Emotion Card Games

The Emotion Card Games are designed to help teach a variety of skills related to awareness of emotions and problem-solving concerning emotions. The cards are intended to be used in a flexible manner. Several suggested uses are provided below. Before using the cards, remove any cards that don't seem to suit the needs of the children you are working with. Some Question Cards appear more than once in the deck. To help with the Question Cards concerning responding to other people's emotions, you may wish to print out this separate free resource as a guide: http://bit.ly/18sEuYz

Activity 1: Using only the Emotion Word Cards, place the deck upside down and have take turns drawing cards and reading the emotion word. Have them tell about a time they felt that way, or have them ask someone else about when they felt that way. Suggestion: "Stack the deck" ahead of time to probe for specific emotions.

Activity 2: Place the decks of Emotion Word Cards and Question cards face down. Each player draws one Emotion Word Card and one Question Card. The question card gives the player a problem to solve, question to answer or activity to perform based on the particular emotion word. (See examples on pages 2 and 3)

Activity 3: Using only the deck of Emotion Word Cards, have the players follow the directions on card 45. This is an engaging activity all by itself without the other Question Cards. Doing this activity with a mirror or video camera is helpful.

Activity 4: Emotion storytelling. Use only cards 21 to 28. This is a challenging activity, employing both emotional intelligence and cooperative skills, and can easily be done as an entirely separate activity. (See example on page 4)

I hope you enjoy these cards.

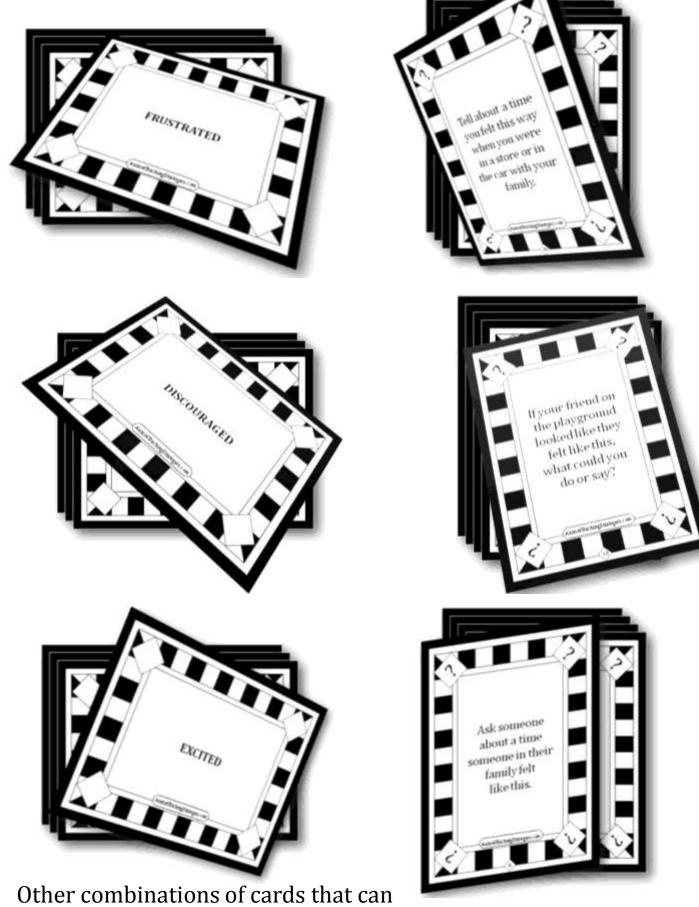
Joel Shaul, LCSW

Joel Shaul provides trainings nationwide on the topic of social skills teaching for children with ASD. Learn more: http://bit.ly/zGDQCi

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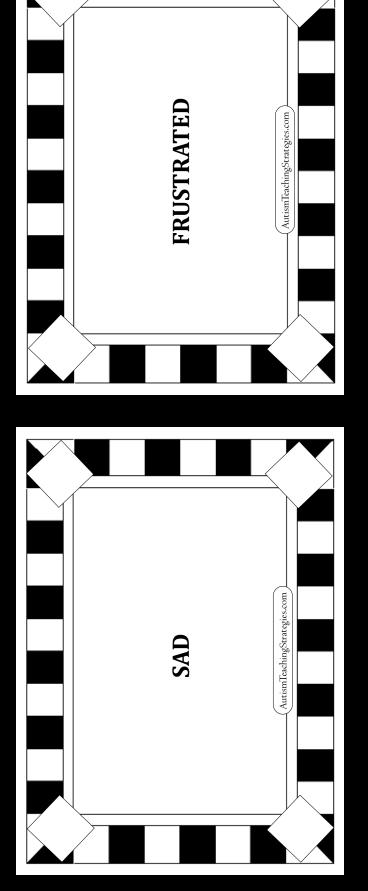
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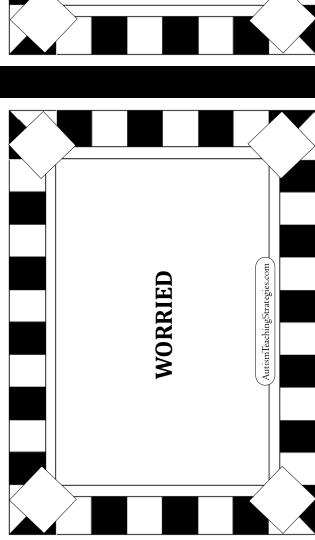


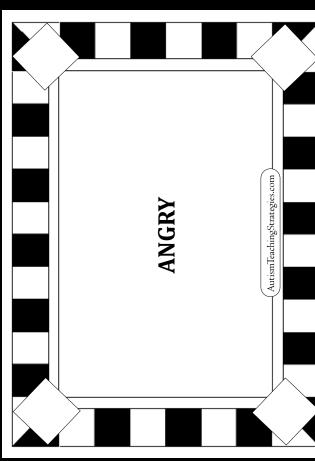
occur when drawing cards from the two decks.

