

# Empathy Snap

Respectful Relationships

To help students practise recognising emotions and expressing empathy through a fun, fast-paced card game inspired by Snap.



## Learning Intentions

**Students learn to recognise emotions in others.**

This helps students develop emotional awareness and sensitivity to how others might be feeling.

**Students learn to talk about how someone might feel and what might help.**

This encourages students to practise perspective-taking and offering kind support.

**Students aim to build positive relationships with others.**

This supports social and emotional development through respectful discussion and empathy.



## Success Criteria

**Emotion Recognition:**

Students can correctly identify the emotion shown on a card or in a scenario.

**Empathic Thinking:**

Students can describe what a person might feel and suggest kind, supportive actions.

**Respectful Communication:**

Students can explain their thinking using kind words and take turns during play.



# Empathy Snap

Respectful Relationships

## Objective:

To help students practise recognising emotions and expressing empathy through a fun, fast-paced card game inspired by Snap.

## Players:

2–4 players

## Materials:

- A deck of Empathy Snap cards, including: (print out enough for a deck between 2-4 players)
  - Facial expressions showing basic emotions (happy, sad, angry, worried, excited, left out)
  - Simple scenarios related to each emotion (e.g., “won a prize,” “dropped lunch,” “no one picked me for the game”)

## Setup:

- Give each pair or group a deck of the Empathy Snap cards, ask them to cut out the playing cards in preparation to play (alternatively you can pre cut them all out ahead of time).
- Shuffle the cards and divide the deck equally between players.
- Players place their cards face down in front of them.

## Activity:

- Players take turns flipping the top card of their deck into a centre pile.
- When two cards in a row show matching feelings (either through images or scenarios), players quickly call out “Snap!”
- Example - Player A flips a ‘Happy’ card over, Player B then flips a scenario such as “I won my basketball game!”. This would be considered a matching pair as they both relate to happiness.
- The first player to call “Snap!” wins the round and:
  - Describes a time to their playing partner or group when they felt that emotion.
- Continue play until the cards are finished or a set time is reached.



# Empathy Snap

Respectful Relationships

## Reflection Prompt:

- Which feelings were easiest or hardest to recognise?
- Which feelings have you felt more of in the past week?
- What's one kind thing you could do today to show empathy to a friend?

## Winning the Game:

The player with the most "snaps" wins, but everyone wins by learning how to be a great friend!

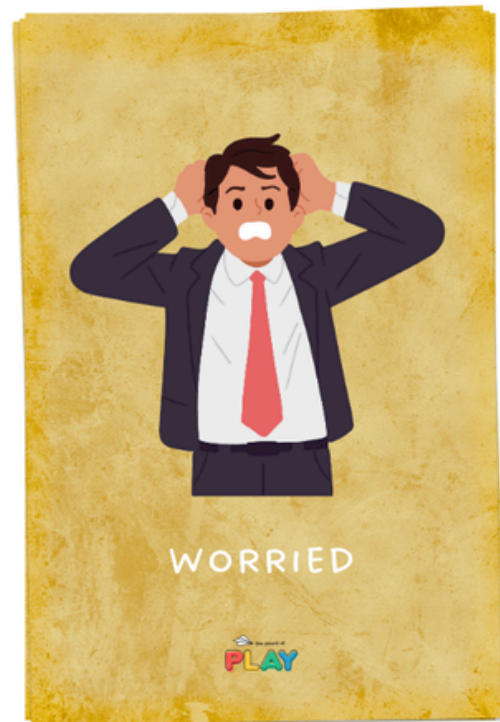
## Additional Notes:

This game strengthens empathy skills and emotional literacy. You can adjust the level of complexity by simplifying the scenarios or adding more advanced emotions for older students.



# EMOTION CARDS

PRINT AND CUT OUT THE EMOTION CARDS AND SCENARIO CARDS. PLAYERS TAKE TURNS FLIPPING A CARD INTO THE CENTRE PILE — WHEN AN EMOTION AND MATCHING SCENARIO APPEAR, THE FIRST TO SHOUT "SNAP!" WINS THE PAIR AND SHARES A TIME THEY FELT THAT EMOTION.





# EMOTION CARDS



EXCITED

PLAY



LEFT OUT

PLAY



SCARED

PLAY



PROUD

PLAY



# EMOTION CARDS



EMBARRASSED



DISAPPOINTED



SURPRISED



CALM

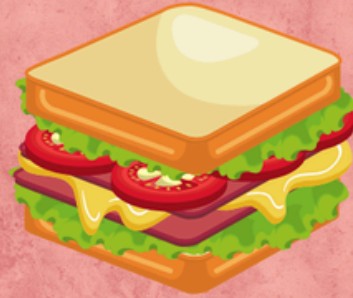




# SCENARIO CARDS



YOU WON A PRIZE  
AT SCHOOL.



YOU DROPPED YOUR  
LUNCH ON THE FLOOR.



SOMEONE TOOK YOUR  
TURN DURING A GAME.



YOU FORGOT YOUR  
HOMEWORK AND THINK  
YOU'LL GET IN TROUBLE.



# SCENARIO CARDS



IT'S YOUR BIRTHDAY  
TOMORROW!



NO ONE PICKED YOU  
FOR THEIR TEAM.



YOU HEARD A LOUD  
NOISE IN THE DARK.



YOU FINALLY FINISHED A  
HARD PROJECT.





# SCENARIO CARDS

