

Six in a row Emoji

GIVING

A fun and interactive game designed to help students reflect on their emotions, share experiences with a partner, and practice cooperation while aiming to complete a line on their bingo grid.



Learning Intentions

Enhancing Emotional Awareness:

Students will practice identifying different emotions using simple emojis, helping them connect their feelings to visual representations, and enhancing emotional awareness.

Promoting Open Communication and Sharing:

Students will practice sharing their thoughts and experiences with their partner, developing communication skills and empathy by listening to and understanding each other.

Building Cooperation and Patience:

Students will work together to form a winning line by taking turns and following the game rules, fostering cooperation and patience.



Success Criteria

Identifying Emotions Through Emojis:

Students successfully identify emotions represented by the emojis and can relate them to their own experiences.

Sharing and Listening Respectfully:

Students share their reflections with their partner, listening carefully to each other's experiences and responding thoughtfully.

Completing the Bingo Grid:

Students mark off squares as they share their experiences, aiming to complete a line of six squares in a row by the end of the game.



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Objective:

A fun and interactive game designed to help students reflect on their emotions, share experiences with a partner, and practice cooperation while aiming to complete a line on their bingo grid.



Players:

Played in pairs. Multiple pairs can play simultaneously.

Materials:

- Printed emoji bingo grid sheet for each pair (found in resource PDF).
- One six-sided die
- A writing instrument (pen or marker) for marking the grid

Setup:

- Each pair receives an emoji bingo grid.
- One die is shared between the players.
- Players sit together with enough space to roll the die and mark their grids.

Gameplay:

1. Rolling the Die:

- Players take turns rolling the die. The number rolled corresponds to a column they will focus on in the bingo grid. Students then roll their dice again and the number on the die determines which emoji square to select within their column.
- For example, if the die shows a 3 for the first roll, the player is working in column 3 and if they then roll a 2 for their second roll, the player must discuss a reflection for the second emoji in that column.

2. Emoji Reflection:

- Once the emoji is selected, the player reflects on a time when they felt the emotion represented by the emoji (e.g., happy, sad, excited, etc.) and shares the experience with their partner.
- The partner listens carefully and may ask follow-up questions to encourage more sharing.



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3. Marking the Grid:

- After sharing, the player marks the corresponding square with their initials, showing they've completed the reflection.

4. Game Continuation:

- The game continues, with players alternating rolls. If a player rolls a number that corresponds to a square that's already been marked, they simply roll again.

5. Objective:

- The goal is for players to create a line of **six marked squares in a row** horizontally to win the game.

Winning the Game:

The first pair to mark six squares in a row horizontally with their initials wins.

::::: Variations for Different Settings:

1. Emotional Intelligence Focus (Educational Edition):

- Use the game to help students learn about different emotions and encourage self-awareness in a fun, interactive way.

2. Teamwork Edition:

- In groups, students can share their reflections together, encouraging group discussions about emotions and experiences.

3. Therapeutic Edition:

- In a therapeutic setting, the game can be used to help students express their feelings and work through emotional reflections in a safe space.

Additional Notes:

Roll Emoji Bingo is an engaging and non-threatening way for young students to explore and reflect on their emotions. The use of emojis makes the concept of emotions more accessible, and the cooperative nature of the game fosters teamwork and communication. This activity promotes empathy, emotional awareness, and connection among peers.



Column Number

1	2	3	4	5	6
1					
2					
3					
4					
5					
6					