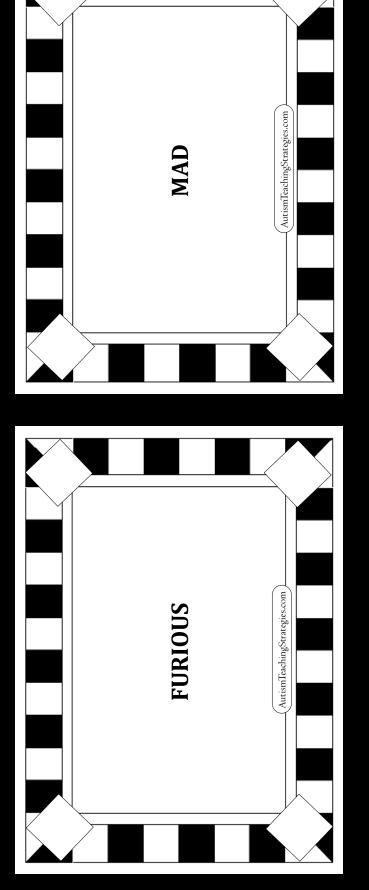


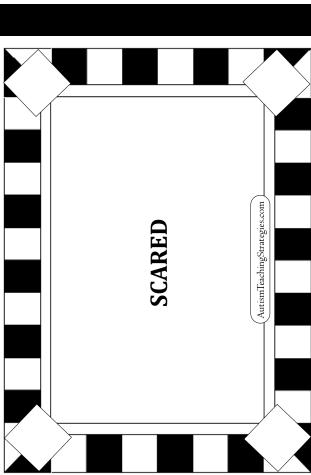
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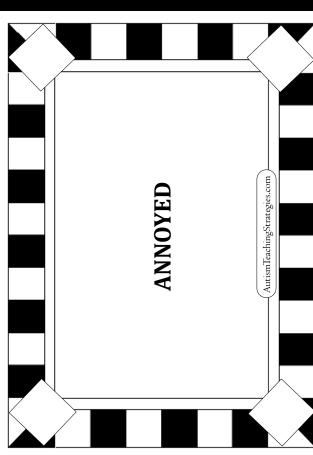


