

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.



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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.



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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!

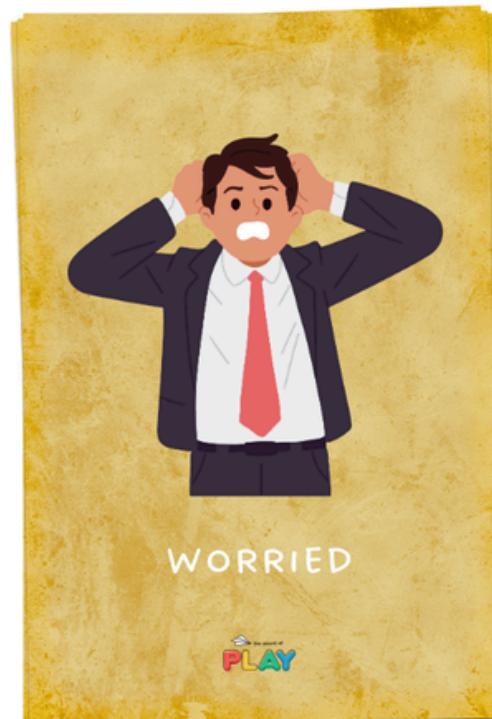
Additional Notes:

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.

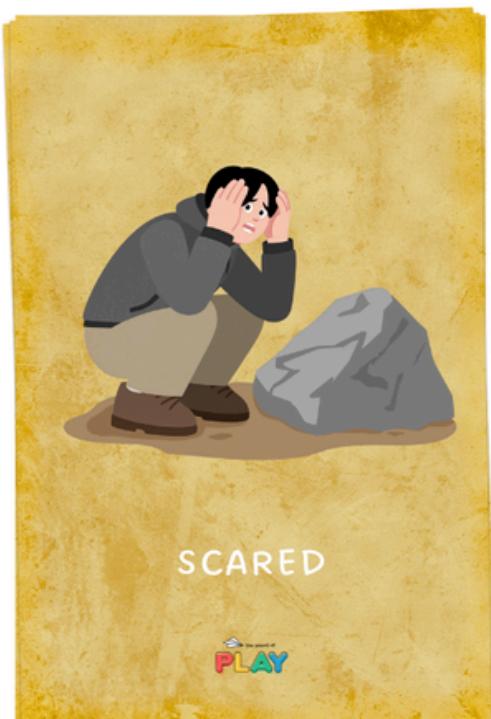


EMOTION CARDS

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



EMOTION CARDS



SCENARIO CARDS



YOU WON A PRIZE
AT SCHOOL.

PLAY



YOU DROPPED YOUR
LUNCH ON THE FLOOR.

PLAY



SOMEONE TOOK YOUR
TURN DURING A GAME.

PLAY



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

PLAY



SCENARIO CARDS



IT'S YOUR BIRTHDAY
TOMORROW!

PLAY



NO ONE PICKED YOU
FOR THEIR TEAM.

PLAY



YOU HEARD A LOUD
NOISE IN THE DARK.

PLAY



YOU FINALLY FINISHED A
HARD PROJECT.

PLAY



SCENARIO CARDS

