busy Day Dominoes

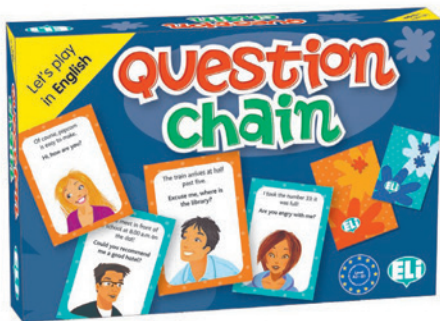
In this fun domino game players put daily activities into a logical sequence and conjugate verbs in the present, past and future.



LEVEL A2-B1

Let's Party!

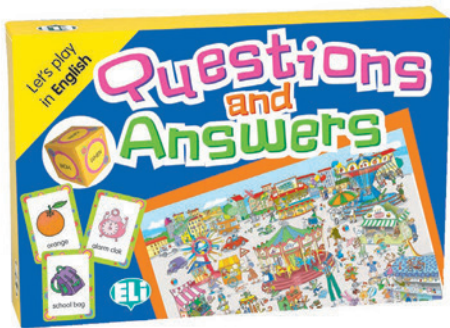
Who wouldn't want to go to a party in the garden? The aim of the game is to put the party planning activities in the correct order and to conjugate the verbs in the present, past and future.



LEVEL A2-B1

Question Chain

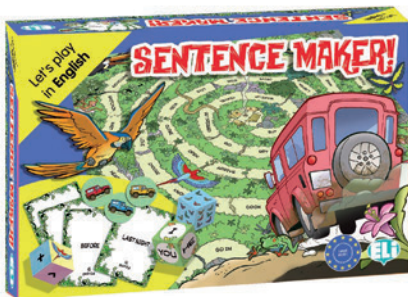
These cards provide a fun way of encouraging mini-dialogues and practising question forms, as well as introducing some common idiomatic expressions.



LEVEL A2-B1

Questions and Answers

A fantastic illustrated board depicting a very detailed fun fair. The board is filled with elements designed to improve observational skills. Players have to guess their opponents' cards by asking questions using the question words on the die: who, what, where, when, which, how.



LEVEL A2-B1

Sentence Maker

Verbs are the focus of this board game which consists of cards and 3 dice. The game helps students to make sentences in a fun way.



LEVEL A2-B1

The Story Maker

A great card game ideal for practising sentence construction and verb forms. The game stimulates imagination through the creation of stories.



LEVEL A2-B1

English Championship

A fun general knowledge game in which players challenge each other on topics including history, culture, traditions, geography, sport.



LEVEL A2-B1

Triboo

Triboo is a fantastic board game in which players guess their opponents' cards. There are 132 cards divided into 6 categories: science, history, geography, sport, entertainment, art and literature.



LEVEL A2-B1

Roundtrip of Britain and Ireland

A beautiful playing board illustrated with a map of Great Britain and Ireland. Players increase their knowledge of British culture by visiting cities, monuments and finding out about traditions and culture. It's just like being on a real road trip!



LEVEL A2-B1

Around the City

A lively board game based on the observation of places and services in the city. Players develop their knowledge of vocabulary including shops, transport, road signs and road safety.



LEVEL B1-C1

Let's Talk!

This game encourages socialisation and helps players to express and discuss their opinions.

CEFR: Common European Framework of Reference for Languages

A1 Beginner

A2 Elementary

B1 Intermediate

B2 Upper Intermediate

C1 Advanced

C2 Proficiency

The Emotions Game

by Gianni Caputo

© 2022 ELI s.r.l.

Casella Postale 6 – 62019 Recanati - Italy

Tel. +39 071 750701 - Fax +39 071 977851

www.elionline.com

Art Director: Letizia Pigni

Editor: Gigliola Capodaglio

Illustrations: Elisa Enedino

Production Manager: Francesco Capitano

Graphic Design and Layout: Gianni Caputo

Printed in Italy by Tecnostampa -

Pigni Group Printing Division - Loreto-Trevi

ISBN: 978-88-536-3436-8

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publisher ELI.