



Feeling It!

A FUN fast-paced game to help kids identify feeling words and faces!



Feeling It!



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Object of the Game

To be the fastest player to identify the matching feeling between two cards.

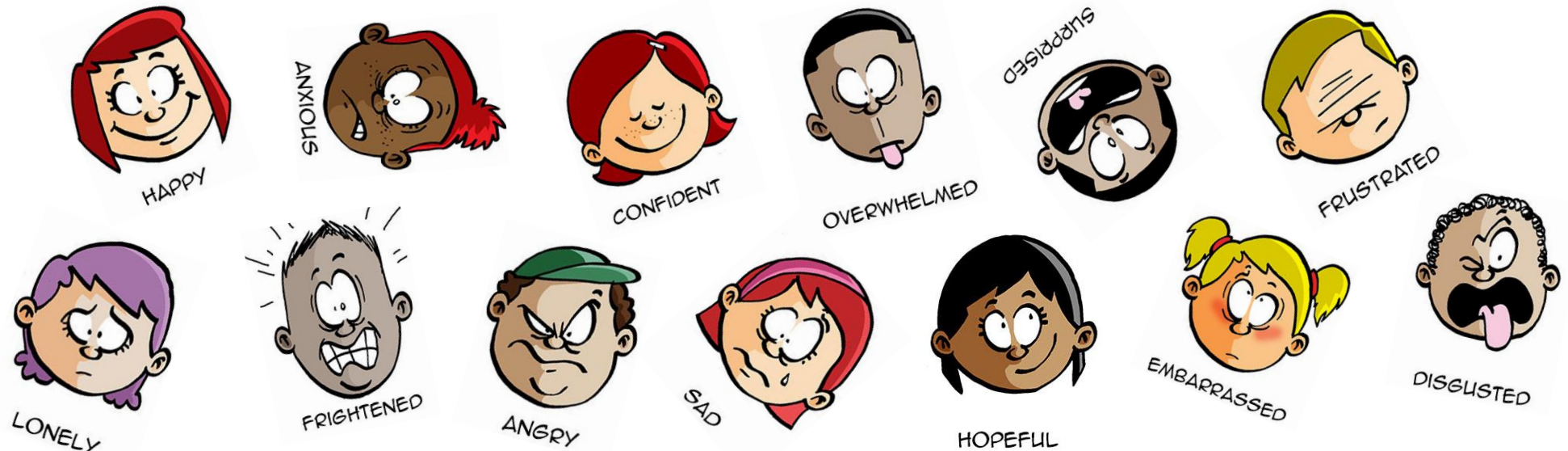
Game Play

Print and cut out game cards. The card deck contains 52 cards and requires printing and cutting. For best results, it is recommended to print in high quality, on card stock, and laminate, if possible, for prolonged use. If you would like the back graphic design on each card, then the card pages should be printed double-sided starting on page 5. It is recommended to conduct a test print to ensure proper formatting and orientation. **Due to differences in printer functions, Mylemarks is unable to provide support if there are printing issues.** To print cards without the back design, you can print the card pages Odd Pages only, single-sided, starting on page 5.

Before you start, make sure that all players review the 13 different feeling faces in this deck. Each player is dealt one card face down to start the game. The remaining cards are placed in a pile (Main Deck) face up in between the players. When the game begins, all players flip over their card. Players simultaneously try to find the matching feeling between their own card and the card at the top of the Main Deck. The first person to find a match must say "Feeling (feeling word)!" and quickly grab the card off the top of the pile. Players then continue to find the matching feeling between their card and the next card in the Main Deck.

Once you win a card from the Main Deck, you place it face up on top of any cards that you have previously acquired. You will then continue trying to find a match between your new card and the card at the top of the Main Deck. Play continues until all the cards from the Main Deck are gone.

The player that has the most cards at the end of the game wins! There is always a matching feeling! Sometimes all four feelings will match up.



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Game Play Variations

#1: Play with normal rules. The only difference will be that if someone correctly identifies that all four of their feelings match up, they can call out "Feeling it!" and they automatically win the game. This has to be done before someone else correctly identifies a match. If they call it incorrectly, then they are disqualified for the round.

#2: **Feelings Expression Version.** In this game, one person will be identified as the Flipper. They will not be playing but will be responsible for flipping over the cards from the Main Deck. Everyone else is dealt a card face up. The Flipper holds the Main Deck face down. When play begins, the Flipper flips a card from the Main Deck over. The first person to find a match must say "Feeling (feeling word)!" and grab the card. The winner of that card must first either (1) define the feeling, (2) share an example of a time they've felt that way, (3) talk about a time they've noticed someone else feeling that way. Play continues with the Flipper flipping the next card.

