

GAMES AND ACTIVITIES

The following games and activities are designed to help you practice the signs in this unit while meeting existing educational objectives. For an activity-specific list referencing select national standards according to McREL's Compendium of Content Standards and Benchmarks, please see Appendix A & B.

MUSIC MOODS **ALL AGES**

Materials needed: a few excerpts of different types of music

Play a few short excerpts of different kinds of music and ask the students to sign the feeling they experience as they hear the piece of music (i.e. **GRUMPY, SAD, HAPPY, etc.**). You could play a lively polka, a somber funeral march, a show tune, frightening Halloween music, a playful orchestral piece, a Country/Western ballad, and so on.

AMAZING ART **ALL AGES**

Materials needed: several pictures of famous works of art

Show a few pictures of famous works of art or fine art pieces and ask the student to sign the feeling they experience as they look at it (i.e. **LOVE, EXCITED, SAD, etc.**). Consider age-appropriate pieces by Vincent Van Gogh, Mary Cassat, Michaelangelo, Georges Seurat, Paul Cezanne, Pablo Picasso, and so on.

MORE OR LESS? **ALL AGES**

Materials needed: none

Discuss with the students how one word can be used to convey differing degrees of emotions (based on the Teacher Tip earlier in the unit). Be sure to include the idea of facial expressions and body language. Demonstrate varying facial expressions by asking the students to show you a happy face. Then ask them to show you how their face would look if they were just glad, followed by how their face would look if they were really happy. Demonstrate body language by asking the group how someone might show, with body language only, that they are a little sad. How might they show being really sad?

Next, practice signing each feeling to convey greater or lesser degrees of emotion. Consider modifications on the following signs such as rapid execution, exaggerated movement, doing it slower, repeating it for emphasis, or using more/less facial expression and body language to vary the intensity.

Facial expressions and body language are so important - they tell almost as much as the sign movement and should always match the degree of intensity.

Examples

Use the following guidelines, and experiment with modifications on other signs in this unit. Use the word in all capital letters as the sign being modified.

HAPPY

Less emotion = Glad (Sign **HAPPY** but use shorter strokes up the chest; remember to match your facial expression with the feeling being expressed)

More emotion = Overjoyed (Sign **HAPPY** using both hands; remember to match your facial expression with the feeling being expressed)

LAUGH

Less emotion = Giggle (Sign **LAUGH**, and keep the sign closer to the face and not quite as extended; use a more subdued facial expression, like a smile)

More emotion = Laughing hard (Sign **LAUGH** but extend the sign out a little more from the face to show hard laughing; match your facial expressions to show the difference.)

CRY

Less emotion = Whimper (Sign **CRY**, but with less severe and shorter movements; facial expressions should reflect a lower level of sadness)

More emotion = Sob (Sign **CRY**, but use exaggerated and more pronounced movements of the tears falling; show the really sad expression on your face)

I LIKE IT

Less emotion = It's "okay" (Sign **LIKE**, show an "Okay" look in your body language by shrugging shoulders and tilting the head to the side to demonstrate "I like it somewhat")

More emotion = I Love It (Sign **LIKE**, nodding Yes with the head, and a big smile on your face)

DON'T LIKE

Less emotion = Mildly don't like it (Sign **DON'T LIKE** but moderate the movement to less intensity and keep the expression low-key)

More emotion = really don't like (Sign **DON'T LIKE**, throw the second movement forward with intensity to indicate that I really do not like it, match facial expression)