

Roll Emoji Bingo



A pair activity designed for self-reflection and sharing, using emojis as prompts for discussing past experiences and emotions. The goal is to create a line of five marked squares in a row on the bingo grid by rolling dice and sharing reflections.



Learning Intentions

Enhancing Emotional Awareness and Reflection:

Students will develop their ability to identify and reflect on their emotions by associating past experiences with specific emojis, fostering greater emotional awareness.

Promoting Open Communication and Empathy:

Students will practise open communication by sharing personal experiences with their partner, promoting empathy and understanding within the pair.

Building Interpersonal Connections:

Students will strengthen their interpersonal relationships through meaningful conversations, enhancing their ability to connect with others on an emotional level.



Success Criteria

Accurate Identification of Emotions:

Students successfully identify and relate to the emotions represented by the emojis on the bingo grid, demonstrating a clear understanding of their own emotional experiences.

Effective and Respectful Communication:

During the activity, students engage in thoughtful and respectful sharing, listening actively to their partners' reflections and contributing their own meaningfully.

Completion of the Bingo Grid:

Students aim to form a line of five marked squares on the bingo grid by reflecting on and sharing their experiences, showing persistence and engagement in the activity until a winning line is formed.



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Objective:

A pair activity designed for self-reflection and sharing, using emojis as prompts for discussing past experiences and emotions. The goal is to create a line of five marked squares in a row on the bingo grid by rolling dice and sharing reflections.

Players:

Played in pairs, making it ideal for a range of group sizes by having multiple pairs play simultaneously.

Materials:

- A printed PDF sheet with an emoji bingo grid for each pair.
- Two six-sided dice per pair.
- A writing instrument for marking the grid.

Setup:

Each team receives an emoji reflection bingo sheet, two dice, and a pen or marker.

Gameplay:

- Rolling Dice: Players take turns rolling both dice. The number on the first die corresponds to the vertical side of the grid, and the second die to the horizontal side.
- Emoji Reflection: The intersection of the numbers rolled reveals an emoji. The player reflects on a time in the past six months when they felt an emotion represented by this emoji and shares the experience with their partner.
- Marking the Grid: After sharing, the player marks the grid square with their initials.
- Game Continuation: The game passes to the next player. The player loses their turn if a roll leads to an already marked square.
- Objective: The first player to create a line of five marked squares (horizontally, vertically, or diagonally) wins.



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Winning the Game:

The first player to form a line of five initials in a row on the bingo grid wins.

Variations for Different Settings:

- Educational Edition: Use this game to encourage emotional intelligence and empathy among students.
- Corporate Edition: Tailor the game to focus on professional experiences and team dynamics.
- Therapeutic Edition: Utilise the game in a therapeutic setting to facilitate discussions about feelings and experiences.

Additional Notes:

- Roll Emoji Reflection Bingo encourages open conversation and emotional exploration in a non-threatening way.
- It's a unique activity that allows participants to interpret emojis based on personal experiences, promoting understanding and empathy.
- The game is suitable for participants of all ages, offering a meaningful yet enjoyable way to engage in emotional reflection.



6						
5						
4						
3						
2						
1						
	1	2	3	4	5	6

ROLL EMOJI REFLECTION BINGO

Introducing an engaging pair activity, the Emoji Reflection Bingo. Each team will require a printed PDF sheet, two six-sided dice, and a writing instrument to partake in this game. The gameplay is an alternating exchange where each participant gets a turn to roll both dice.

The attached game card includes a grid layout with six numbers listed vertically and horizontally. Once a player rolls the dice, the number on the first die corresponds with the vertical side of the grid, while the second die links to the horizontal base of the grid. The intersection of these numbers will reveal an emoji. The player must then reflect on a time in the past six months when they've experienced a feeling that this emoji represents and share this memory with their partner.

After expressing their experience, they will mark that particular grid square with their initials. The game then passes to the next player. The primary objective is to be the first one to create a line of five initials in a row. However, if a player rolls a combination leading to an already occupied square, they will lose their turn, giving the other player another chance to roll the dice.

Remember, these emojis serve to stimulate self-reflection and promote a positive attitude. They are not meant to induce feelings of guilt or inferiority. Should any emoji not connect with you or your partner for any reason, please skip it and proceed to the next. The beauty of this game lies in its randomisation and the lack of record keeping, allowing for a more open and profound discussion on the positive reflective questions posed by the game. Emojis interpret differently for everyone, which is why this game is the ideal activity for participants of all ages, offering a unique, insightful, emotional exploration.