If a player identifies that all four feelings match up, and they say "Feeling it!", then they must tell a story in 30 seconds or less using all four feeling words in order to keep the card. The player with the most cards wins!



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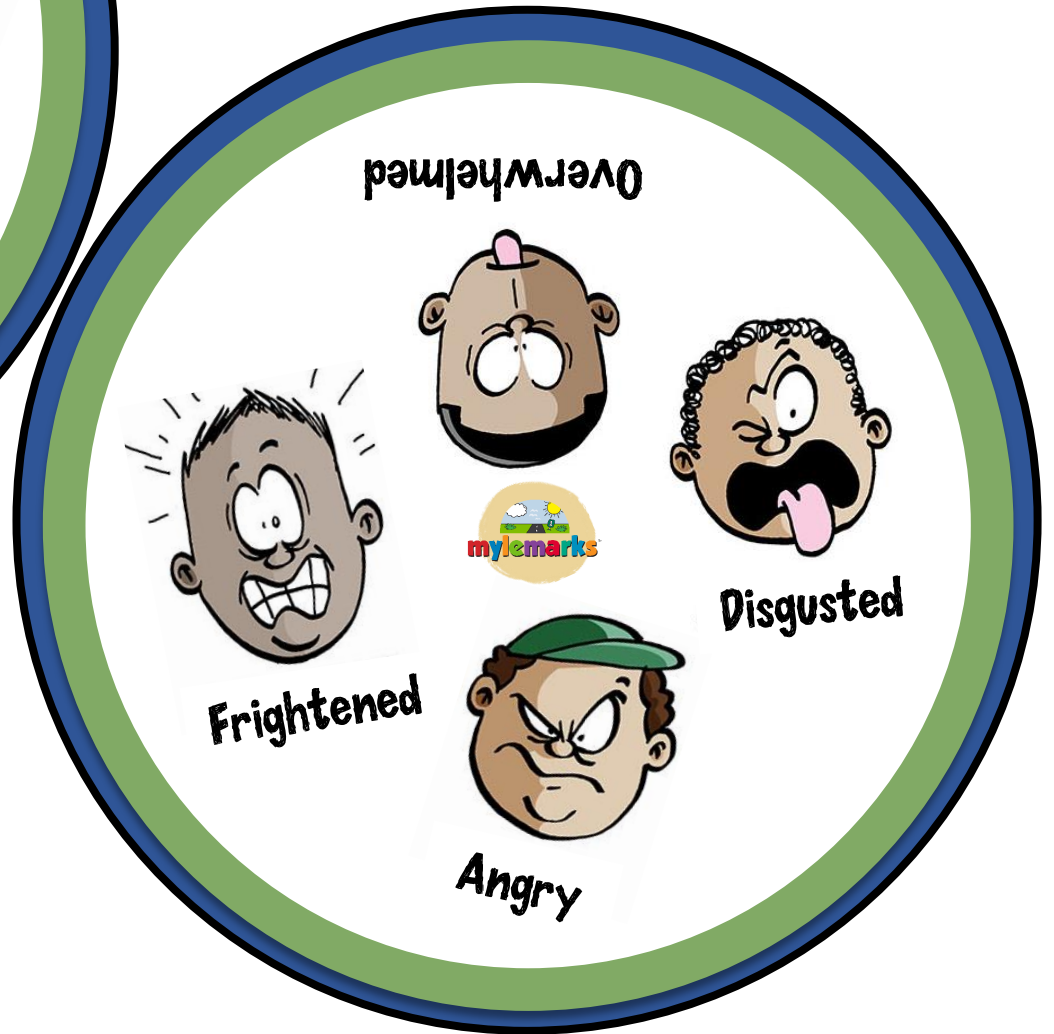




