



“Expressions”

Ref. 20542



EXPRESSIONS

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CONTENTS:

50 CARDS of 9 x 9 cm in thick, compact cardboard, divided into:

- 10 MASTER CARDS with a RED BORDER containing a line drawing of a child with 10 different EXPRESSIONS:
 1. Happiness
 2. Surprise
 3. Anger
 4. Sadness/crying
 5. Winking
 6. Sticking his tongue out
 7. Blowing out cheeks
 8. Shouting
 9. Sleeping
 10. Giving a kiss
- 40 CARDS with a BLUE BORDER containing these 10 expressions made by four different people: a little boy, a little girl, a man and a woman.

RECOMMENDED AGES:

From 3 to 6 years.

EDUCATIONAL OBJECTIVES:

Using this game you can work with numerous aspects of children's psychological development:

- **Identifying** different expressions, gestures, emotions, feelings or states of mind.
- **Imitating** gestures, expressions, emotions, etc.
- Enlarging their **vocabulary** to describe emotions.
- **Oral expression** by means of descriptions and stories using the photos as inspiration.
- **Visual-motor coordination** on handling the cards and putting them together correctly.
- The skills of **identifying, grouping and classifying** the characters depending on their facial expressions or emotions.
- Developing **attention** and **observation** skills at an early age.



METHOD OF PLAY AND RECOMMENDATIONS FOR USE:

- Each MASTER CARD or EXPRESSION (red border) has 4 corresponding CARDS with a BLUE BORDER.
- The game is equipped with a SELF-CORRECTING SYSTEM on the back. This allows the child to handle the cards freely and check for himself if he has done it correctly.
- Distribute the 10 master-cards (with the red border) among the children and leave the other cards (with the blue border) on the table within their reach so they can identify the four cards they need to complete the expression on their master-card, group them and place them on the four sides of the master-card (top, bottom, one side and the other side, in any order).
- To find out whether he has identified, grouped and classified the cards correctly, the child should turn over each card and check that all their symbols match.
- Once the master-cards have been distributed, we recommend you identify, group and classify one of the expressions by way of example to make it easier for the children to understand how the game and the self-correcting system work.

ACTIVITIES:

RECOGNISING EXPRESSIONS

1. MASTER-CARDS WITH A RED BORDER:

- When shown one of the cards, the student should identify the expression (sticking his tongue out, winking) or emotion in the drawing (sadness, surprise), in response to the questions, "What is the child doing?", "How does the child feel", "What's wrong with him?" etc.
- Various activities can follow on from observing a card:
 - o Imitating the expression.
 - o Describing the expression by answering questions about the mouth, eyes, hands, etc.
 - o Imagining what might have happened to cause that expression or generate that emotion.
- By showing various cards, the child should point out which one corresponds to a specific expression or emotion.

2. CARDS WITH A BLUE BORDER:

- The activities mentioned above can be carried out, selecting one or various people.

ASSOCIATING EXPRESSIONS

1. CARDS WITH THE RED AND BLUE BORDERS

- With the cards laid out on the table, the children should associate each red-bordered



card with the 4 blue-bordered cards that have the same expression, placing them around the blue-bordered card in the shape of a cross.

INVENTING STORIES

1. CARDS WITH A BLUE BORDER:

- Selecting various people with different expressions, the children should invent a story linking those people.

