



## Pass the Envelope

### Learning objective

To develop emotional concepts.

### Resources required

- For Level 1 - [Activity sheets – Pass the Envelope 1.](#)
- For Level 2 - [Activity sheets – Pass the Envelope 2.](#)
- For Level 3 - [Activity sheets – Pass the Envelope 3.](#)
- Music.
- Envelopes.
- Mirror (for some ability levels).

### Activity

Play the music. While the music is playing, the children pass the envelope between themselves. After a while, pause the music. When the music stops, the child who is holding the envelope opens it and identifies the emotion the character is expressing. The child shows the teacher and the group. The teacher affirms or encourages child to try again.

### Instructions

- Cut out the pictures of the Transporters characters. Place one in the envelope.
- Ask the children to sit in a circle.
- Demonstrate the principle of passing the envelope by getting the children to pass an object to their neighbor on the right and thus round the class.
- Repeat while playing music then show the children how to stop passing when you pause the music.
- Repeat using the envelope. Demonstrate the action of taking the picture out of envelope when the music stops and identifying the character and emotion.
- Introduce a new picture into the envelope.
- Start the game.
- Depending on the individual children, encourage ways of identifying the emotion on opening the envelope. This could be verbally only, verbally using picture and word, or miming the emotion using a mirror to check.



- Affirm or encourage the attempt to identify the character and emotion.
- Each time an envelope has been opened, remove the picture and substitute with another, depending on the level of the game.

### **Activity levels**

This activity is differentiated over three levels, by choice of characters and by emotions.

- Level 1: One at a time, place different characters inside the envelope. All the characters should be expressing the same emotion, for example, Sally happy, Jennie happy, Dan happy, etc.
- Level 2: Place two different characters into the envelope at a time. The characters should be expressing the same emotions, for example, Oliver sad, Dan sad; Oliver happy, Dan happy.
- Level 3: Place two or more characters into the envelope at a time. The characters should each express a different emotion, for example, Jennie afraid, William excited, Barney tired.

### **Ability requirements relating to the activity levels**

- Level 1: The children need to be able to open the envelope and know to open it if they are holding it when the music stops. They need to be able to identify the character and the emotion.
- Level 2: As above, plus the children need to be able to differentiate between two emotions.
- Level 3: As above, plus the children need to be able to discriminate between a wider range of emotions.