

Symbols Game

Instructions:

1. Photocopy or print the symbols below, and cut them up.
2. Place the cards face down in a pile.
3. The caller picks a card and must identify the emotion. The other players must then 'show' the facial expression mentioned. (See alternatives below)
4. Pupils can take turns to be the caller.

Alternatives for Instruction 3

- **Or:** The caller picks a card and 'shows' the facial expression shown by the symbol, without showing the card to anyone else. The other players must guess which emotion.
- **Or:** The caller picks a card and describes a situation that may result in the emotion, e.g. 'My dog is ill so I feel

