




















<b>The roulette of emotions</b>	
 <b>Link to the Game</b>	<a href="http://www.czpsicologos.es/evenbettergames/jugar.php?juego=ruleta">http://www.czpsicologos.es/evenbettergames/jugar.php?juego=ruleta</a>
 <b>Promoter</b>	Consejeria de Education Junta de Castilla y Leon (Spain)
 <b>Type of Game</b>	Mobile online game – one player
 <b>Target Age</b>	6-12 years old
 <b>Language(s)</b>	Spanish but... there is only a brief explanation in spanish at the beginning of the game, later it is made by images and pictures. We think lenguaje will not be a barrier on this game.
 <b>Prosocial Value(s)</b>	Empathy Solidarity Plurilingüism Responsability
 <b>Prosocial Skill(s)</b>	Be empathetic Problem resolution Ask for help Help the other
 <b>Objectives</b>	<ul style="list-style-type: none"> <li>□ <i>Direct</i>: associate each emotion to a situation where it could have occurred.</li> <li>□ <i>Indirect</i>: develop emotional intelligence</li> <li>□ <i>Psychological, sociological, prosocial</i>: Promote self-regulation and prevent interpersonal conflicts.</li> </ul>
 <b>Description of the games</b>	There is a brief description of the emotions and then a roulette wheel is turned and it is selected one emotion. Depending on the emotion that comes out, on the screen appear two possible situations and pupils have to decide in which of the two situations that emotion is manifested.
 	Device (mobile, tablet, laptop...) with Internet connection



<p><b>Equipment Needed</b></p>	
<p> <b>Description of The Activity</b></p>	<p>Once you are on the roulette of emotions screen, you click on “girar” to spin the roulette and it stops on a face that reflect one particular emotion. Right after the system offers you 2 situation and you have to decide on which of them characters feel the emotion that initially appeared on the roulette</p>
<p> <b>Timing</b></p>	<p>10 minutes</p>
<p> <b>Images or Other Documents</b></p>	



 <b>Other Relevant Links</b>	
 <b>Tips and Tricks</b>	You can take the time with you classroom to describe the two situations the system proposes after the roulette stops on a particular emotion so those situations can promote communication within the group.
 <b>Source</b>	<a href="http://www.3gobiernodecanarias.org">www.3gobiernodecanarias.org</a> Autor: Pilar Chanca Zardaín

