



# Emotion Charades: Nonverbal Game

1. Create a list of 5 emotion words. (ex. happy, excited, angry)
2. Research and discuss the meaning of each emotion and give examples of things that might make someone feel that way.
3. Illustrate the emotion. Use colors, symbols, and images to help show what the feeling looks like.

**Emotion Word Bank**

Emotion and Meaning	Why would someone feel that way?	What does it look like? Illustration/Visual





# Emotion Charades: Nonverbal Game

The goal of the game is to correctly guess the emotion or feeling that a player is acting out without any talking.

1. Using your chart and some index cards (consider cutting them in half), create a set of 5 emotion cards. Write one feeling on each and include a visual such as color design, symbols, and/or drawings. Shuffle the cards and place them in a container.
2. In teams, decide who will go first. The player chooses a card and has 30-60 seconds to act out the emotion using only body language and facial expressions. No sounds or words are allowed.
3. The player who guesses correctly first will earn a point for their team by providing their evidence with this sentence stem:

*"I knew you were acting out [emotion] because of the way you \_\_\_\_\_."*

## Reflection Questions

1. If this game were played in classes in various countries across the world, what do you think could be some of the differences in emotions, expressions, and body language?
  
  
  
  
  
  
  
  
  
  
2. Not everyone is able to read social cues and interact with others naturally. Why is it important to be aware of this, and how can others help communicate smoothly?
  
  
  
  
  
  
  
  
  
  
3. What steps can you take to better understand and respect others' nonverbal communication cues?

