Emotion Memory Game

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An idea from: La Fabulerie, Marseilles, France. Tested with: **La tribu Meinado, Marseilles, France**

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Age: 3-5 years

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Keywords: #emotions #portrait #images #photography #theselfandtheothers

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Key question: *Can you recognize and imitate simple emotions ?*

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General objectives:

- Learn to recognize emotions
- Understand your own emotions and feelings
- Use a digital device to take pictures
- Communication
- Learn to take pictures and portraits
- Mime & act
- Train your memory
- Digital culture

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Time: 3 activities for a total of 2 hours.

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Materials

At school	At Home
• Game material *(attached at the end of the description)* • Computer • Internet connection • Projector • Printer (Best in colour but not mandatory) • Scissors	• Smartphone/tablet/digital camera • Internet connection

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Software/ Apps:

Digital camera	Learning apps
Objective: Taking pictures **Media:** Smartphone; Tablet, Webcam **Alternatives** Old camera, Polaroid	**Objective:** Create your own memory game online **Media:** Computer or tablet (can work with a smartphone but the web app isn't responsive) **Link:** https://learningapps.org/ **Alternatives** Interacty

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Short Presentation

Watch the video presentation with the following link :
https://tube.tchncs.de/w/f568YZTmHmLytmTgaRQydX

In a social environment, it's important to be able to recognize emotions (yours and those of your peers) to communicate. This Ateliers helps children recognize emotions using a milestone of the digital culture : the smileys 😀

In the first part, children will discover emotions and mimic them. They play a memory game to associate smileys and faces.

In the second part, the children use Learning Apps to create in school their own memory game with pictures taken at home with their family. This game will then be played at school with all the pupils so they get to know their classmates family members in a funny way.

Step by Step

Step 1 --- *At school*	The teacher prints and cuts the game material. He starts the activity by showing the smileys to the pupils and asks them if they know the emotion that the smiley represents. If they don't, he gives the name of the emotion. Then he asks the children to mimic this emotion : exemple : *show me what you do when you are sad.* Once the pupils went through all the smiley cards, it's time to play the memory game. The game can either be played with the cards that the teacher has printed or online with this link : https://learningapps.org/watch?v=p4mg3nmfa22 It's a common memory game. It starts with the card facing the table. Each child tries to flip two cards and if he's got a match (a smiley and the corresponding photograph) he can keep the cards. At the end, the child with the most cards wins.

With very young children, the teacher can play a different game. He spreads the smiley cards on the table and gives each child a photograph card. Then they need to put the photograph card on the right smiley card.
Tip : the memory game doesn't need to be played with all the cards to make it more simple.

For distance learning
The teacher can send the link to the families and to play the memory game at home : https://learningapps.org/watch?v=p4mg3nmfa22

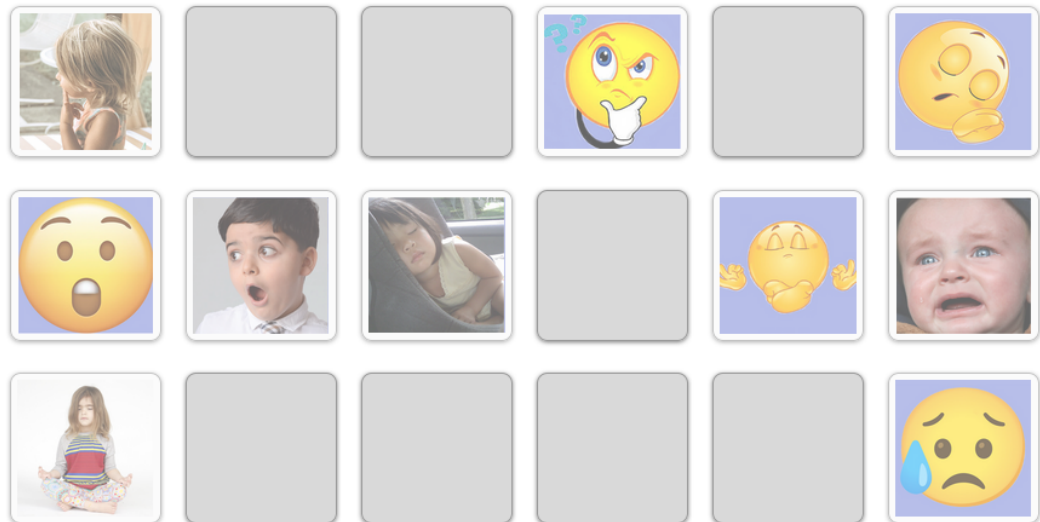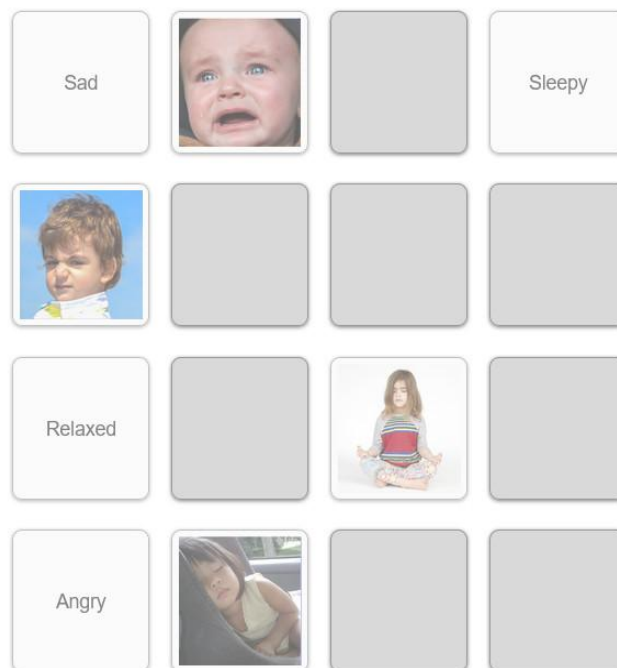|	
Step 2 --- *At home*	The teacher gives an emotion card to each child. At home, they have to take a picture of every member of the family (including themselves) mimicking the emotion. The parents then send the pictures taken by their child to the teacher. If the teacher is using a social app to communicate with parents, it can be used to share the pictures. *If you want to learn more about what app you can use to communicate with the parents, refer to the e-learning module 5 available on the keep in touch website.*
Step 3 --- *At school*	The teacher creates a memory game with the smileys and the pictures collected. He can either print the pictures or create the game with learning apps : https://learningapps.org/. *To learn more about how to use learning apps, refer to the learning app session on the **e-learning module 5** available on the keep in touch website.*

Tip : With Learning Apps you can also create a memory game in which you pair a sound to a picture. The teacher writes the name of the emotion, chooses the language and integrates it in the learning apps memory instead of the smileys. This function can be used to work writing or to learn languages. You can try the exemple here : https://learningapps.org/display?v=psnthnvwk22

For distance learning
The teacher creates a memory game with the smileys and the pictures collected. He creates a memory game with Learning Apps and send a link to parent. Children will love to see their classmate's family members inside the game.

Conclusion

Presence	Virtual
The teacher can print a memory game for each child. So that they can play this game at home and get their family to know their classmate's relatives better. The teacher can laminate one of the memory games that will stay in the classroom for the children to play with.	The family can create their own emotion memory game at home using learning apps. These memory games can then be shared on the social platform used by the teacher to communicate with the parents. It can help create links between the families even though everybody is confined.