**Emotion Hunt with Animals – a game**

**CONTENTS**:

24 cards featuring four different animals with six different emotions for each of them (happy, sad, angry, surprised, playful, tired).

12 cards with tasks on emotional skills and mental health.

8 game boards to collect the animals on (for Game 2). The pictured boards are for children from ages 3 to 4. The blank boards are for children from ages 5 to 6.

***The game is recommended to be played with 2-4 players (****if there are less than 4 players, it is recommended to remove an emotion/emotions from all the animals 🡪 otherwise the game might be too long)****.***

***The game is suitable for use in kindergarten and home.***

**NOTE***: It is recommended to laminate the cards to keep them in a good condition.*

*It is not mandatory to perform the tasks on the cards if the player is not comfortable with doing so.*

**RULES:**

**Adapting the game for players of different ages:**

There is an alternative task card for players of different ages. The *touch another player on the shoulder* -card is suited for 3-4 -year old children. The *rock-paper-scissors* -card is best suited for 5-6-year old children.

There are 4 fully pictured game boards for children from ages 3 to 4, and 4 game boards with blank grids for children from ages 5 to 6. The use of game boards is not mandatory.

**Setting up the game:**

Shuffle the cards well and set them with the picture side facing down. The players can choose who gets to start the game themselves. E.g., the one with the longest hair gets to start the game.

**Game 1**

**Find the animals – a memory game**

**The goal of the game:**

On each turn, a player gets to pick two cards. The goal of the game is to find pairs of animals with matching emotions. For example, a happy panda and a happy lion make a pair, so it doesn't have to be the same animal in both cards. When a pair is found, the player who found them gets to keep the cards. There are also 12 task cards among the animal cards in the game (the tasks are listed at the end of this document). If a player picks an animal card and a task card, they must first complete the task. After that, the task card is put out of the game and the player earns a new turn on which they must try to find a pair to the animal card that they picked up. If a player picks two task cards, they must complete the tasks on both cards. After completing the tasks, the cards are put out of the game and the player earns a new turn in the game. The winner is the one who has the most cards at the end of the game.

**Game 2  
Wild animals’ card game**

**The goal of the game:**  
The players first decide which animal they will start to collect (on the game board if they decide to use them).  
The goal of the game is to collect all six emotions for the chosen animal. Players pick up one card at a time and name the emotion the animal on it has. If the animal is the one you are collecting, you get to keep the card. If it isn’t yours, show the card to the other players and put it back with the picture side facing down. If a player picks a task card (12 pcs), they must do the task on it. The task cards are put out of the game when the task has been done. Then it is the next player’s turn.

The one who first collects all six emotions for their animal is the winner of the game.

**The task cards:**How are you feeling right now? Hug another player.  
Play rock, paper, scissors with another player.

The loser congratulates the winner. (5-6 yo) Touch another player’s shoulder. (3-4 yo)  
Name one thing that makes you happy. Name one thing that makes you sad.  
Name one thing that scares you. What do you look like when you are excited?  
What do you look like when you are nervous? What do you look like when you are surprised?