



2 or +

4+

yrs



15 min



## Contents

48 Cards



Pool of Feelings is a fun game that helps kids talk about emotions. With 4 ways to play, plus room for your own ideas, it's all about having a blast while learning about feelings.

Each card shows a different emotion, making it easy for kids to understand and connect with grown-ups about how they feel

Illustration and Art Design:  
Caio Bezerra

## GAME 1 Learning about Feelings

In this game, kids get to explore different feelings by looking at the expressions on the Singa's faces.

**The objective of the game is to collect as many cards as possible, but the real goal is to learn about feelings and have fun!**

Sometimes, a face might show similar feelings, and that's okay! If a child mentions a feeling that matches the image but isn't the same as what's written on the card, explain both the feeling on the card and the one they mentioned, pointing out how they're alike and different. It's a fun way to learn about emotions together!

- 1 Separate the decks with different backs (red and black)
  - 2 Spread the colourful cards face-up on the table (red back)
  - 3 Shuffle the rest of cards, stack them, and place on the table (black back)
  - 4 Take one card of the pile and say it: "I feel ... (name of the feeling)"
  - 5 Ask the child to find the same feeling on the open cards
- You can help by describing the face or copying it with your own expressions
- 6 If the child finds the matching feeling, hand over the card from your hand and compare them. The child keeps both cards
  - 7 If the child doesn't find it, the adult shows the matching card from the table and takes both
  - 8 Is the pile over? Count the cards!



## GAME 2 Finding the Feeling

In this second game option, kids will learn about feelings while also memorising their corresponding expressions. It enhances memory, attention to detail, and recognition of feelings.

**The objective of the game is to match the feelings and collect as many cards as possible while having lots of fun!**

- 1 Separate the decks with different backs (red and black)
- 2 Spread the one colour cards face-up on the left side of the table (black back)
- 3 Spread the the other deck face-down on the right side of the table (red back)
- 4 Pick one of the feelings on the table and say: "I feel ... (name of the feeling)"
- 5 Flip over a red card and see if the feeling matches. If it does, claim both cards for yourself and pass your turn
- 6 If it doesn't match, close the card you just flipped and pass your turn



@SingaGames

www.singagames.co.uk

### GAME 3 How was your day?

When you ask a child, 'How was your day?' you know it can be tough to get more than a few words in response sometimes.

How about trying a different approach using their language: playing!

This game offers a way to explore the feelings both you and the child experienced throughout the day in an easy and fun way.

Are you ready to embark on this journey together?

**The objective of the game is to use different faces to encourage engaging conversations**

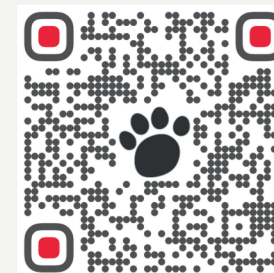
- 1 **Separate the decks with different backs (red and black)**
- 2 **Spread the one-colour cards face-up on the table (black back)**
- 3 **Remove the rest of the cards from the table (they will not be used)**
- 4 **Take one card of the pile and say it: "I felt ... (name of the feeling) today when/because..."**
- 5 **Take the card for yourself and then encourage the child to do the same as you did**

*You can use the red deck instead of the black one to add some extra excitement to the game*



Have you developed a fresh way to play? Do you have any thoughts on our games?

Drop us a message!  
[fun@singagames.co.uk](mailto:fun@singagames.co.uk)



See how to play here!

### GAME 4 Telling a tale

In this game, you will craft a story together using your imaginations.

First, let's think of a place where your adventure will take place. It could be an enchanted forest, a magical island, or even your very own house.

Next, let's think about who your main character is (can be more than one!). Are they a real person (it can be you!), an alien, a magical creature, or maybe even an animal? Unleash your creativity!

Now, let's talk about the story! What is your character doing in that place? What do they want to achieve?

You're all set to start! Just follow the rules for using the cards, and let's see where this storytelling adventure takes us!

**The goal of this game is to collaborate on telling a story while guessing the feelings indicated by the other player.**

- 1 **Separate the decks with different backs (red and black)**
- 2 **Spread the colourful cards face-up on the table (red back) and remove the rest of the cards (they can be used as a guide, if necessary)**
- 3 **The adult starts the tale by saying "Once upon a time..." and begin talking about the place and the main character**
- 4 **Let the adventure roll and remember to keep the child engaged**

- 5 **When you ready, add a feeling to our story. Pick a card that matches the feeling you want, then say, 'The (name of the character) feels... (show the card)'**
- 6 **If the child guesses the feeling correctly, give them the card and invite them to continue the story from where it left off. Then, encourage them to do the same (item 5)**
- 7 **If they guess wrong, reveal the feeling and take the card for yourself. Continue the story, and when you're ready, select another card to repeat the process**

**Tip:** If the child doesn't get it right the first time, introduce some characteristics of the feeling to help them guess and give them an extra chance.

