

Winter Wonderland

Group Activity: Social Emotional - Feelings Can Change

Objective:

This activity builds on listening and social emotional skills to support students in reaching individual learner outcomes through the study of identifying emotions and understanding how feelings can change.

Materials:

- Sequence strip
- Scenario cards (provided)
- Feelings flashcards (provided)

- Bag
- Scissors

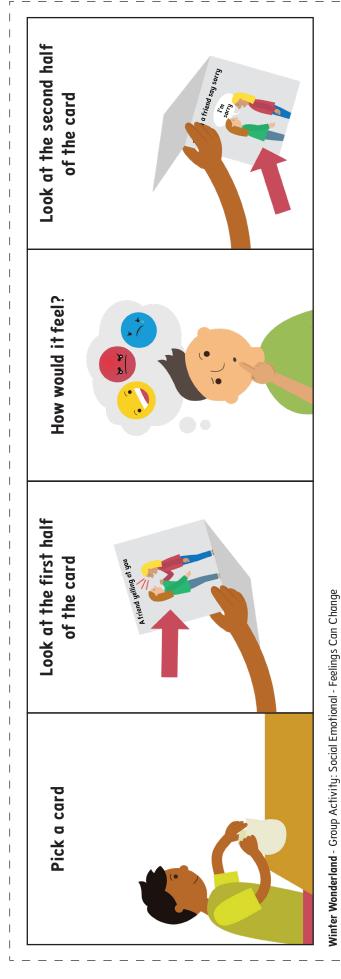
Preparation:

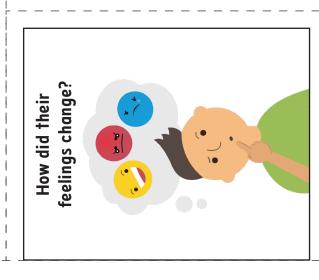
- I. Print, laminate, and cut out:
 - a. Sequence strip
 - b. Feelings flashcards (I set per student)
- 2. Print and cut out the scenario cards (I set for entire class).
- 3. Fold each card in half so that the scenarios aren't visible.
- 4. Place the scenario cards in a bag.
- 5. Distribute a set of feelings flashcards to each student.
- Have the sequence strip on hand, and refer to it throughout the activity to guide students.

Instructions:

- Lead a discussion about feelings. Help students generate some suggestions for feelings that they have felt in the
 past.
- 2. As a class, review the feelings flashcards, using your face and body to demonstrate each emotion.
- 3. Prompt students to use their faces and bodies to demonstrate each feeling you identify as a class.
- 4. Discuss why it's important to identify your own feelings and others' feelings, especially when cooperating in a group.
- 5. Transition into a discussion about how feelings can change.
- 6. Discuss some of the things that might make their feelings change. Suggested prompts:
 - a. "When you are happy, what is something that might happen to make you feel sad or angry?"
 - b. "When you are sad, what is something that can help you feel better again?"
 - c. "When you are angry, what are some strategies you can use to feel calm?"
- 7. Explain that you will be playing a game called "Feelings Can Change."
- 8. Students take turns pulling a scenario card from the bag. Read the top half of the scenario, and assist the students in identifying how the person in that scenario might feel.

- 9. Ask students to hold up the feeling flashcard that represents their answer.
- 10. Read the bottom half of the scenario to see what happened to change their emotions.
- II. Ask students to hold up another feeling flashcard that represents how the character might feel in this new scenario.
- 12. Continue until each student has picked a card or you have pulled all of the cards from the bag.

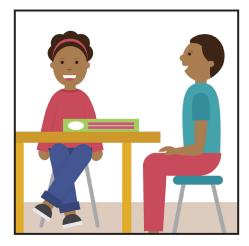




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Playing a board game with your family



Going sledding



Winning



Getting cold





Building a snowman



Going to the dentist



Seeing your snowman melt

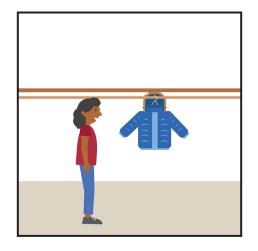


Getting an unexpected gift





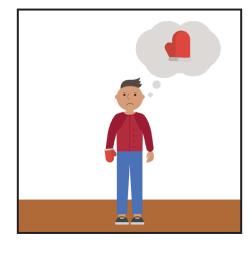
Getting a new winter coat



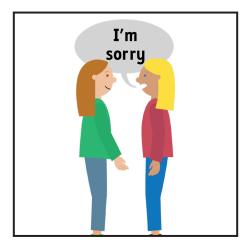
Having a friend yell at you



Losing a mitten



Hearing your friend say they're sorry

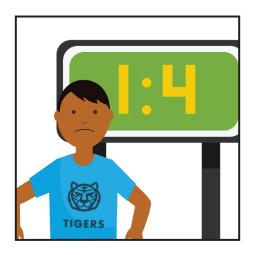




Falling while ice skating



Losing a sports game



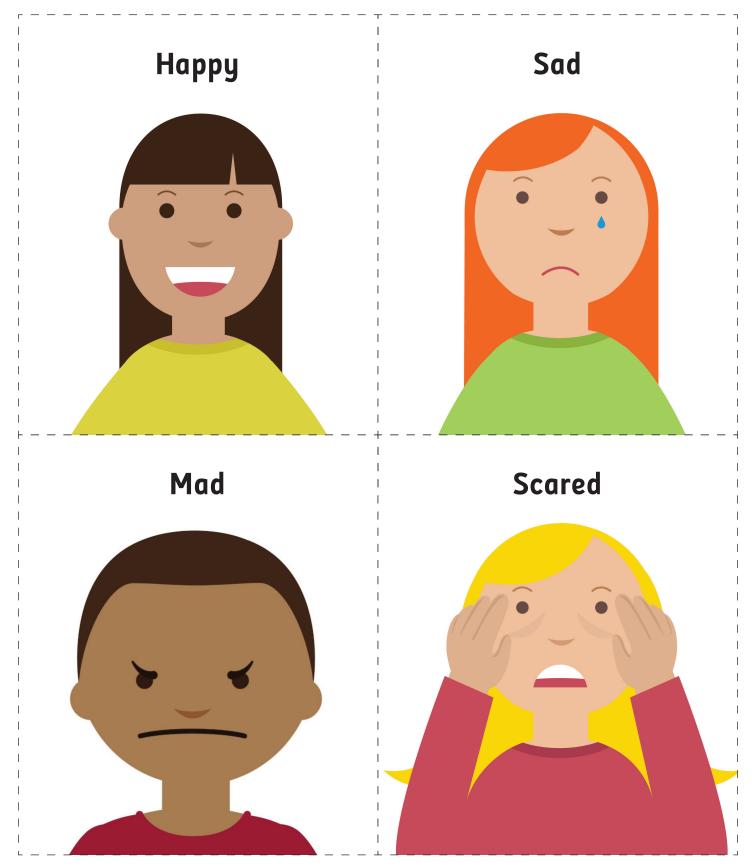
Having a friend help you up and make sure you're okay



Getting a flower from someone you love













Nervous

