

2018



PUPILS' MODULE: EMOTIONS ONLINE QUIZ GAME



METAMINDS | METACOGNITION IN EUROPEAN TEACHING
ACTIVATING MINDS THROUGH THE IMPLEMENTATION OF NEW DEVELOPMENT STRATEGIES
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Online Quiz Game

INDICATOR: Recognising emotions in facial expressions.

METACOGNITIVE GOALS

This activity should allow students to reflect upon how they use facial expressions to identify emotions.

- They will be able to see how well they do this as part of the quiz.
- A follow up discussion will allow them to reflect upon what makes this task easier or more difficult.
- If adapting for an older group of students, they might also discuss whether facial expressions are fully able to express the complicated emotions we feel or whether facial expressions can be misleading.

TARGET GROUP 8 -11 years old pupils

TIME

The quiz should take 5-10 minutes. The teacher can decide on the length of the discussion.

ORGANISATION

Students could complete this quiz alone if computing facilities / mobile devices are available, or it could be projected/shown on a screen for a whole class and students answer on paper. Scores can be discussed at the end.

OBSERVATION / ASSESSMENT CRITERIA

There are three different results at the end of the quiz to indicate how well the student has performed. The teacher can also assess the students' understanding through participation in the discussion and perhaps follow up with an activity producing a poster / guide to recognising facial expressions.

For teachers' observations and pupils' self-evaluation the common METAMINDS assessment sheets can be used.