

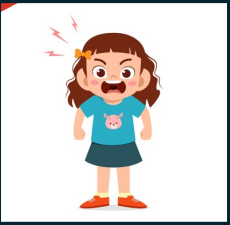


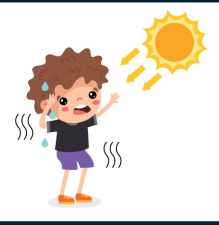
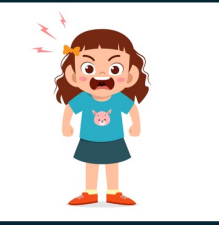



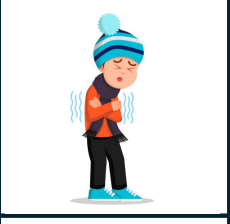
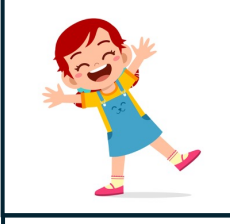
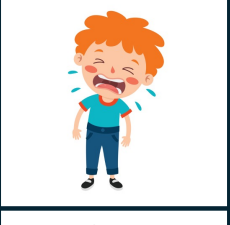

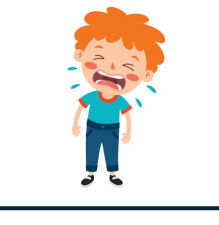


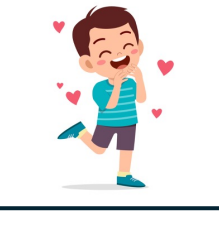
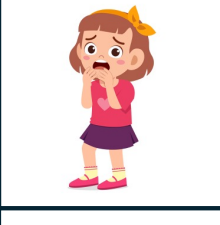
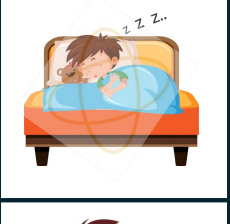
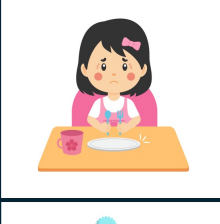
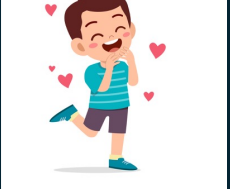




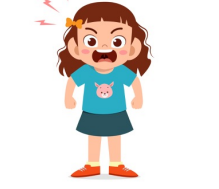
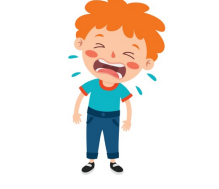
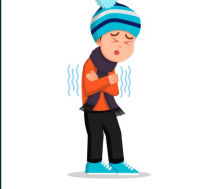
Level 1

What you need: 1 counter per player & 1 die

How to play: Get the student to roll the die and move their counter the corresponding number of squares. Ask them, "How is he/she feeling?" and have them respond.

Level Up: Get the students to ask each other, "How is he/she feeling?" and get them to respond using a full sentence, e.g. "He/she is feeling sad."

START END

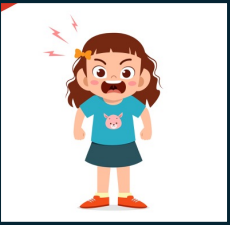


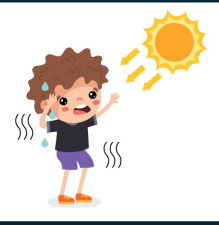
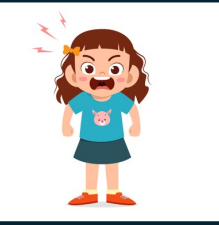










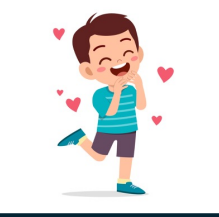
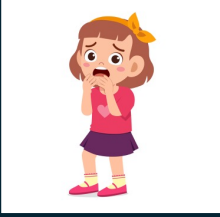


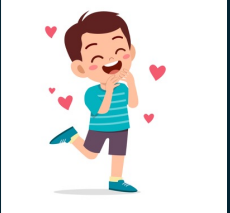
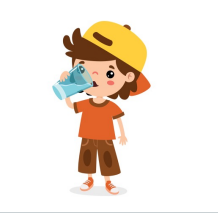


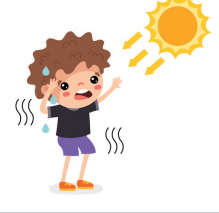


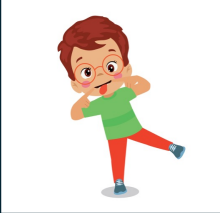
Level 2

What you need: 1 counter per player & 1 die

How to play: Get the student to roll the die and move their counter the corresponding number of squares. Ask them, "How is he/she feeling?" and have them respond.

Level Up: Get the students to ask each other, "How is he/she feeling?" and get them to respond using a full sentence, e.g. "He/she is feeling sad."

START END

Level 3

What you need: 1 counter per player & 1 die

How to play: Get the student to roll the die and move their counter the corresponding number of squares. Ask them, "How is he/she feeling?" and have them respond.

Level Up: Get the students to ask each other, "How is he/she feeling?" and get them to respond using a full sentence, e.g. "He/she is feeling sad."

START END
