

Emoji Naughts & Crosses

GRATITUDE

To encourage young students to think about their emotions through a fun twist on the classic game of naughts and crosses (tic-tac-toe) using emojis, allowing them to reflect and share before making their move.



Learning Intentions

I can recognise and understand my emotions:

This encourages young students to reflect on their feelings and how different situations or activities make them feel.

I can share my thoughts and feelings with others:

This helps students practice verbal expression, improving their communication skills as they share their reflections with a partner.

I can play a fun game while thinking about how I feel:

This promotes emotional awareness and helps students connect their feelings to simple game play, making reflection a fun and engaging activity.



Success Criteria

I can identify different emotions from the emojis:

Students will recognise the emotions shown through the emojis and understand how they relate to real-life situations.

I can share how a specific emoji makes me feel:

This ensures students think about their own emotions and express them clearly when asked.

I can make a move in the game after sharing my feelings:

Students will connect their reflections with the game, integrating emotional sharing with gameplay.



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Objective:

To encourage young students to think about their emotions through a fun twist on the classic game of naughts and crosses (tic-tac-toe) using emojis, allowing them to reflect and share before making their move.

Players:

Played in pairs, making it suitable for small group activities, classrooms, or family games.

Materials:

- Printed emoji-themed naughts and crosses grid (found in resource PDF).
- Markers or pens for drawing the symbols

Setup:

Each pair receives an Emoji naughts and crosses grid. One player is assigned to place "O"s (naughts) and the other to place "X"s (crosses). Players take turns answering the emoji prompts before making their move.

Gameplay:

Playing Naughts & Crosses:

Players take turns trying to get three of their symbols (either an "O" or "X") in a row—horizontally, vertically, or diagonally—to win the game.

Reflection and Sharing:

Before placing their "O" or "X" on the board, players must first share a reflection with their playing partner about when they have felt the same way as the emoji depicts based on the emoji in the square they have chosen to play their symbol in. For example, if the square has a smiling emoji, the reflection might be: "When did you smile today?" or "what is something that makes me smile". Players share their response with their partner before making their move.

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Emoji Prompts:

Each square on the board contains an emoji and a simple reflection prompt. Some examples of the emojis and prompts include:

- 😊 **Smiley Face:** "When did you smile today?"
- 😭 **Crying Face:** "When was a time you felt sad?"
- 😄 **Grinning Face:** "What made you feel excited today?"
- 😍 **Heart Eyes:** "Who do you love spending time with?"
- 🤔 **Thinking Face:** "What did you think about today?"
- 🎉 **Party Face:** "What was something fun you did recently?"
- 🙄 **Winking Face:** "What is something silly you did today?"

Winning the Game:

The first player to get three in a row (horizontally, vertically, or diagonally) with their symbols wins the game.

Reflection Prompt:

- How did you feel when you answered the question about the emoji?
- When do you feel like using a smiley face emoji, and why?
- What is something you can do to make someone feel happy today?

Winning the Game:

There is no winner in the traditional sense; the goal is to engage in fun emotional reflection while playing, allowing students to connect their feelings with their actions and thoughts.

Family or Classroom Variation:

In a group, students can share their answers with the class or a partner, discussing how different emotions make them feel and why. This helps them recognise shared experiences and emotions.

Additional Notes:

Emoji Naughts & Crosses for Kids is an enjoyable way for younger students to begin recognising, understanding, and sharing their emotions in a non-threatening and fun environment. It promotes social-emotional learning in a playful way while allowing students to practice communication, empathy, and emotional expression.