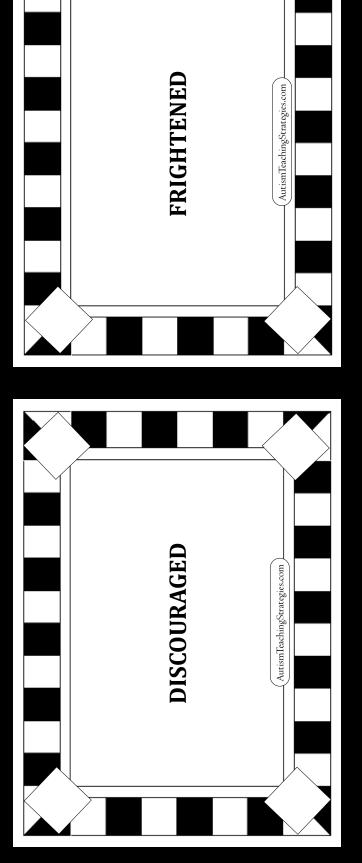


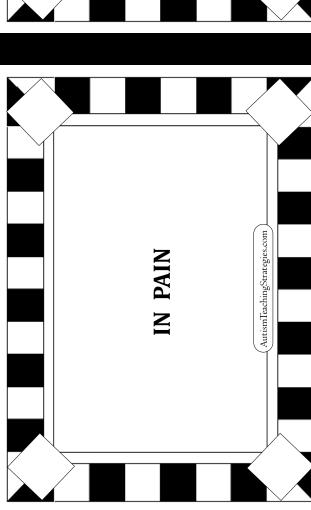


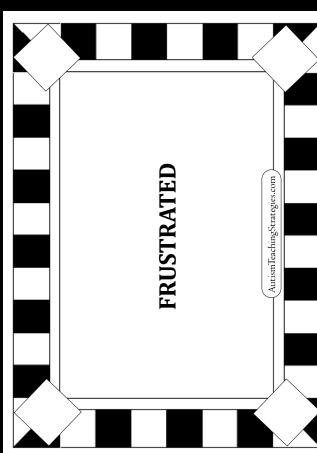


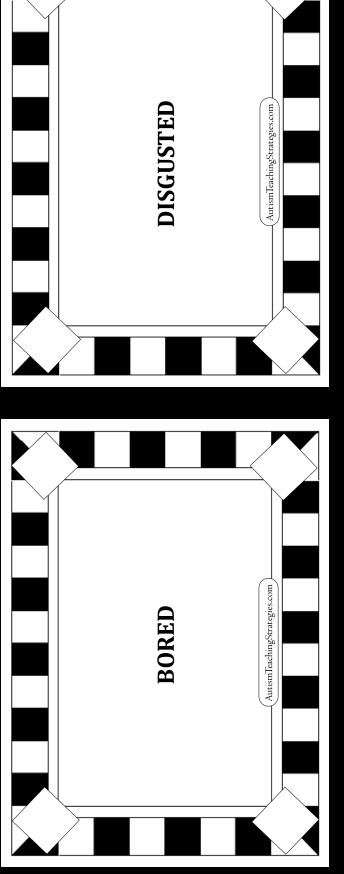


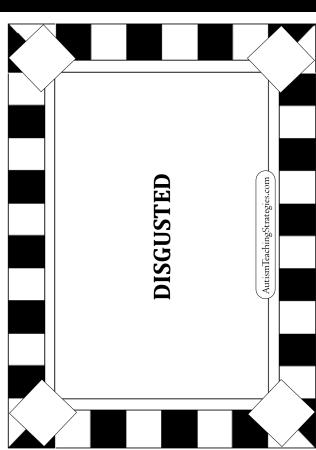


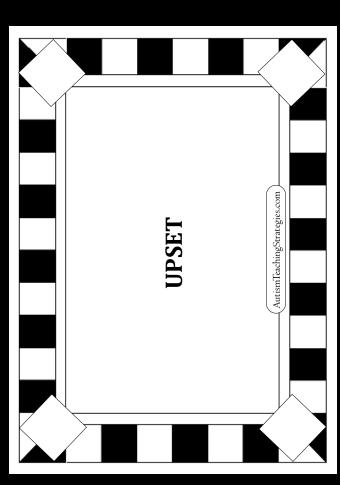


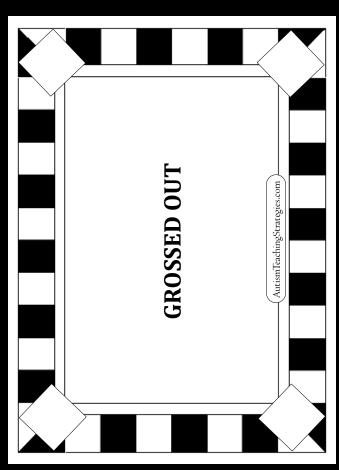


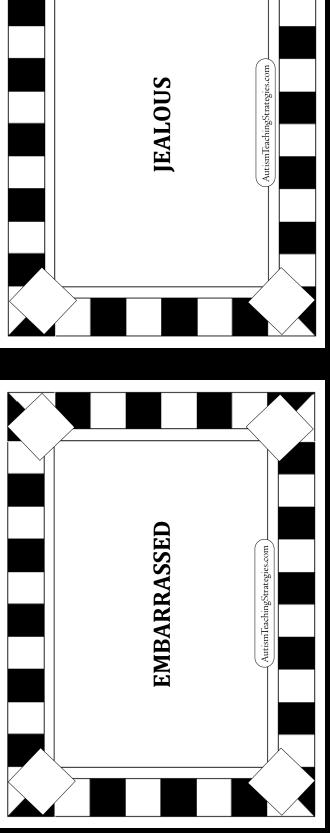


