



# Emotio



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**Key competence:** *Literacy, multilingual, cultural & expression*  
**Soft skills:** *collaboration, non verbal and oral communication, creativity, empathy*



Editorial

2 - 10



20 min



6+

Recommendation

3 - 5

20 min

1<sup>o</sup> - 6<sup>o</sup>

## Variants and/or steps

- Emotio has been designed to develop Emotional Intelligence.
- The key competences developed through this board game are Literacy, Multilingual and Cultural and Expression key competence. The soft skills developed are Collaboration, non verbal and oral communication, Creativity, Empathy and Tolerance.
- Before playing the game, the pupils should be allowed to study the cards and discuss the emotions presented. They could play with the cards, group them as they want, explain them, and ask questions about symbols and their explanations.
- For the beginning, the cards could be translated into the mother tongue, but after some rounds, it is possible to play it in English, in order to develop multilingualism.
- Some of the pupils could be shy and not wanting to share much about their emotions and experiences, so teachers should encourage them to express themselves.
- The cultural differences regarding expressing your own feelings should be taken into consideration while playing this game.

## Adaptations for special needs

- It's a game where students with difficulties can easily participate with joy, and it proved that it boosts their self-confidence. It can also be played by students with more serious needs, by personalizing the questions and helping them a little about which emotion appears in the picture or playing otherwise such as categorizing the emotions.

## Discussion

○ How did you feel playing this game? ○ How hard was to express your feelings? ○ Do you know that in this game there are no good or bad answers as there are no bad or good emotions? ○ Did you recognize all the emotions? ○ Did you manage to express non-verbal emotions? ○ Was there any emotion you did not want to share with the others? ○ Is there something you would like to talk alone with the teacher after the class? ○ How you ever spoken about this kind of emotions with any person? Would you like to?

% of answers based on 238 Primary School students



Would you like to play it again?

8%

6%

10%

**76%**

Have you communicated a lot with your classmates while you were playing?

3%

4%

16%

**77%**

Have you done any calculations during the game?

**54%**

14%

20%

11%



## Emotio



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How easy was it to understand the rules of the game?	0%	4%	6%	<b>90%</b>
Have you thought of any strategy while playing the game?	<b>53%</b>	13%	13%	22%
Are you able to explain this game to another student?	13%	5%	10%	72%