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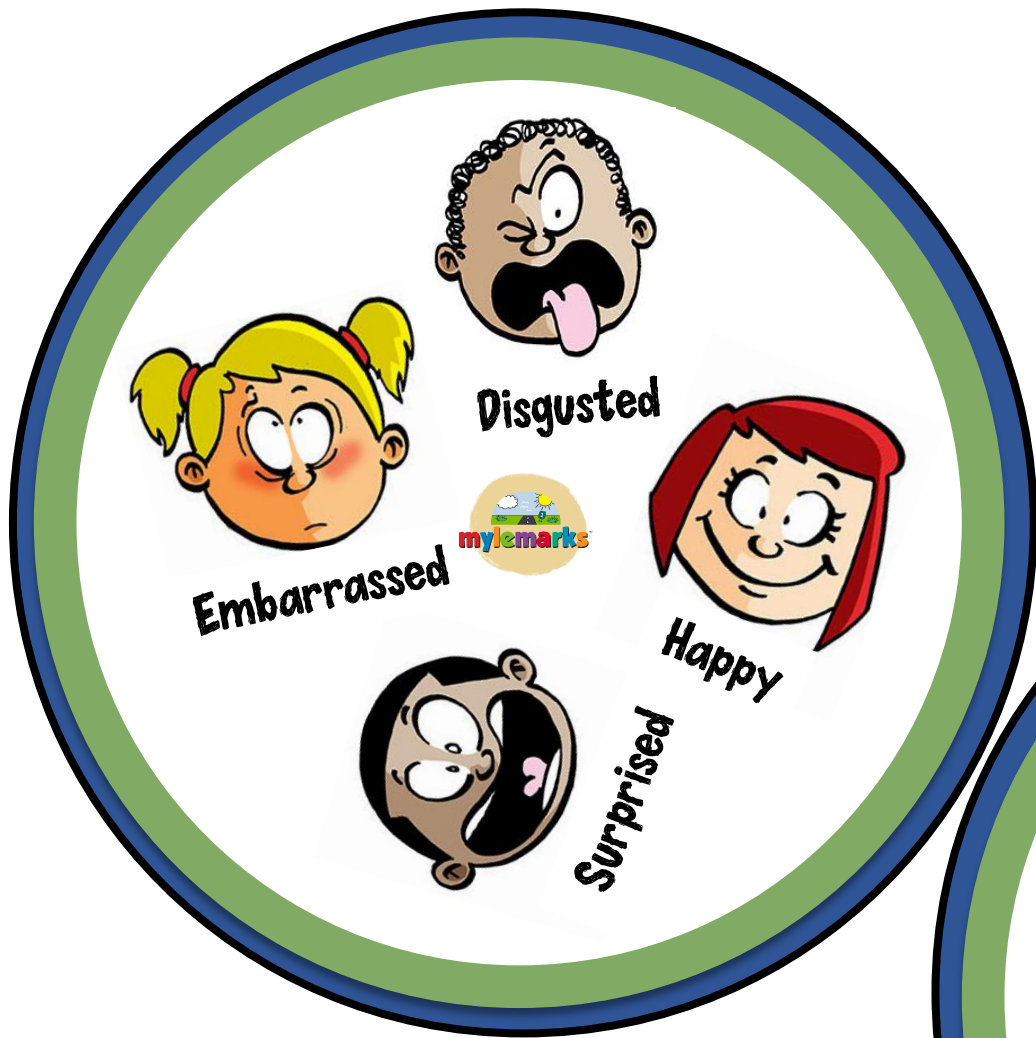




Feeling It!



Feeling It!



Disgusted



Happy



Surprised



Embarrassed



Embarrassed



Frustrated



Sad



Frightened





Feeling It!



Feeling It!





Feeling It!



Feeling It!





Feeling It!



Feeling It!