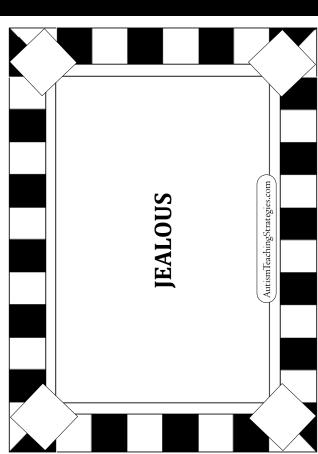


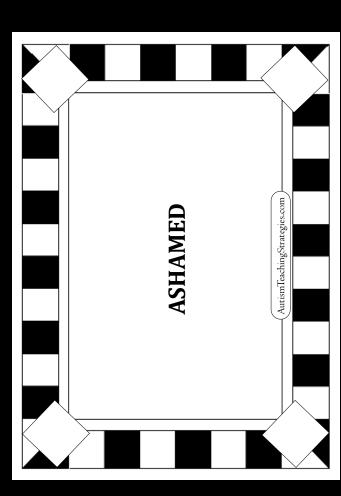


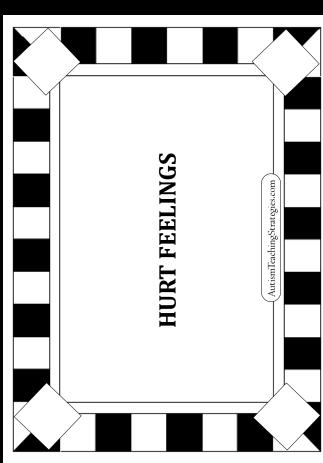


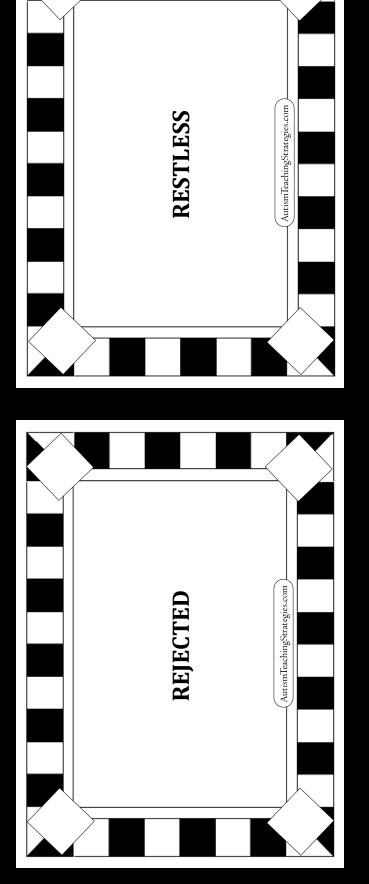


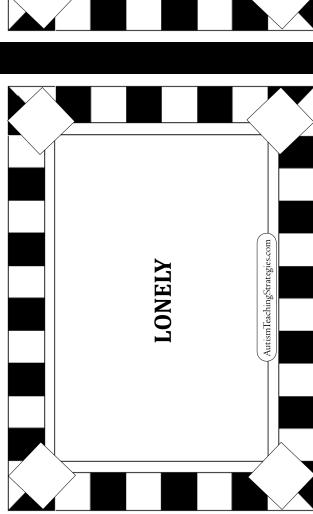


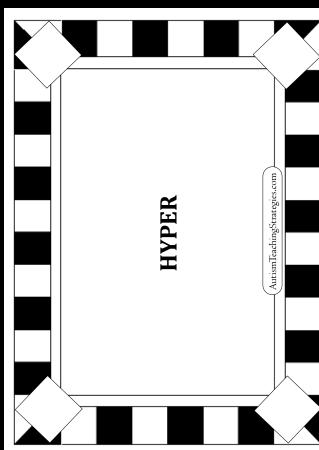


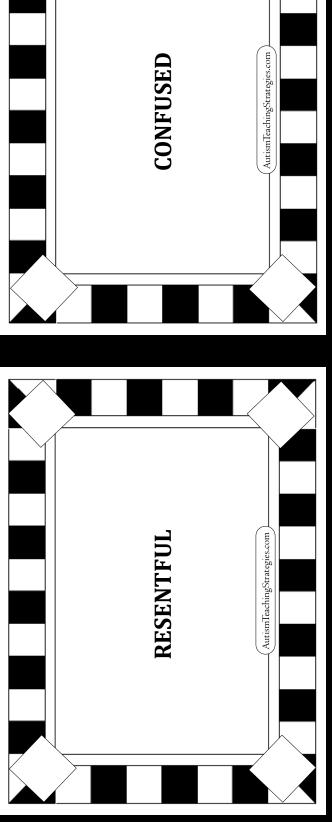


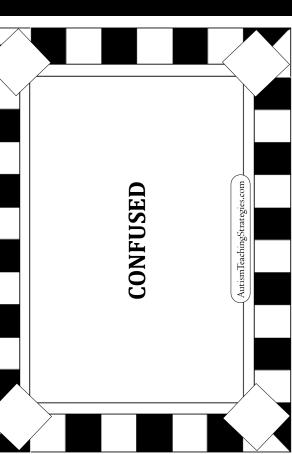


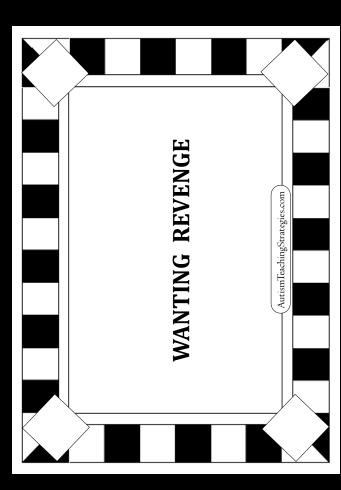


