

Smiley Smirker Game Set

A great game for all ages



Develops emotional awareness,
feelings vocabulary
and empathy skills

GAME INSTRUCTIONS

For 2 to 6 players

- Sit the group of players in a circle, either on the floor or around a table.
- Shuffle the cards and place them in the center of the group.
- Decide who goes first. (Play in a clockwise direction)
- First player selects the top card. Without showing anyone else looks at the card and reads the feeling on the card. Their task is to act out that feeling to the group. They are not allowed to speak.
- The rest of the players try to guess the feeling. When they guess it is best if they put up their hand rather than call out.
- If the first guess is correct the guesser and the actor get a token each.
- If the second guess is correct the guesser only gets a token.
- If the third guess is correct, neither get a token.
- Next player takes a card and plays in the same way.

SMILEY SMIRKER CARD

- If a player picks up a Smiley Smirker Card this is a bonus turn. Firstly, they choose another player whom they will try to make smile or laugh.
- They then have 10 seconds to make them smile or laugh. (Not allowed to touch the other player)
- If they succeed they win a bonus token. If not the other player wins a token.
- The original player then has their normal turn. Keep playing for a round or two then move onto to the advanced version. (PTO)

Smiley Smirker Game Set

A great game for all ages



Develops emotional awareness,
feelings vocabulary
and empathy skills

GAME INSTRUCTIONS

For 2 to 6 players

- Sit the group of players in a circle, either on the floor or around a table.
- Shuffle the cards and place them in the center of the group.
- Decide who goes first. (Play in a clockwise direction)
- First player selects the top card. Without showing anyone else looks at the card and reads the feeling on the card. Their task is to act out that feeling to the group. They are not allowed to speak.
- The rest of the players try to guess the feeling. When they guess it is best if they put up their hand rather than call out.
- If the first guess is correct the guesser and the actor get a token each.
- If the second guess is correct the guesser only gets a token.
- If the third guess is correct, neither get a token.
- Next player takes a card and plays in the same way.

SMILEY SMIRKER CARD

- If a player picks up a Smiley Smirker Card this is a bonus turn. Firstly, they choose another player whom they will try to make smile or laugh.
- They then have 10 seconds to make them smile or laugh. (Not allowed to touch the other player)
- If they succeed they win a bonus token. If not the other player wins a token.
- The original player then has their normal turn. Keep playing for a round or two then move onto to the advanced version. (PTO)

ADVANCED SMILEY SMIRKER

To play the advanced version you will need a die (supplied) and a pair of sunglasses or funny glasses (supply your own).

- Play as before except the player rolls the die first.
- If the number is even they play as normal.
- If the number is odd they must wear the sunglasses and must not make any sound, hand gestures or body language when acting out the feeling on the card.
- Play this for a few rounds, making sure each player has one turn of the sunglasses.
- You can play the game as long as you like.
- When the game is ended you may count the tokens. They are really only there as a novelty as there are no losers in the Smiley Smirker game, only winners.

If you are not sure of any of the rules—make up your own. See if you can add any other variations to the game. For example each number on the die could represent a particular obstacle to acting out the feeling. 1 could mean body language only, 2 could mean sounds only, 3 could mean facial expressions only etc.

POST GAME

After the game you could discuss these questions:

- What did you discover or learn about feelings by playing the Smiley Smirker Game?
- What skills do you need to be a good feelings detective?
- Did the advanced version of the game play out any differently?
- Was it easier or harder? Why?
- Which feelings are more difficult to detect?
- If you are not sure how someone is feeling, how can you find out?
- If someone doesn't know how you are feeling, what can you do?

BUZ SMILEY SMIRKER GAME
© Nurture Works Foundation
Available from the BUZ shop on line
www.buildupzone.com/shop



ADVANCED SMILEY SMIRKER

To play the advanced version you will need a die (supplied) and a pair of sunglasses or funny glasses (supply your own).

- Play as before except the player rolls the die first.
- If the number is even they play as normal.
- If the number is odd they must wear the sunglasses and must not make any sound, hand gestures or body language when acting out the feeling on the card.
- Play this for a few rounds, making sure each player has one turn of the sunglasses.
- You can play the game as long as you like.
- When the game is ended you may count the tokens. They are really only there as a novelty as there are no losers in the Smiley Smirker game, only winners.

If you are not sure of any of the rules—make up your own. See if you can add any other variations to the game. For example each number on the die could represent a particular obstacle to acting out the feeling. 1 could mean body language only, 2 could mean sounds only, 3 could mean facial expressions only etc.

POST GAME

After the game you could discuss these questions:

- What did you discover or learn about feelings by playing the Smiley Smirker Game?
- What skills do you need to be a good feelings detective?
- Did the advanced version of the game play out any differently?
- Was it easier or harder? Why?
- Which feelings are more difficult to detect?
- If you are not sure how someone is feeling, how can you find out?
- If someone doesn't know how you are feeling, what can you do?

BUZ SMILEY SMIRKER GAME
© Nurture Works Foundation
Available from the BUZ shop on line
www.buildupzone.com/shop