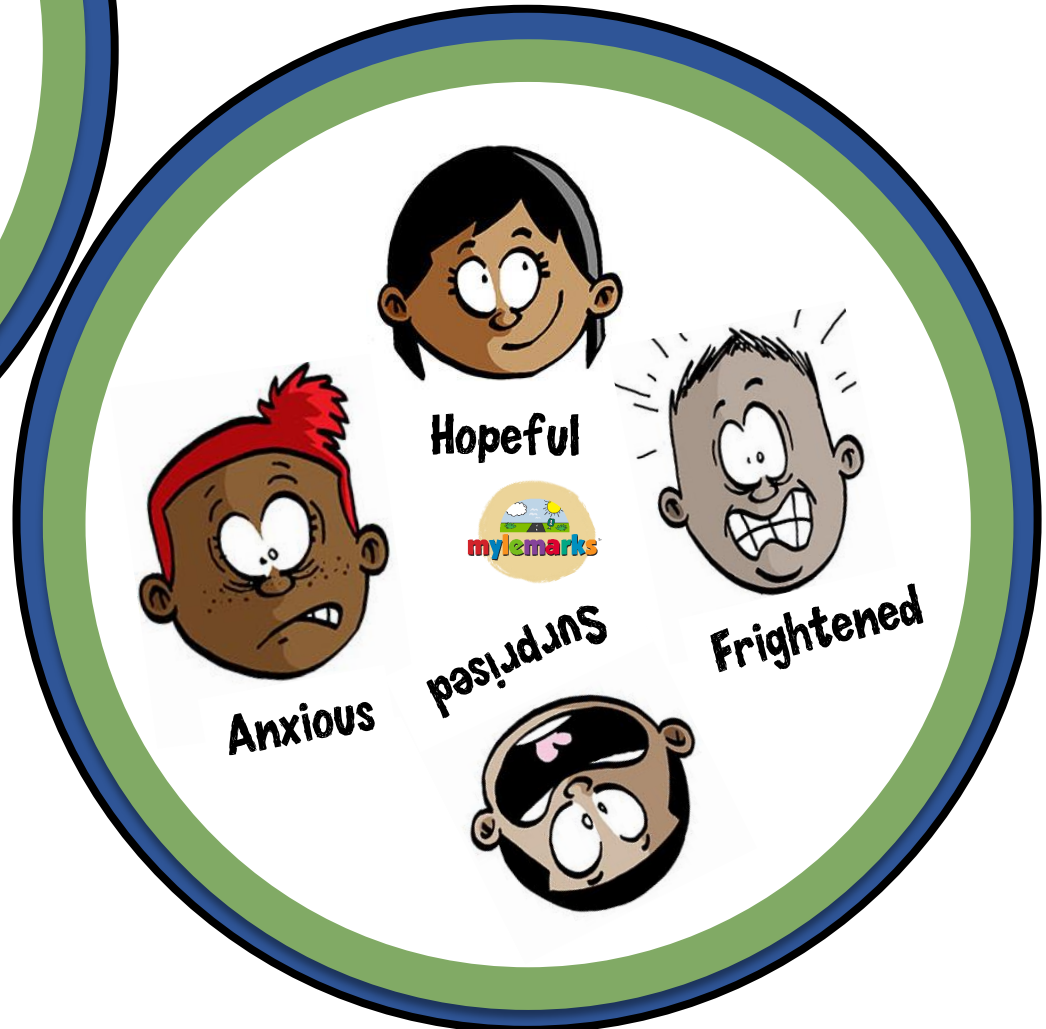




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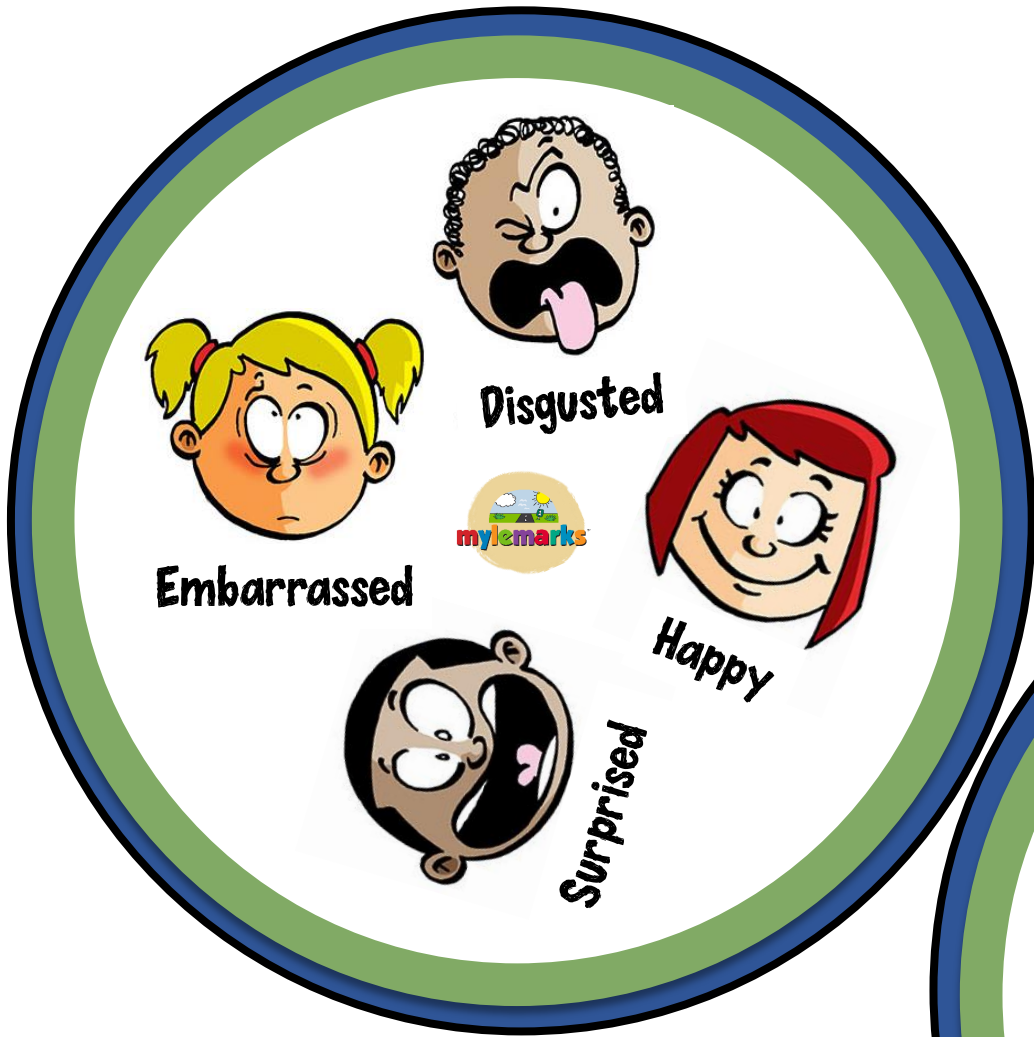