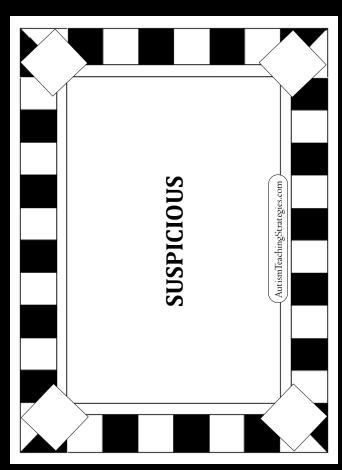


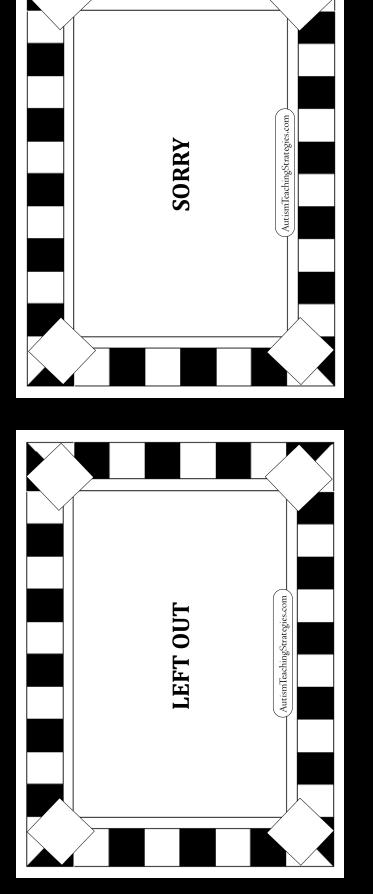


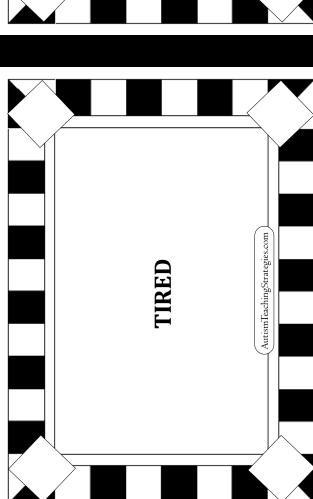


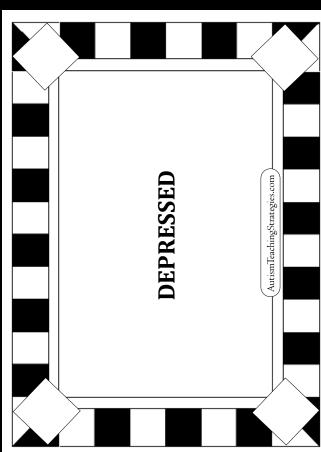


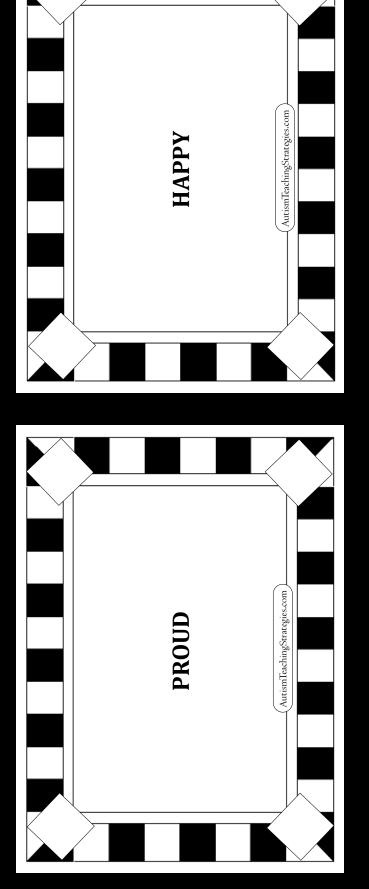


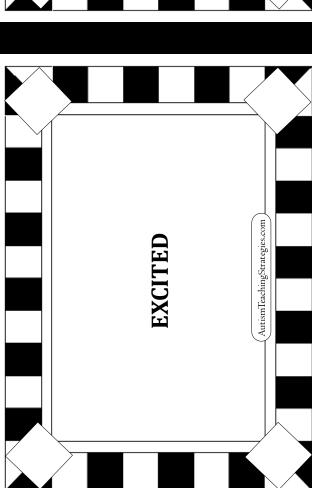


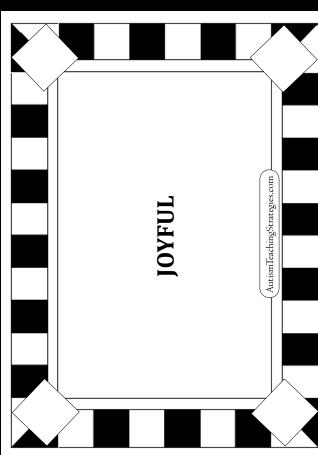


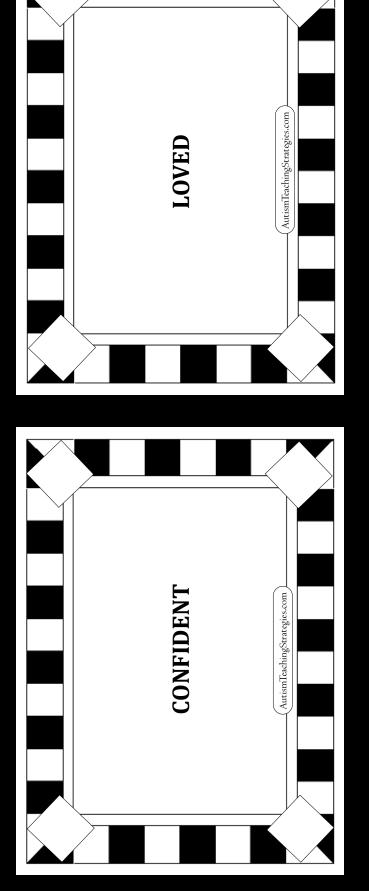


