

Song – Are you Happy? **BASIC TARGET:** Expressing feelings**EQUIPMENT:** Flash cards with feelings *bored, excited*, etc. written on them.**PREPARATION:** Divide the class into two groups.**ACTIVITIES**

- 1 In the first verse, one group asks the question and the other group answers. In the second verse, the second group asks the question, and they keep alternating. All the children clap their hands, stamp their feet, etc.
- 2 The teacher (or one of the children) holds up a card which has a different feeling written on it (e.g. *bored, excited*). The children guess its meaning (from the teacher's hints, if necessary), work out an appropriate action for the chorus, and then sing a verse with the new word in it. Other feelings can be introduced in the same way, then a complete song can be sung with the "feeling" cards being flashed in a random order before each verse.

LANGUAGE DEVELOPMENT

- 1 The feelings can be changed.
- 2 The actions can be changed.
- 3 The tense can be changed (e.g. *Were you happy?*).
- 4 Other words which describe how somebody feels, what they are doing, what they do, etc. can be used (e.g. *Are you tired? Are you studying? Are you a pilot?*). The children decide what action is suitable, and discover (with the teacher's help) how to give the instruction for this action (e.g. *Are you a pilot, pilot, pilot? Spread your wings*).

Game – Badges **PREPARATION:** If there are more than ten children, divide them into smaller groups.

Enlarge the badges and place one set face down in front of each group.

HOW TO PLAY

- 1 Place the badges face down on the table or floor. One child picks up a badge, and mimes the feeling by putting on an appropriate facial expression.
- 2 The other children in the class (or group) try to make the child change her expression, stop miming appropriately, or say something. They are not allowed to touch the child who is wearing the badge.
- 3 One of the children times the child with the badge, from the moment she picks up the badge, until the moment she changes her expression/mime, or says something.
- 4 The winner is the child who lasts the longest.

Alternative: The children have the badges pinned on their backs, and ask *Yes/No* questions to find out what badge they have (e.g. *Am I happy?*). Children can take different roles in a dialogue – they have to read the dialogue happily, sadly, etc. according to what badge they are wearing. The children have to perform some other language task happily, sadly, etc. count from 20 to 1, say the months of the year – these tasks could be taken from a pile of flash cards.

LANGUAGE DEVELOPMENT

The badges can have sentences or pictures on them which include a variety of words and structures (e.g. *I'm sleeping. I have a headache.*).

Exercise – Feelings 

The children write the names of family members or friends in answer to the questions. They then write, *It's tired, It's angry, and It's sad*, under the pictures.



Are you Happy?

Are you happy, happy, happy?
Clap your hands

Are you happy, happy, happy?
Clap your hands

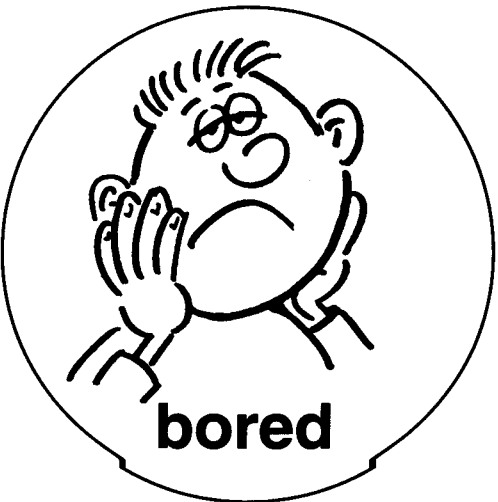
Are you happy, happy, happy?
Yes, we are happy, happy, happy

Are you happy, happy, happy?
Clap your hands





Badges





Feelings

Family and friends

1. Who's tired?

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2. Who's happy?

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3. Who's hungry?

.....

4. Who's angry?

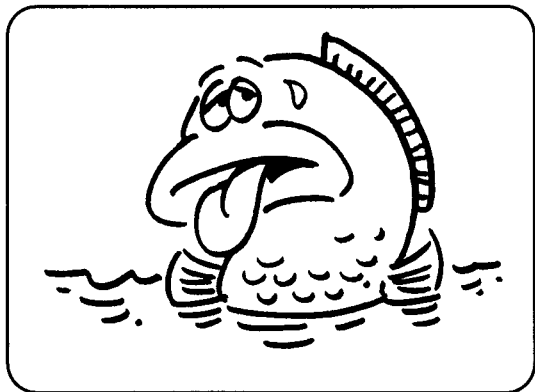
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5. Who's sad?

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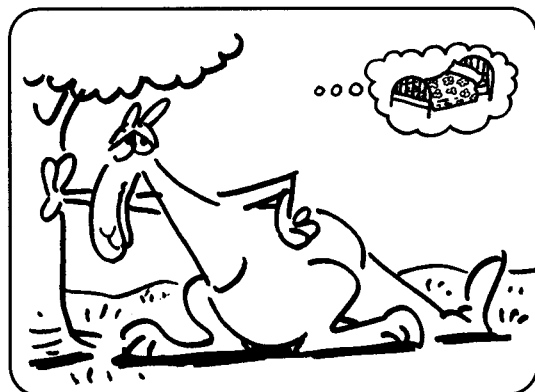
6. Who's bored?

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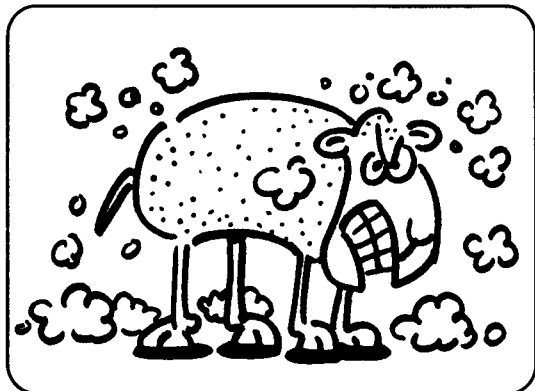


It's thirsty

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