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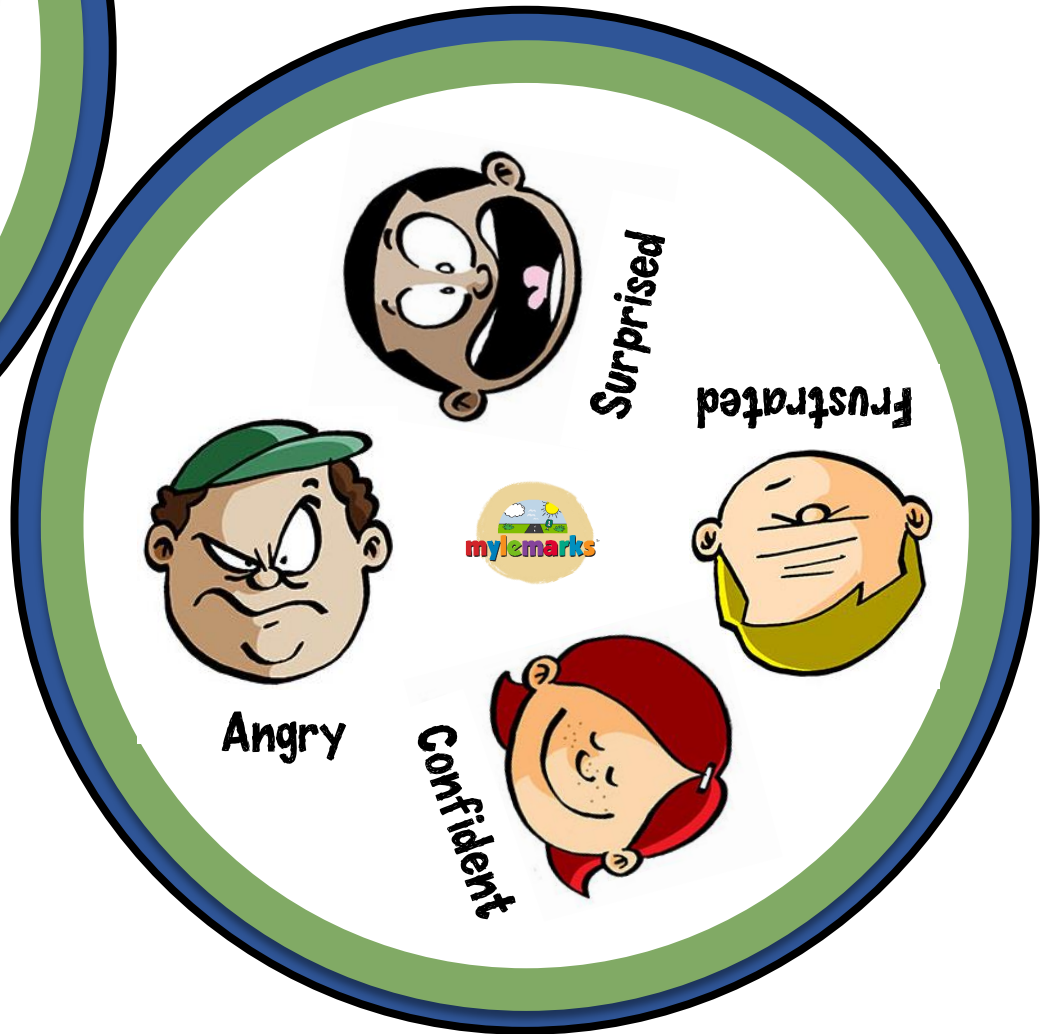
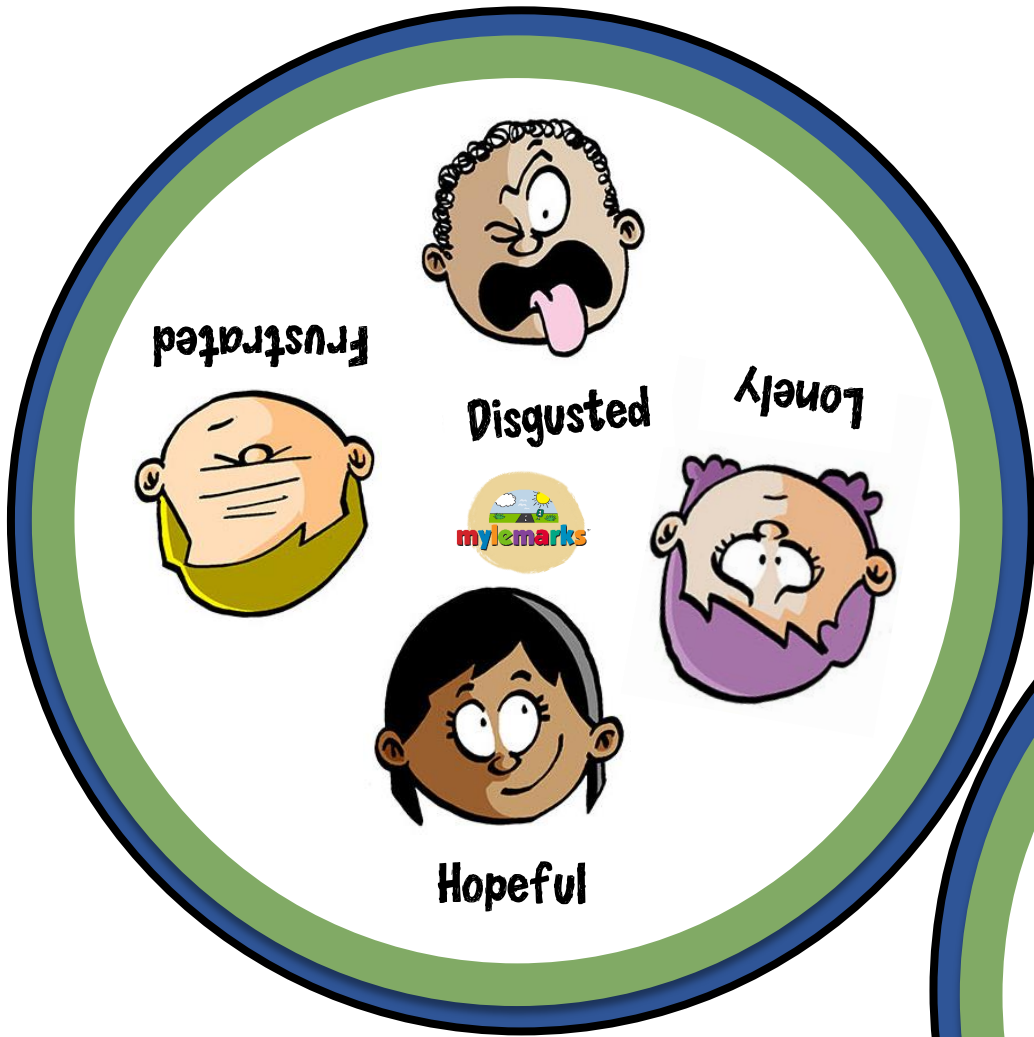