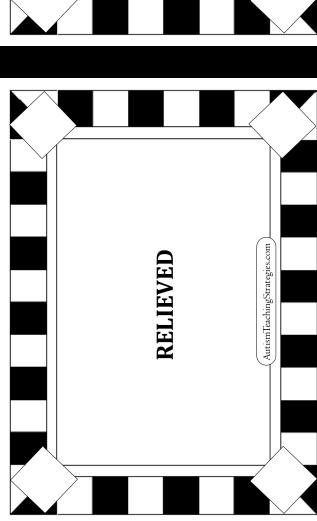


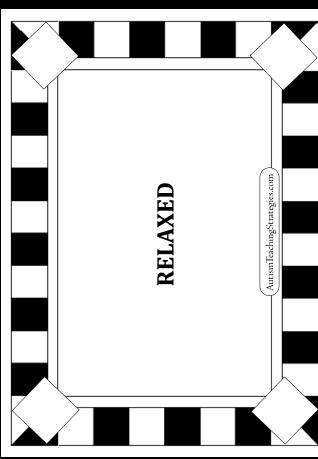


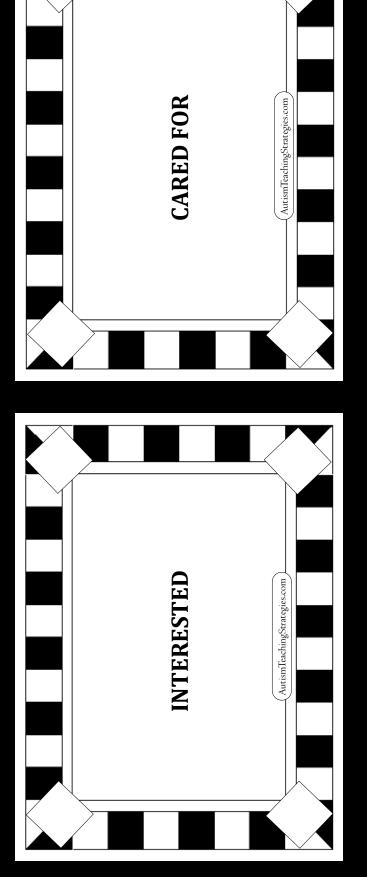


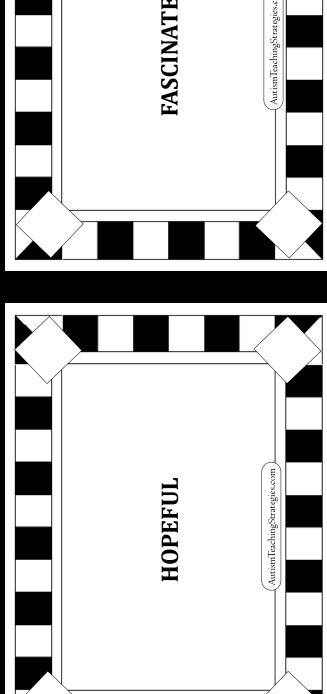


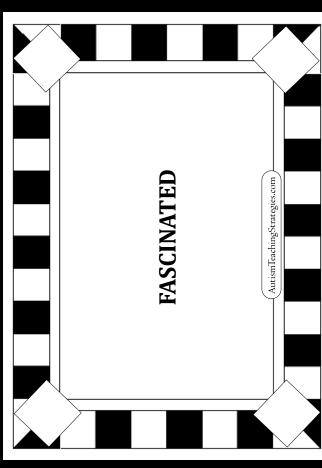


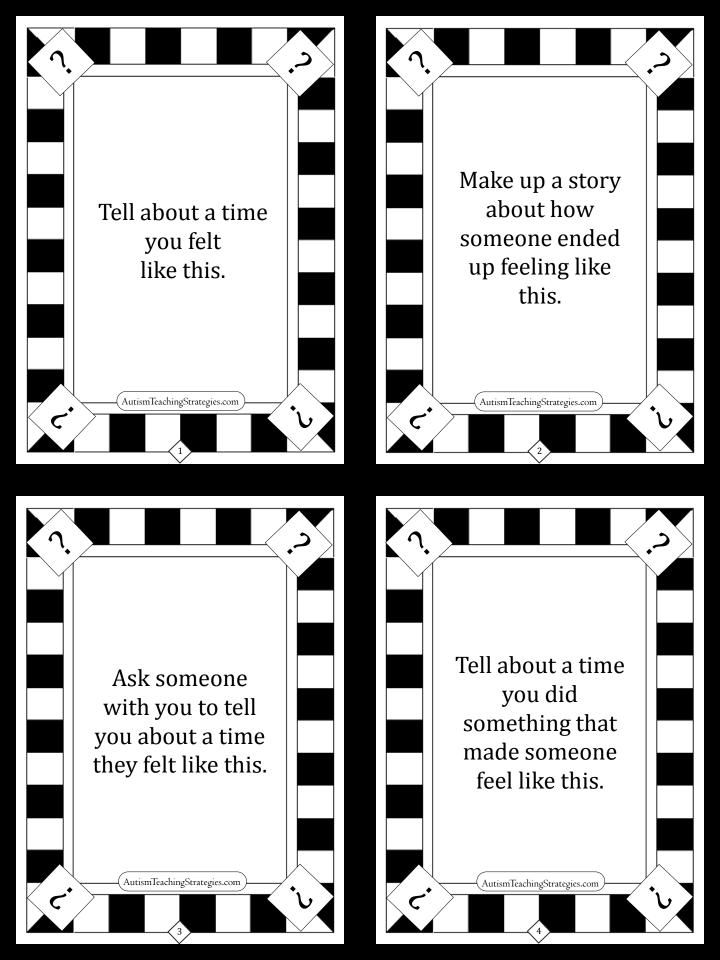


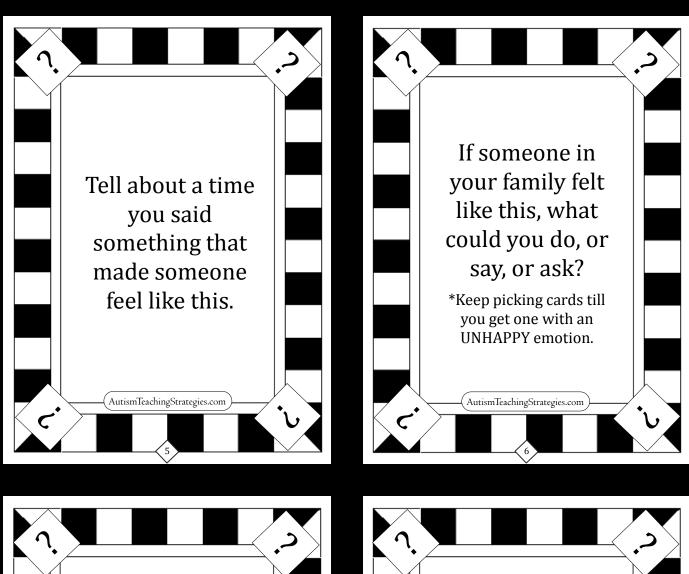


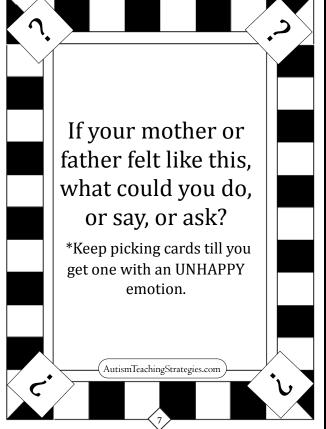




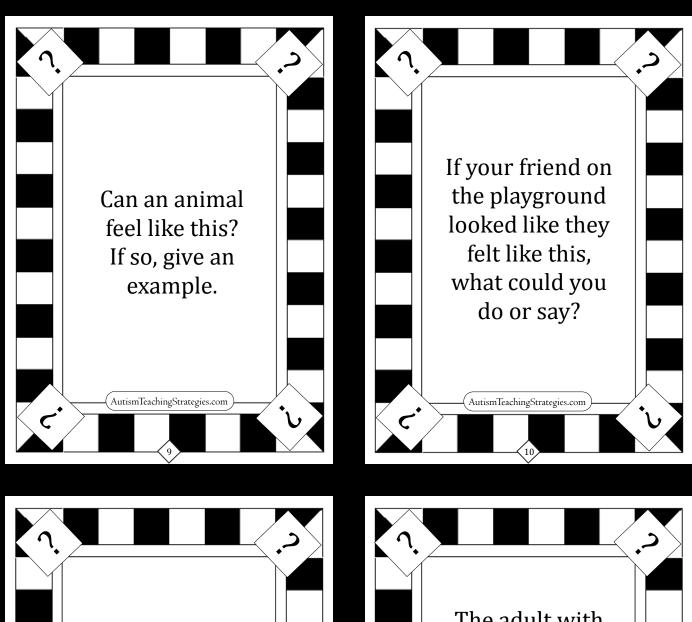




