



Expression Wizard

Domain III: Understanding Faces

GOAL: The goal of *Expression Wizard* is to facilitate social interaction by promoting social awareness, eye contact, and the formation of facial expressions.

OBJECTIVE: In this activity, students will participate in groups of five or more. This is a social activity derived from Domain III: Understanding Faces. This activity requires participants to make eye contact with other players as they walk around the room. The “wizard” must be especially aware of his/her social surroundings, because he or she will need to discretely make eye contact with another player and make an expression face to them. The other players will need to be able to recognize the expressions made the wizard.

MATERIALS :

-Materials are not required for this study

(Optional Materials)

-Music playing in the background

-List of common expressions ranging in difficulty (provided)

PROCEDURE:

Step 1: Introduce the Activity

In this activity, students will participate in groups of five or more. One student will be the “wizard” and the rest are townspeople.

Step 2: Pick the Wizard

Have everyone close their eyes and tell them that you will be tapping the person chosen as the wizard on the shoulder. The wizard’s identity should remain a secret to the other participants. This is similar to the popular game ‘wink murder’ but instead of winking,

the wizard will make a particular facial expression at the 'victim' which turns the victim into a statue.

Step 3: Begin the Game

The students will walk around a room (this is a good time to have music playing in the background). A particular facial expression will be declared by the activity leader as the magic spell by which the wizard will turn people into statues.

"If the wizard makes a sad face at you, you will be turned to stone and you must stay frozen until the spell is broken and the wizard's identity is revealed"

Only the wizard can make a sad face so everyone else must try and not make the expression so as not to confuse the other players. Once the wizard picks his or her victim he or she will discretely make eye contact with the victim and make a sad expression. The victim must immediately freeze and become a statue.

Once there are three students left who have not been turned into statues, the two that are the townspeople will have to decide who they think the wizard is? The activity leader should ask each of the townspeople first before asking the wizard in order to keep his or her identity a secret. Once both townspeople have guessed, ask the wizard to reveal him or herself.

BONUS

In order to increase the difficulty of this game, you can use more complex expressions (e.g. guilt). You can also incorporate short term memory by creating spells that involve a particular facial expression and a specific consequence (e.g. a happy face turns you into a frog, a disgusted face turns you into a spider) and instead of becoming statues the students must act like the animal associated with the facial expression until the wizard is revealed.

List of Expressions

Happy

Sad

Angry

Surprised

Scared

Disgusted

Guilty

Bored

Confused

Nervous

Excited

Embarrassed

List of Animals

Frog

Mouse

Pig

Fly

Spider

Chicken

Donkey

Goose

Turtle

Crab

Fish