BETWEEN SESSIONS

Emotions Card Game

The Emotions Card Game is designed to help teach a variety of skills related to awareness of emotions and problem-solving. The cards are intended to be used in a flexible manner. Several suggested uses are provided below. Before using the cards, remove any cards that don't seem to suit the needs of the children you are working with. Some Question Cards appear more than once in the deck.

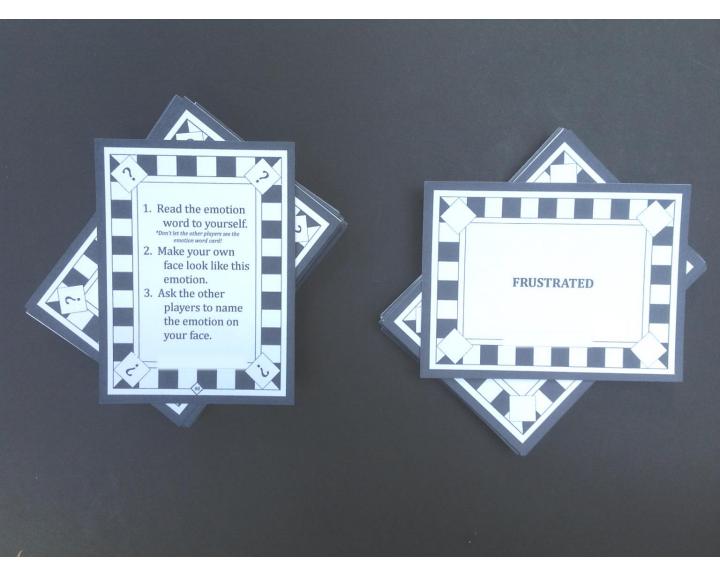
Activity 1: Using only the Emotion Word Cards, place the deck upside down and have children take turns drawing cards and reading the emotion. Ask them to describe a time they felt that way, or have them ask someone else about when they felt that way. Suggestion: "Stack the deck" ahead of time to probe for specific emotions.

Activity 2: Place the decks of Emotion cards and Question cards face down. Each player draws one Emotion card and one Question card. The Question card gives the player a problem to solve, question to answer, or activity to perform based on the particular emotion word.

Activity 3: Using only the deck of Emotion cards, have the players follow the directions on cards 45-48. This is an engaging activity all by itself without the other Question cards. Doing this activity with a mirror or video camera is helpful.

Activity 4: Emotion storytelling. Use only cards 21 to 28. This is a challenging activity, employing both emotional intelligence and cooperative skills, and can easily be done as an entirely separate activity.

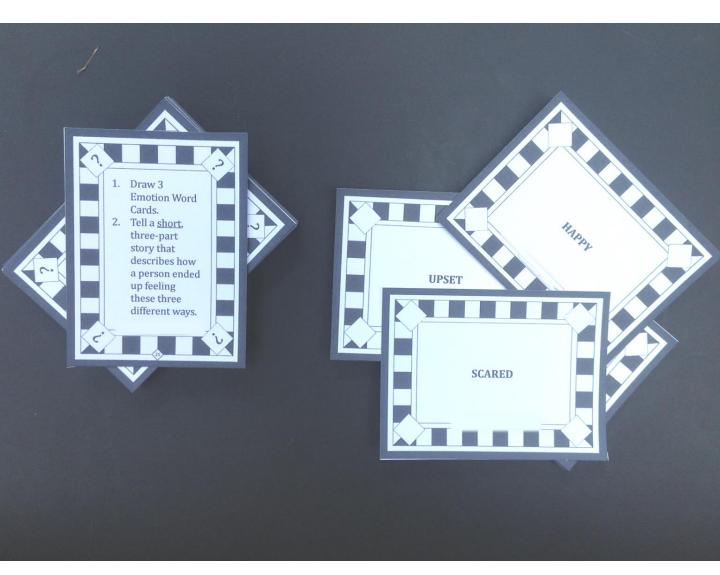
Created by Joel Shaul, LCSW



Activity 2: Place the decks of Emotion cards and Question cards face down. Each player draws one Emotion card and one Question card. The Question card gives the player a problem to solve, question to answer, or activity to perform based on the particular emotion word.



occur when drawing cards from the two decks.



Activity 4: Emotion storytelling. Use only cards 21 to 28. This is a challenging activity, employing both emotional intelligence and cooperative skills, and can easily be done as an entirely separate activity.

