

Feelinks - the game of emotions

Details

Topic: Storytelling, Team-Based Game,

Feelings, emotions

Age: 8+

Time: 20-40 minutes

Type: Non-digital

Cost: 35,00 €

Language: English, Italian, German, Dutch

Context: Children

Players: Multi-player

Producers/Creators: Raven Distribution

Game strategies

Information on diversity

Interactive, culturally relevant methods

Social inclusion

Competences

Creativity

Empathy

Innovative thinking

Interpersonal sensitivity

Reflection



Description

In the game, our preconceptions are challenged. Feelinks contains 50 cards offering 150 situations from everyday life. For example: "You wake up in the body of a person of a different ethnicity" or "The Minister of Justice is caught smoking cannabis". The players are obligated to express their feelings in a given situation and to guess the feeling of another player in the same situation. This empathy for each player is conducive to the debate and to the challenging of our preconceptions.