GOAL: The goal of this activity is to teach the child to discriminate between 6 basic facial expressions.

OBJECTIVE: The child will learn to discriminate between 6 basic facial expressions (neutral, happy, sad, angry, surprised, and disgusted). The child will be required to match face cards based on both identity and facial expression. At the mastery level, the child will be required to match faces, based on facial expression alone, independent of facial identity.

MATERIALS:

• Scissors
• 72 Printable face playing cards

PROCEDURE:

Step 1: Cut and Discuss

Print out all the “cut-out face playing cards”. Have the child help cut out the cards. For each page of cut-outs discuss with the child what makes a particular facial expression. E.g.: When cutting out a sad face playing card discuss “what makes a face look sad?” The discussion might involve laying out all the sad face cards and pointing out similarities. Also, you might have the child practice a sad face or you may show them your sad face.

Step 2: Lay Out All the Cards Face Down

It is best to start with fewer cards, perhaps starting with only 30 cards. You can gradually work your way up to using all 72 cards.
Step 3: Take Turns

The game can be played with 2 or more players. Each player takes turns turning over two cards. One each turn, the player will select two cards and turn them over one at a time. If the cards they select to turn over match, the player gets to keep the pair of cards. If the cards do not match, the cards must be turned back over again (face down) and it becomes the next player’s turn.

Below is an example of a matching pair vs. a non-matching pair

MATCHING

NOT MATCHING

BONUS: MASTERY

The game can be made more difficult by changing the definition of a matching pair. For example, two faces that share the same expression, but not the dame identity could be considered a matching pair. This teaches the child to look only at the expression rather than relying on identity or other cues such as clothing.
Below is an example of a matching pair vs. a non-matching pair at the MASTERY level

MATCHING

NOT MATCHING

BONUS GAME: Go Fish!
The 72 cards provided below are versatile in that they can also be used to play the game “Go Fish.”

PROCEDURE:

The game can be played with 2 or more players. 5 cards are dealt to each player, and the rest of the cards are placed in a pile face down. The object of the game is to collect pairs of faces that match in facial expression. For each pair of faces that matches a player gets one point.

Each player takes turns asking the other player for cards. On your turn, ask a player for a specific facial expression. For example: "Tom, please give me your happy faces." You must already have at least one card of the requested expression.

If the player has the expression you have asked for, they must give you the card(s). If the player does not have the card you have asked for they will say “Go Fish.” At this point you must draw a new card from the main pile. The player with the most pairs at the end of the game wins.
Face Playing Cards

- Neutral
- Neutral
- Happy
- Happy
- Happy
- Angry
- Angry
- Sad
- Sad
- Disgusted