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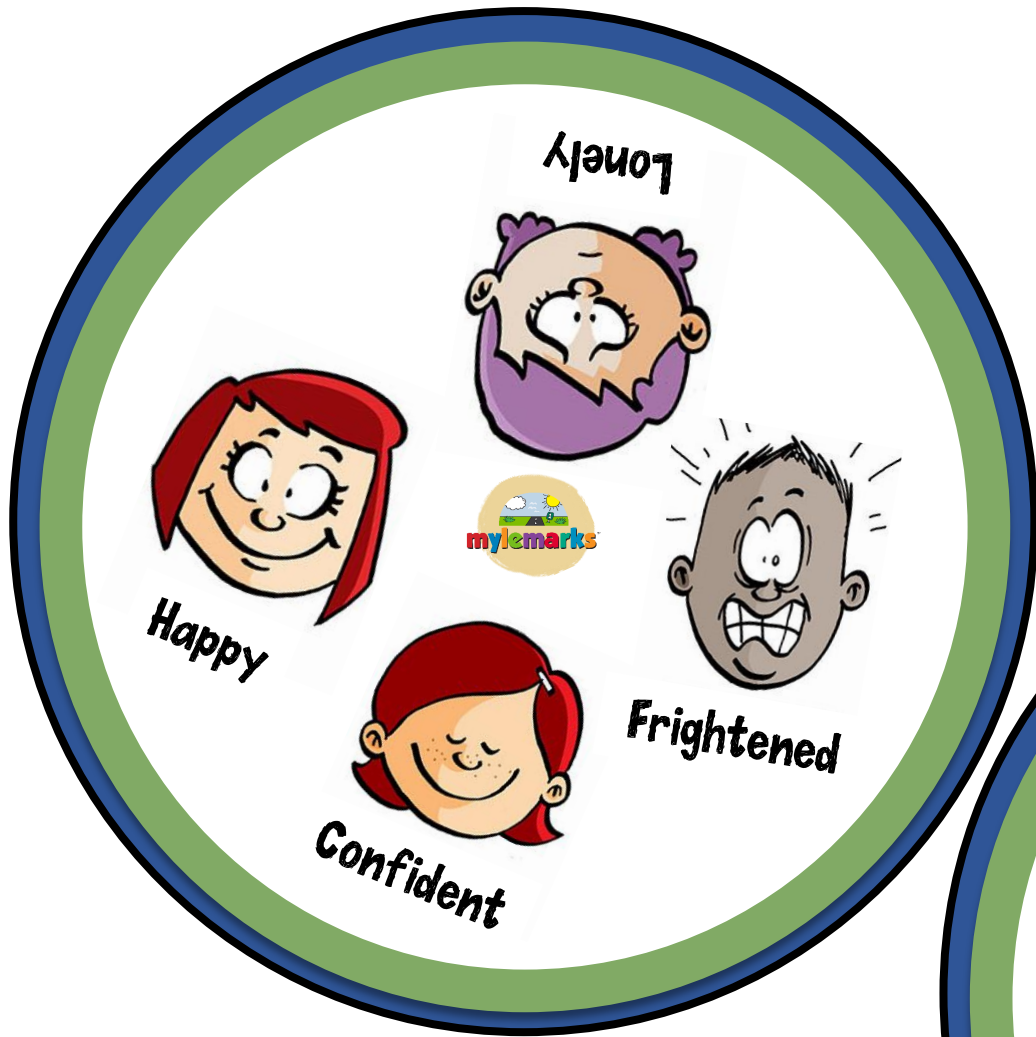




