

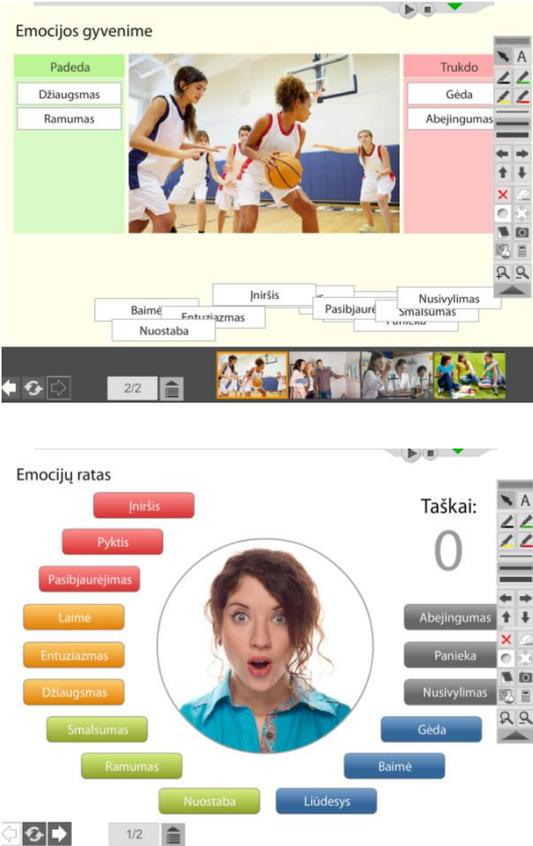


Emotions and Communication	
 Link to the Game	http://sauga-sveikata5-8.mkp.emokykla.lt/lt/mo/demonstracijos/emocijos_ir_bendravimas/,scenario.16,position.0
 Promoter	Panevezys District Education Center (Lithuania)
 Type of Game	Slides without any interactivity, just a demonstration of information.
 Target Age	6-14
 Language(s)	Lithuanian
 Prosocial Value(s)	Emotions Communication/Collaboration
 Prosocial Skill(s)	Communicating with others Respecting Others Perspective taking Identify and express feeling and emotions Be empathetic Identify social cues Self-control Cooperation Problem solving Set goals and plans Ask for help Help the others
 Objectives	Pupils learn to recognize various emotions of people, discuss how the same emotions can help and interfere.



 <p>Description of the games</p>	<p>There are two demonstrations:</p> <ul style="list-style-type: none"> - In the first demonstration there is the emotional recognition task presented. A student needs to identify correctly the emotion shown in the picture. Students miss 5 points for the wrong guess, and get 10 points for the correct one. They can do the task by learning and checking. - Associate and interfere with the situations presented in the second demonstration. Students can assign the same emotion to several situations, but they do not need to use all the emotions. After completing the task, they discuss why they have assigned one or another emotion to the situations, share the same emotions that can help and hinder, share thoughts on how to manage emotions. Each emotion can be useful in a particular situation, only one emotion is more enjoyable, others are less pleasant. After completing all tasks students together make conclusions.
 <p>Equipment Needed</p>	<p>Available online, Adobe Flash Player is needed</p>
 <p>Description of The Activity</p>	<p>This is not a game but rather a learning object, which could be incorporated into class activities with some extent, e.g. for discussion about our emotions and feelings.</p> <p>Examples of activities:</p> <p>Activity 1: Feelings in stories Teacher's notes: for this activity, prepare a collection of picture books that show feelings. Refer to stories that show a range of emotions (eg. happiness, sadness, loneliness, pride, frightened, surprised, confident, confused etc) provided in <i>Emotions and communication</i>. Read through a story and ask children to identify emotions being expressed. Draw attention to the importance of facial clues and non-verbal gestures. As you are reading through the story, get children to identify the emotions from the basic emotions page for this lesson. Emphasise that no feeling is 'wrong', and that all feelings we have are 'valid' or 'important'. You can google 'children's picture books about feelings and emotions' or 'inclusion' to find a range of books you can use.</p> <p>Activity 2: My first day of school Class discussion:</p> <ul style="list-style-type: none"> • How did you feel on your first day of primary school? (Scared, nervous, excited, alone, sick) • What do you think made you feel this way? What were you concerned about? (Knowing no-one, having no friends, not knowing what to do, not knowing my teacher, worried about getting lost etc). • How do you think your classmates were feeling on their first day? Similar feelings. • How can you tell how your classmates are feeling? (by the



	<p>expressions on their face, by what they say, by the way they are moving, by what they are doing, whether or not they are joining in to an activity etc)</p> <ul style="list-style-type: none"> • Why do you think it is important to notice how your classmates are feeling? So we can take action to make sure everyone is feeling safe and happy. <p>Main points to highlights: There are many ways we can tell how the people around us are feeling. It is important to notice how the people around us are feeling so that we can take action if they are feeling sad.</p>
 <p>Timing</p>	<p>In order to apply this game in school activities, teachers intended to be creative and provide the whole scenario of particular tasks to be performed. Timing for preparation strongly depends on a scope of activities and learning goals.</p>
 <p>Images or Other Documents</p>	
 <p>Other Relevant Links</p>	<p>http://sauga-sveikata5-8.mkp.emokykla.lt/lt/mo/uzduociu_lapai/uzduociu_lapas_jausmai_ir_bendravimas/scenario.16,position.5</p>



Source

Developer: <http://www.sviesa.lt>

