



## People in the Playground

### Learning objective

To be aware of emotions seen to be experienced by peers at playtime/lunchtime.

### Resources required

There are no activity sheets for this activity because the choice of emotions will depend on those the teacher wishes to highlight.

For the children:

- Images of children expressing playground emotions such as happy, sad, angry, excited, kind, unfriendly, joking (playing around) and surprised. These could be photographs or videos of members of the class acting out scenarios.
- A set of cards featuring a Transporters character expressing a variety of emotions, some of which relate to the emotions shown by the images of children.

For the teacher:

- As above but enlarged to show to the class as a visual aid.

### Activity

Using the visual aids, the teacher briefly describes the emotions occurring in the playground. The teacher demonstrates the forthcoming activity then the children select the corresponding emotions expressed by the Transporters character.

### Instructions

- Describe some of the emotions seen in the playground such as happy, sad, angry, excited, kind, unfriendly, joking (playing around) and surprised.
- Show the visual aids/videos to support the descriptions.
- Depending on the ability of the children, role-play a scenario.
- Hand out the images of playground scenes and the sets of the Transporters characters expressing emotions.
- Ask the children to study the emotion cards and to match each playground scene to a related emotion card.



### **Activity levels**

This activity is differentiated over three levels.

- Level 1: Use two playground scenarios portraying two basic emotions, such as happy and sad, and one Transporters character expressing the same two emotions.
- Level 2: Use four playground scenarios portraying four emotions and one Transporters characters expressing a variety of emotions, including the four in the scenarios.
- Level 3: Use five playground scenarios portraying five emotions and five different Transporters characters expressing a variety of emotions including the five in the scenarios.

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

- Level 1: The children need to understand that the playground scenarios represent children and be able to identify the emotions portrayed. They need to be able to match a basic emotion card to the scenarios, for example, happy emotion card to match the happy children in the playground.
- Level 2: As above, plus the children need to be able to differentiate between four emotions.
- Level 3: As above, plus the children need to be able to differentiate between a wider range of emotions.