



LANGUAGE

# "Guess what they're thinking"

Ref. 20514



FOR EDUCATIONAL PURPOSES

# GUESS WHAT THEY'RE THINKING

Ref. 20514



## CONTENT:

The game is made up of 54 real photographs with characters in different situations. Includes 22 speech bubbles of different colours and shapes. Measurements of the photographs: 16.6 x 11.6 cm

## RECOMMENDED AGE:

From 3 to 8 years.

The real pictures enable speech to be encouraged from the age of 3. From 4 to 6 years, they help to structure language, acquire vocabulary and develop skills such as empathy, identification and recognition of emotions.

Due to its characteristics, this game can be used with small children as well as older children and adults.

The purpose of the speech bubbles is to give the game some fun tools that encourage the development of the imagination and empathy through oral language (not through written language, so they are not designed to be written on).

## LEARNING OBJECTIVES:

- To encourage the recognition of emotions in other people in different situations.
- To be able to express emotions and thoughts.
- To develop empathy, the ability to put yourself in someone else's shoes.
- To improve communication and development of language.
- To enrich the vocabulary relating to emotions.
- To develop the skills of attention and observation.

## GAME INSTRUCTIONS:

1. Look at one of the photographs and put yourself in the characters' shoes.
2. Choose a speech bubble to verbally express what each of the characters who appear in the picture is thinking.
3. This activity can be done individually or as a group. If working as a group, everyone can enrich the opinions of the others, and they will learn that the same situation can generate different thoughts and emotions in each person.



## OTHER ACTIVITIES:

1. **Group together pleasant and unpleasant emotions.** From all of the photographs, choose the ones where the people convey positive emotions. Analyse what emotion they convey to you and why.
2. **Guess the photograph.** Select a group of photographs, and describe one of them emphasising the thoughts and/or emotions that the characters suggest. The rest of the group guesses the picture that matches with the description you have given.
3. **Create stories.** Create short stories selecting various photographs. Link the actions, thoughts and characters that appear in them, in a narration that joins them together.

