



EMOTIONS

**“Give life to your
emotions!”**

Ref. 20547



Give life to your emotions!

Ref. 20547



CONTENTS:

The game comprises 2 wheels and 40 cards made from strong, very hard-wearing and high quality thick cardboard. The cards form 4 robots made up of 10 pieces each, and each piece of the robot has one of the ten basic emotions on the back that guide our behaviour: happiness, sadness, anger, surprise, disgust, admiration, fear, curiosity, security and guilt.

Made with eco-friendly material that comes from sustainable forests.

DESCRIPTION OF WHEEL ICONS:



Mime: represent the emotion using gestures, without talking or making noises.



Sound: represent the emotion with sounds, without using words or gestures.



Story: represent the emotion by telling a story.



Draw: represent the emotion using a drawing.



Star: choose any of the 4 previous options.



Cross: Miss a turn.

The game includes two identical wheels to be able to play in two groups.

RECOMMENDED AGE:

From 3 to 8 years.

For younger children, it is advisable to assemble the 4 robots before starting to play the game so they familiarise themselves with the pieces that form them.



EDUCATIONAL OBJECTIVES:

- To be able to name, identify and differentiate the ten basic emotions that guide our behaviour.
- To learn to express emotions through the different senses.
- To recognise and express emotions verbally and non-verbally.
- To develop emotional intelligence.
- To improve empathy and social skills.
- To expand basic vocabulary relating to emotions.

METHOD OF PLAY:

“PAIRS OR TEAMS” MODE

Objective: To be the first ones to build a robot.

Participants: From 4 to 8 players*

1. Get into pairs or groups.
2. Place all of the pieces of the robots face up in random order (the emotions on the back should be face down).
3. In turns, the first pair or team: one of the members picks up any piece, without showing the back to their team/partner, they look at the emotion they have to represent and spin the arrow on the wheel to see how to represent it. If their team/partner guesses it correctly, they keep the piece of the robot. If not, they return it to the middle.
4. The next pair or team takes their turn.
5. Each pair or team must build the robot shown on the first piece they picked up. If, when they pick up a new piece, it doesn't belong to that robot, leave it in the middle and the next pair or team take their turn.
6. The pair or team that builds the robot first is the winner. They will have been the first to show all of the emotions to their robot, to bring it to life!

*Everyone can play together or in two groups of 4 players.

If there are two groups, separate a wheel and two complete robots for each group. Each robot has a different colour on the back to make them easier to group.

If there are an unequal number of players, they can form teams instead of pairs.

“COOPERATIVE MODE”

Objective: To build the four robots all together.

Participants: There is no maximum number of players.

1. Place all of the pieces of the robots face up in random order (the emotions on the back should be face down).
2. In turns, one of the participants picks up any piece, without showing the back to their friends, they look at the emotion they have to represent and spin the arrow on



the wheel to see how to represent it. If their friends guess it correctly, they keep the piece of the robot. If not, they return it to the middle.

3. Repeat the previous step until the four robots are completed. Together they will have managed to show all of the emotions to the four robots, to bring them to life!

