Pairs Matching Game

Learning objective

To develop visual recognition of emotions.

Resources required

- For Level 1 - [Activity sheets – Pairs Matching Game 1](#).
- For Level 2 - [Activity sheets – Pairs Matching Game 2](#).
- For Level 3 - [Activity sheets – Pairs Matching Game 3](#).
- Print out two sets of the activity sheets you wish to use per child/pair of children. Each set should contain the same cards.
- Optional sand timers or other timers.

Activity

The children work individually or as a couple to place matching cards along side each other.

Instructions

- The children or teacher spread out one set of cards, face up, on a table or on the floor, leaving a space beside each card.
- Start the timer, if using one. The children try to "beat the clock" or beat their own previous time, depending on what type of timer is used.
- The children place matching cards next to (rather than on top of) the first set. They take turns if working as a couple.
- The teacher checks that each pair of cards is of the same emotion and character. If working as a couple, the partner can check or the children can check together.

Activity level

This activity is differentiated over three levels, by the number of cards used, by use of the timer, and by support given.

- Level 1: Two sets of emotions cards – eight different characters all happy.

- Level 2: Two sets of emotions cards – two to four characters showing a variety of basic emotions. Some emotions can be the same but expressed by different characters.

- Level 3: Two sets of emotions cards – four different characters, showing a variety of basic and more complex emotions.

Ability requirements related to the activity levels

- Level 1: The children need to be able to match pictures and identify characters.

- Level 2: As above, plus the children need to be able to discriminate between basic emotions and between the same emotions shown by different characters.

- Level 3: As above, plus the children need to be able to discriminate between a wider range of emotions.