

# Emotions Picture Bingo

12-minute suggested lesson | Early years and SEND | 1-4 players

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**Develop language for describing possible feelings in pictures and fictional situations.**

## Learning goals

- Recognise the eight agreed feeling labels on the caller sheet.
- Suggest a feeling a fictional character might experience and give a simple reason.

## Prepare

- Print the pack on A4 landscape, cut apart the four cards and provide counters.
  - Pre-teach the eight labels. Plan a fictional example for each, without asking children to share personal experiences.
- Card pack: A4 landscape, 100% scale. This teacher guide: A4 portrait. Use age-appropriate counters.

## Teach and play

### 0-3 min / Name possible feelings

Show the eight caller pictures and name their intended labels. Say that people can show feelings differently and pictures are only prompts.

### 3-5 min / Demonstrate a turn

Use a made-up character who is tired after a busy day. Show Tired and model marking it. Hand out cards, mark FREE and demonstrate a line of three.

### 5-9 min / Play with direct labels

Call each agreed feeling label and show its picture. Record calls and verify lines. Keep discussion optional and use fictional examples rather than asking children to reveal how they feel.

### 9-12 min / Discuss a character

Offer a short fictional situation. Ask which feelings the character might have and why. Accept more than one plausible answer; this discussion is separate from the game's fixed labels.

## Quick learning check

Can the child use a feeling word about a fictional character? Do not interpret a picture choice as evidence about the child's own emotional state.

# Emotions Picture Bingo

Caller prompts and teaching notes | Keep beside the caller sheet

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Start with direct labels. Keep called tiles aside. Mark FREE before play; check a row, column or diagonal of three against the call record. All cards share eight items: line wins may tie and full-house games finish together.

## Eight labels - matched to the card pack

|                  |                                                                     |
|------------------|---------------------------------------------------------------------|
| <b>Happy</b>     | Our picture label is Happy. A character enjoys a game.              |
| <b>Sad</b>       | Our picture label is Sad. A character misses a friend.              |
| <b>Angry</b>     | Our picture label is Angry. A character's tower is knocked over.    |
| <b>Surprised</b> | Our picture label is Surprised. A character hears unexpected news.  |
| <b>Tired</b>     | Our picture label is Tired. A character needs a rest.               |
| <b>Excited</b>   | Our picture label is Excited. A character looks forward to a trip.  |
| <b>Worried</b>   | Our picture label is Worried. A character wonders what will happen. |
| <b>Calm</b>      | Our picture label is Calm. A character feels settled.               |

## Teaching note

A facial expression does not tell us for certain how someone feels. Agree the intended labels for this game, but accept different interpretations in discussion. Children may point, observe or pass; personal disclosure is not needed to take part.

## Support / extension

Support: Use the same label and image together each time. Allow pointing or a familiar communication aid, with no requirement to act out a feeling.

Extend: Ask whether a fictional character could feel two things at once. Invite different explanations without turning them into right-or-wrong bingo clues.