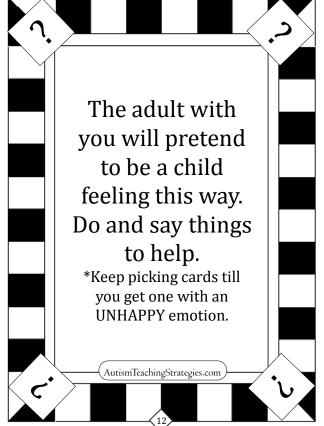


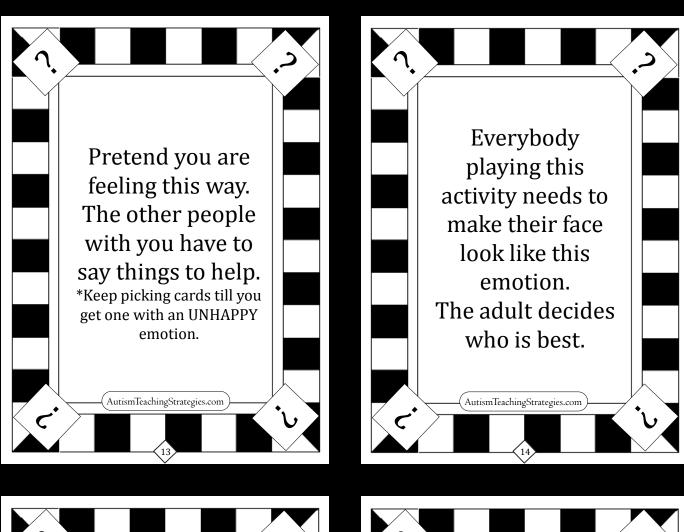


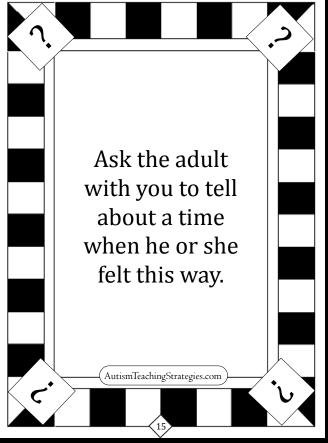


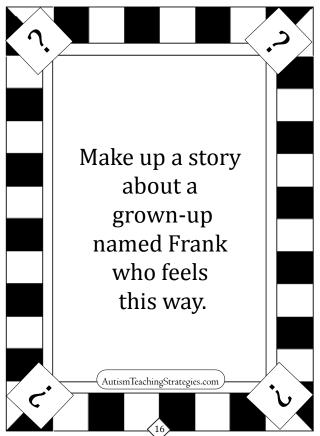


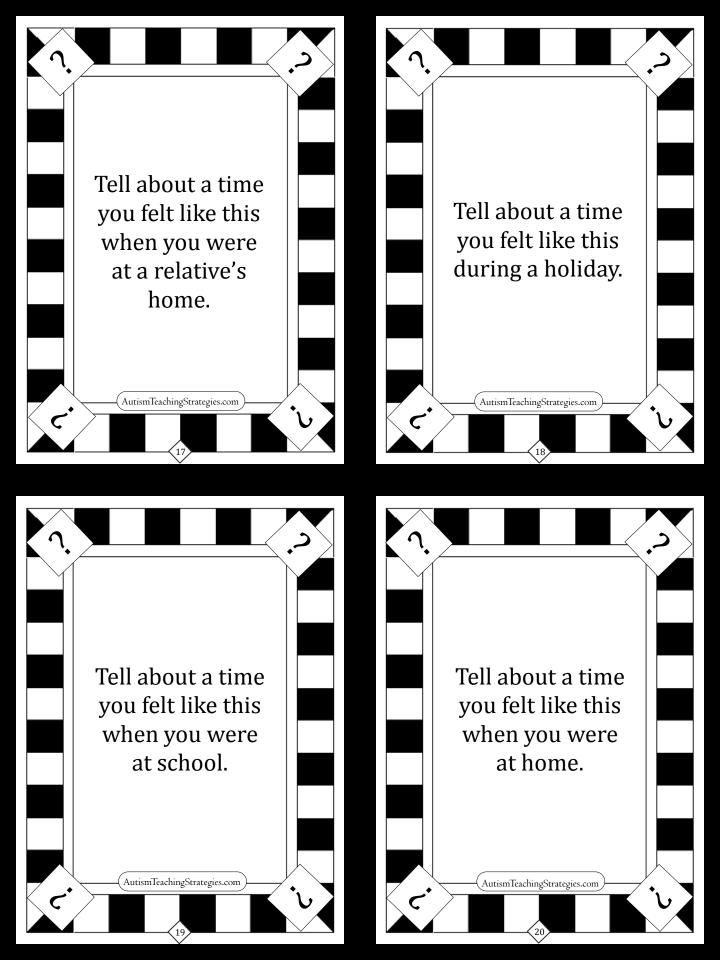


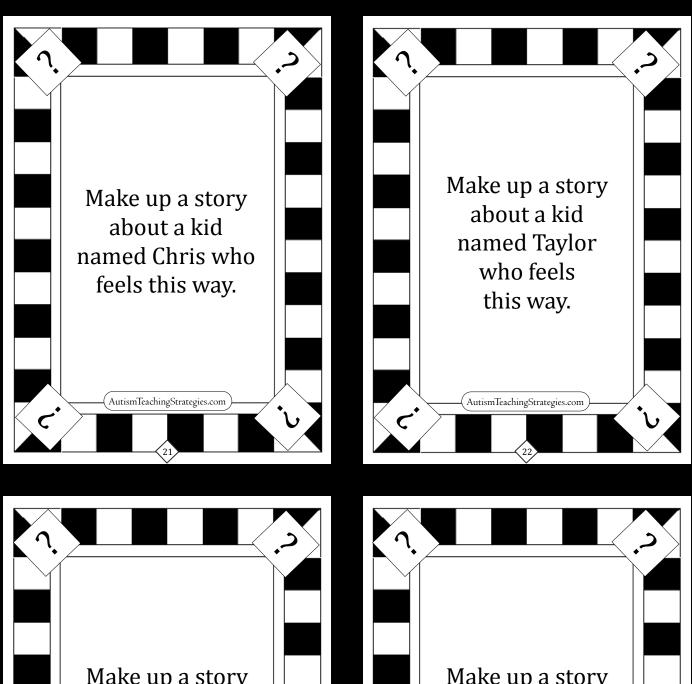




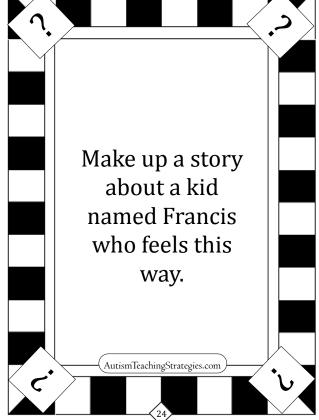


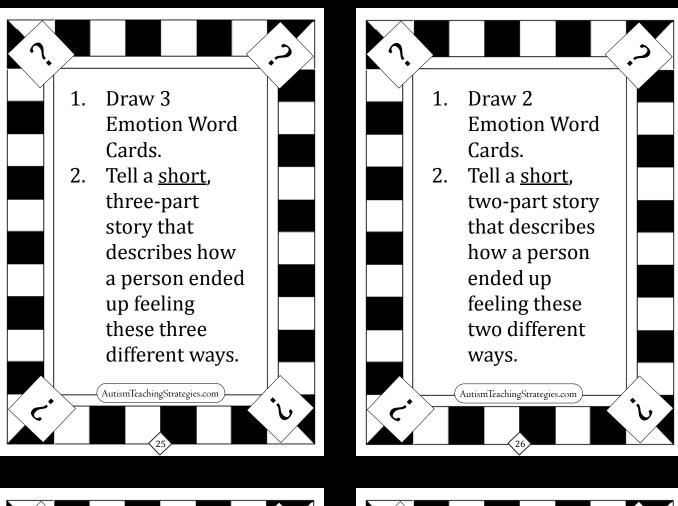


