

EduTrend Contents

G4C · EMOTION RECOGNITION AND EXPRESSION GAMES · HIGH SCHOOL

Feelings Game Designers

Design and test an emotion-recognition game for children aged 4 to 10, with safeguarding built in

Ages 14–18	Level: Advanced	75 minutes	Teams of 3–4 · up to 24	Activity 05

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 05 · AT A GLANCE

Feelings Game Designers

Teams design a short game that helps children aged 4 to 10 name and recognise feelings. It must use invented characters and situations, include an easier version with four basic feelings and a harder version with close pairs, and carry a safeguarding note on handling personal disclosures. Teams test their game on peers acting in role, collect feedback and revise.

Learning outcomes

By the end of the session students can:

- design an age-appropriate feelings game;
- build in levels;
- write a safeguarding note;
- revise from testing.

KEY WORDS

design · emotion · level · invented · safeguarding · test

CURRICULUM LINKS

PSHE: emotional literacy and safeguarding. Child development. Design: user testing.

1	2	3	4	5	6
SETTLE	**EXPLAIN**	**PLAY**	**NOTICE**	**TALK**	**CLOSE**
Calm start	One game, clear rules	Invented characters	Clues and feelings	Different views are fine	Calm and positive

Materials (per team)

- Game design template
- Card and pens
- Safeguarding guidance summary
- Worksheets 1, 2 and 3

Before the session

- Print templates.
- Brief on safeguarding and disclosure.
- Prepare example games.
- Plan teams.

SAFETY

Games use invented characters only. Any disclosure is passed to a designated adult under school policy.

ACTIVITY 05 · SESSION PLAN

Step by step

Stress that the aim is practice with invented situations, never asking children to share personal worries.

Time	What happens	Say or ask
0–10 min Brief	What young children need.	*"Why invented characters?"*
10–40 min Design	Game, levels, safeguarding note.	*"Is it right for a 5-year-old?"*
40–60 min Test	Peers play in role.	*"Was it clear and fun?"*
60–75 min Revise	Improve with feedback.	*"What will you change?"*

CHALLENGE CARD (print or copy onto the board)

Design a feelings game that is fun, safe and useful for young children at two different ages.

ACTIVITY 05 · FACILITATOR NOTES

The feelings game know-how in brief

Starting with four basic feelings and adding finer words gradually matches how children's emotional vocabulary develops.

Using invented characters lets children practise talking about feelings without having to disclose personal experiences.

Common ideas to listen for

- "Children should share real feelings in games." Use invented situations.
- "One version suits all ages." Levels are needed.
- "Safeguarding is someone else's job." Designers plan for it.

Adapting the activity

Support

Provide a partly designed game.

Stretch

Add a family version for home use.

WORKSHEET 1

Game plan

Name: _____ Class: _____ Date: _____

Complete each part.

Game plan

Part	Details
Aim	
Players and age	
Rules	
Easier version	
Harder version	
Safeguarding note	

WORKSHEET 2

Test feedback

From peers.

Test feedback

Question	Feedback
Was it clear?	
Was it fun?	
Right for the age?	
What would you change?	

WORKSHEET 3

Our revisions

After testing.

We changed... because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Designs age-appropriately	Builds in safeguarding	Revises with evidence

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Feelings Game Designers is a sample activity from the EduTrend Contents G4C Emotion Recognition and Expression Games programme (high school, level: advanced). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

© 2026 EduTrend Contents. This activity may be printed and copied for use with students in your own school, club or home. It may not be resold or published elsewhere. Photos: Gunjan Patel / Unsplash.