

Domain IIb: Recognizing Facial Expression

GOAL: The goal of this activity is to teach the child to readily discriminate between different facial expressions.

OBJECTIVE: The child will learn make clear distinctions between the following 8 facial expressions:

- Happy
- Sad
- Angry
- Excited
- Surprised
- Scared
- Disgusted
- Neutral

The child will first learn to discriminate between facial expressions using cartoon faces. Once this step is mastered, the child will then learn to discriminate between the same facial expressions using digital images of real faces. Finally, the child will learn to discriminate among the same 8 facial expression as demonstrated by the activity administrator.

MATERIALS: Downloadable *bingo cards* (cartoon faces, real faces, written words), and bingo place makers (optional: can use pennies instead).

PROCEDURE:

Level 1: Cartoon Faces

Here the child is given a cartoon face bingo card and 9 place makers. The activity facilitator begins to call out the 8 facial expressions (listed above) in random order. The

facial expressions can be written on small pieces of paper, placed in an envelope, and pulled out by the child. Each time an expression is called out, the child must place a bingo marker on the correct square. The game can continue for many rounds. In one round the child may have to fill the whole card with place markers. In the next round the child may only need a straight line, in any direction.

Level 2: Real Words

Here the game is repeated, as in level 1, only this time using the real face bingo cards. The game can again continue for many rounds until the child has mastered this level.

Level 3: Acting Out Words

In the third level, the child is given a bingo card that displays the facial expressions written out in words. In this game, the activity facilitator will act out each facial expression as the child marks them on their bingo card (e.g.: if the facilitator makes a sad face, the child will place a marker on the square that reads "SAD").

Note: If the child has difficulty reading, the level 1 or 2 bingo cards can be used and the child can be asked to match the administrators face to the bingo card face.

BONUS: MASTERY

Have the child and the activity facilitator switch roles. Have the activity facilitator take the word bingo card while the child acts out facial expressions (e.g. if the child makes a sad face, the administrator places a marker on the "SAD" face).



Level 1: Cartoon Faces





Level 2: Real Faces





Level 3: Acting out the Words

| НАРРҮ | DISGUSTED | SUPRISED |
|--------|---------------|----------|
| ANGRY | FREE SPACE | EXCITED |
| SCARED | NEUTRAL | SAD |



Bingo Markers

