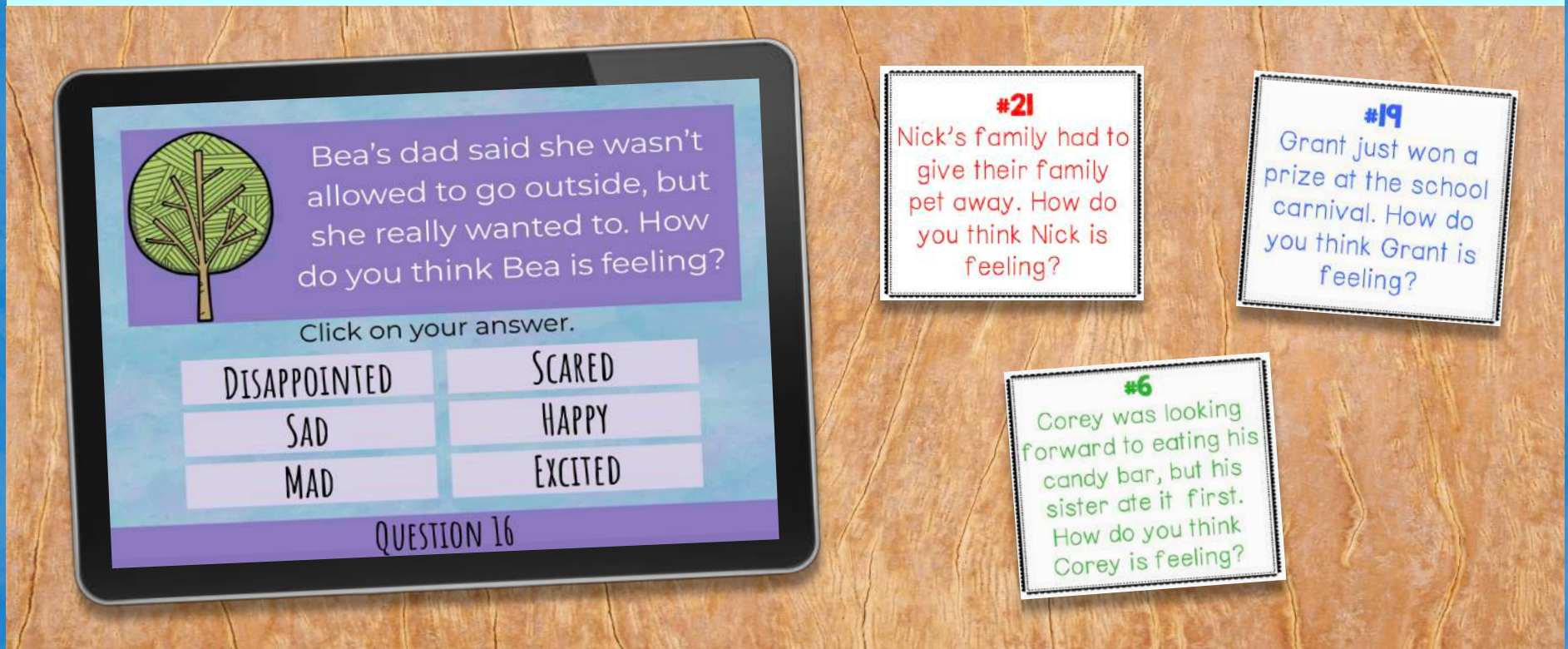


THIS RESOURCE INCLUDES A FEELINGS IDENTIFICATION GAME IN BOTH A PRINTABLE AND GOOGLE SLIDES FORMAT!



Students will look at the 30 questions and determine how the person in the scenario is feeling. The questions on the Google Slides version are editable. Please note that the questions are the same for both versions.

THE PRINTABLE VERSION OF THIS GAME IS A SCOOT GAME, WHICH ALLOWS STUDENTS TO TRAVEL AROUND THE ROOM AS THEY IDENTIFY THE FEELINGS FOR EACH SITUATION.



