



# 049 Guess how I feel

Recognizing feelings and talking about them

## Starting Session

Hand over the Miniland Emotiblocks' game and talk about the first 6 emotions represented in this game: happiness, sadness, surprise, annoyance, fear and boredom. Build 6 characters who represent each emotion.

## Miniland Product Game

Select one of the images shown on the sheets (printed beforehand), talk about the image and ask the child to find the card in the feelings' game that this image represents for him/her. Ask him/her why he has chosen this emotion.



## Digital Game

At the end, play with the digital game to reinforce the contents. The game consists of selecting an emotion to suit the proposed situation. Drag the little face to the silhouette and talk about why this one has been chosen. The faces of the little figures on the lower part represent: happiness, sadness, surprise, annoyance, fear and boredom. Press the dates to move forward or back and see the 14 proposed situations. In turns, raise the little face to suit the emotion that each child feels. It is important to remember that there are no good or bad answers, the aim is to learn to manage emotions.



### Educational content

#### Language

- Vocabulary related with the emotions

#### Natural Sciences

- Learn to identify and recognize some emotions.
- Respect people's distinguishing features: sex, ethnic origins etc.
- The human body: the face

#### Artistic expression

Creative and constructive thought.

#### ICT

Use of a digital environment.



### Compatible Miniland Material

- Ref. 32350 - Emotiblocks

#### Multilingual education

Vocabulary and speaking.



### Age

3-6 years.



### Themes

Emotions and Values.