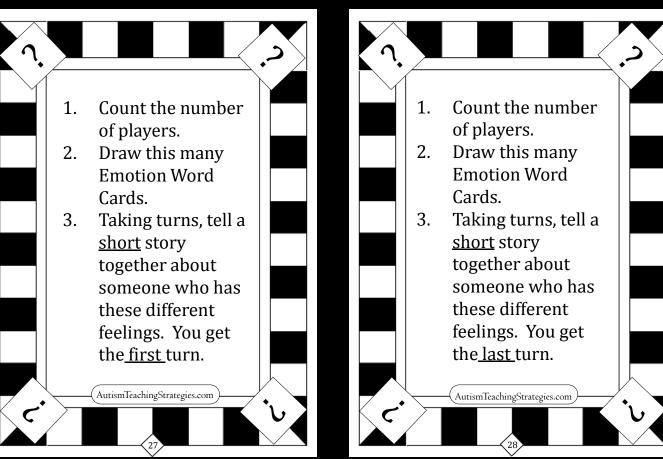


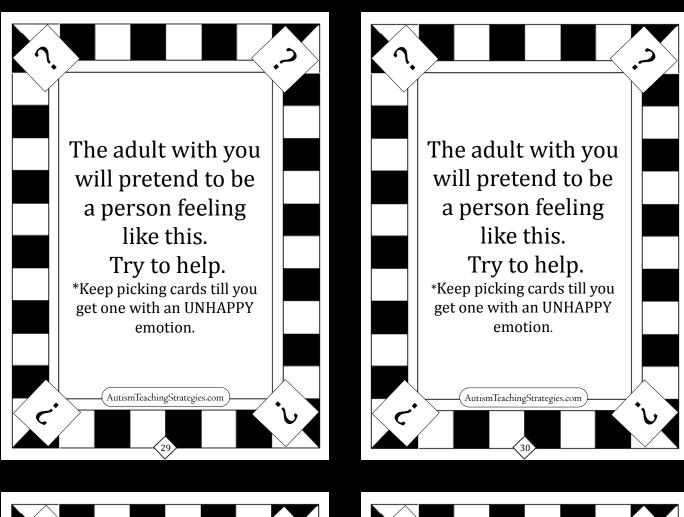


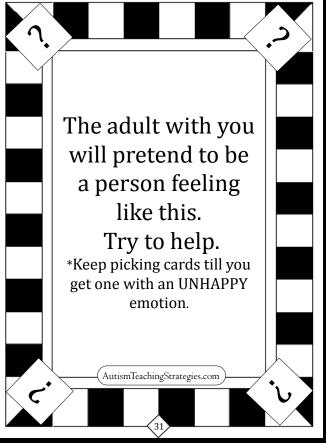


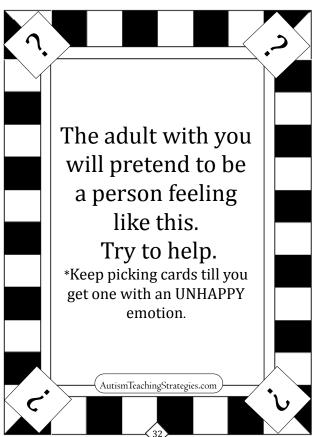


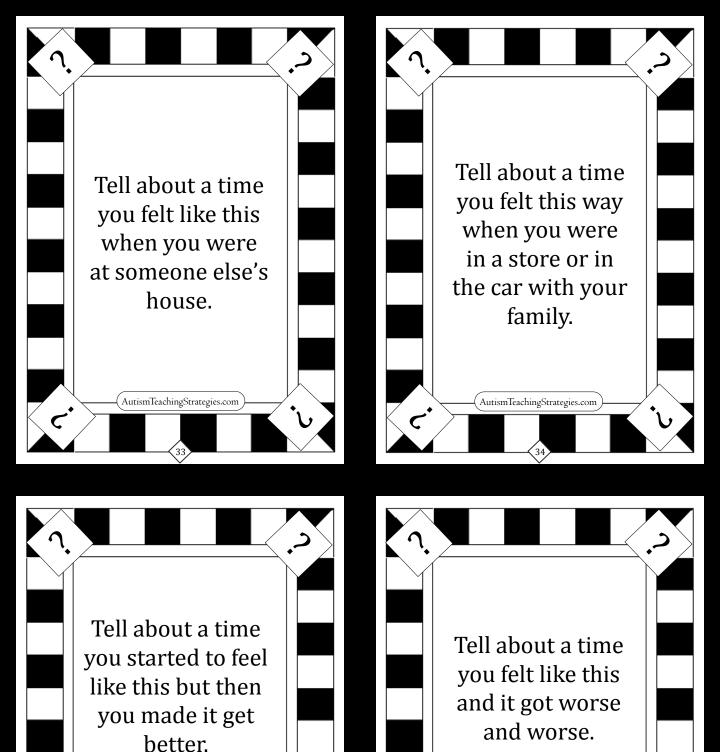












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you get one with an

UNHAPPY emotion.

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