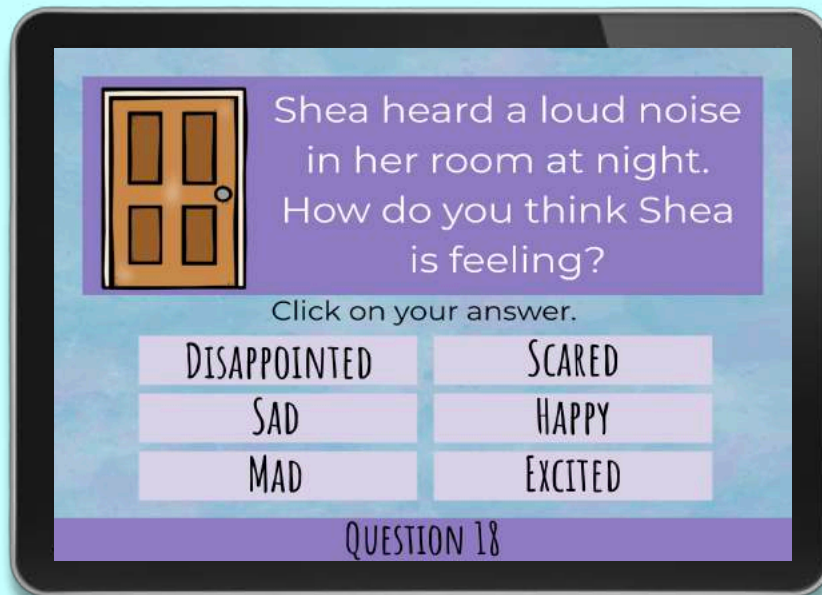
It includes:

- 30 task cards
- An answer grid
- An answer key
- A poster/visual aid

It's great for:

- Getting kids up and moving
- In person small group or classroom lessons

THE GOOGLE SLIDES VERSION OF THIS RESOURCE WALKS STUDENTS THROUGH THE 30 QUESTIONS AS THEY CLICK ON THEIR ANSWERS.



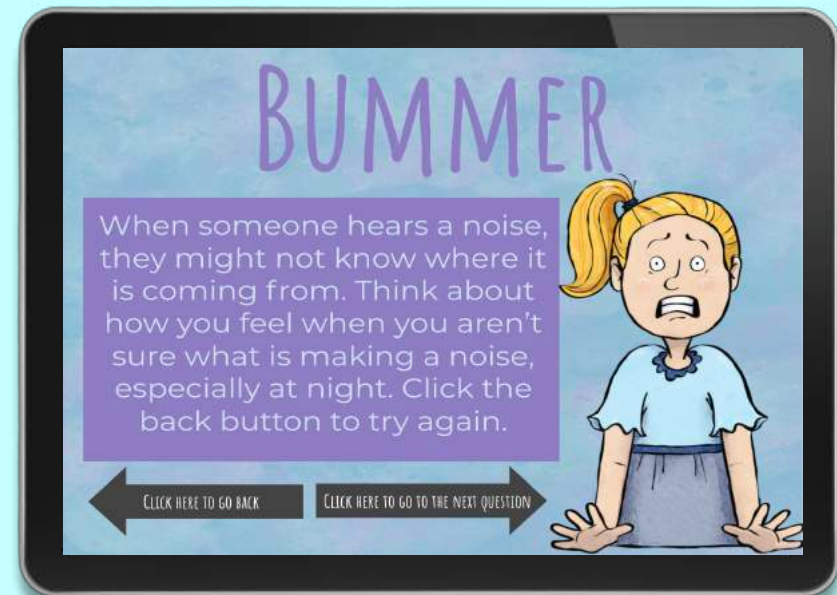
The screenshot shows a question slide with a purple background. On the left is an illustration of a brown door. To the right of the door, the text reads: "Shea heard a loud noise in her room at night. How do you think Shea is feeling?". Below this text is the instruction "Click on your answer." and a grid of six buttons: "DISAPPOINTED", "SAD", "MAD", "SCARED", "HAPPY", and "EXCITED". At the bottom of the slide, it says "QUESTION 18".

Shea heard a loud noise in her room at night. How do you think Shea is feeling?

Click on your answer.

| | |
|--------------|---------|
| DISAPPOINTED | SCARED |
| SAD | HAPPY |
| MAD | EXCITED |

QUESTION 18



The screenshot shows an explanation slide with a purple background. At the top, the word "BUMMER" is written in large, purple, block letters. Below it, a purple box contains the text: "When someone hears a noise, they might not know where it is coming from. Think about how you feel when you aren't sure what is making a noise, especially at night. Click the back button to try again." To the right of the text is a cartoon illustration of a girl with blonde hair in a ponytail, wearing a light blue shirt and a grey skirt, looking surprised or scared. At the bottom, there are two buttons: "CLICK HERE TO GO BACK" with a left-pointing arrow and "CLICK HERE TO GO TO THE NEXT QUESTION" with a right-pointing arrow.

BUMMER

When someone hears a noise, they might not know where it is coming from. Think about how you feel when you aren't sure what is making a noise, especially at night. Click the back button to try again.

CLICK HERE TO GO BACK

CLICK HERE TO GO TO THE NEXT QUESTION

When they click on their answer, they will find out whether or not they chose correctly. Then, the correct answer will be revealed with an explanation.

This is perfect for distance learning, or as a way to integrate technology into your small group or classroom lessons.