

THE EMOTIONS GAME



WHAT IS IT?

The Emotions Game is an engaging card game which helps players to understand and express their own emotions, recognise emotions in others, as well as learn and distinguish between different emotions: happiness, sadness, fear, anger, disgust and surprise.

LANGUAGE AIMS

The game allows students to expand vocabulary related to emotions and to practise the grammar and structures of the English language necessary to express them.

CONTENTS

The game consists of **132 cards** divided into 66 situation cards, 18 emotion cards, 36 action cards, 6 jokers, 3 game cards indicating how the game should be played, and 3 time cards with verb tenses. In addition, the game contains **1 die** depicting the icons of the 6 emotions and **60 tokens**.

DISTANCE LEARNING

The **situation cards** are a perfect tool to use during online lessons or courses. Players can provide detailed descriptions of what is represented on the cards and subsequently they can talk about what emotions those images arouse.

The **emotion cards** can be used to talk about which emotions are felt in certain situations.

The **action cards** can be used to describe situations where you have, for example, "opened your eyes widely" or "you have been left speechless."



English:
The Emotions
Game
9788853634368

French:
Le jeu
des émotions
9788853634375

German:
Das Spiel
der Emotionen
9788853634382

Spanish:
El juego de las
emociones
9788853634399

Italian:
Il gioco delle
emozioni
9788853634351