Feeling It!



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Feeling It!





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Feeling It!





Feeling It!



Feeling It!



Embarrassed

Confident

Overwhelmed

Hopeful



Hopeful

Frightened

Anxious

Surprised

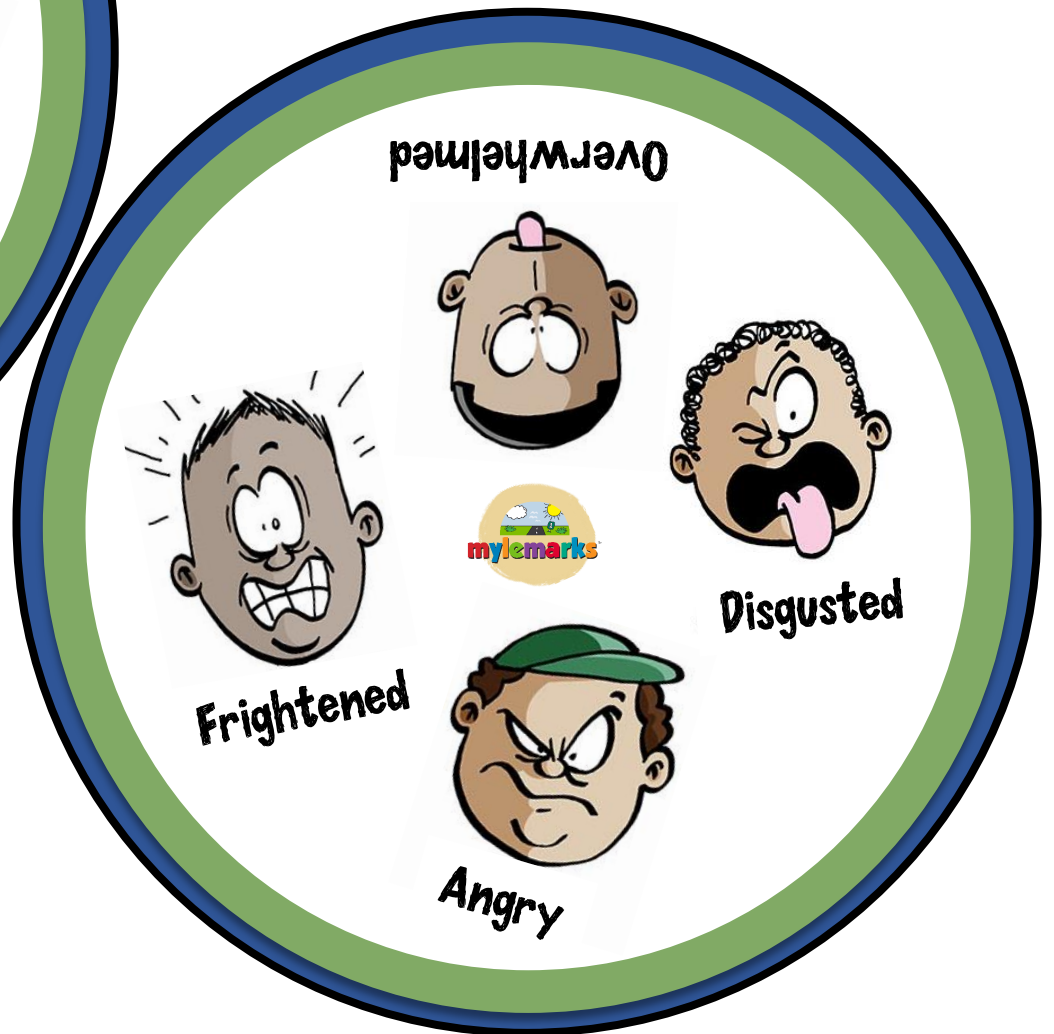




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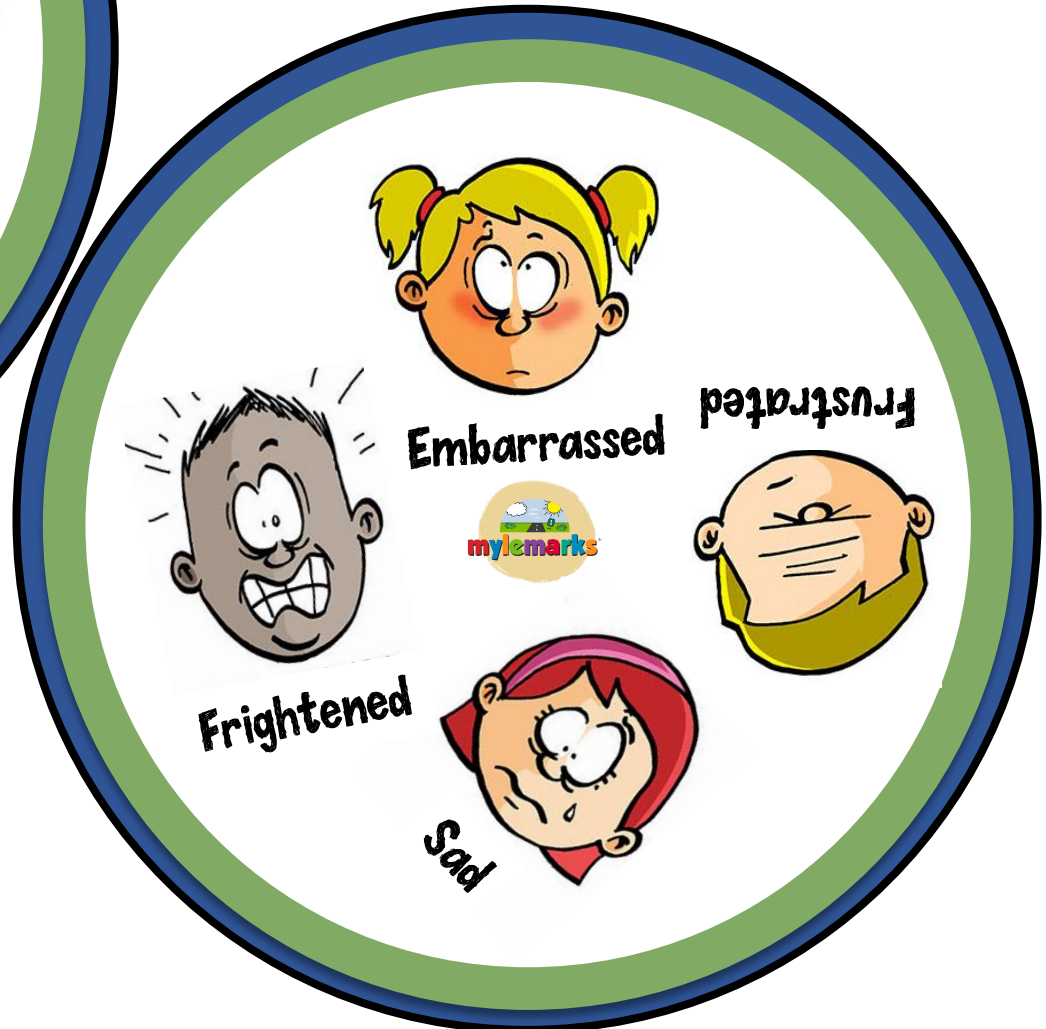
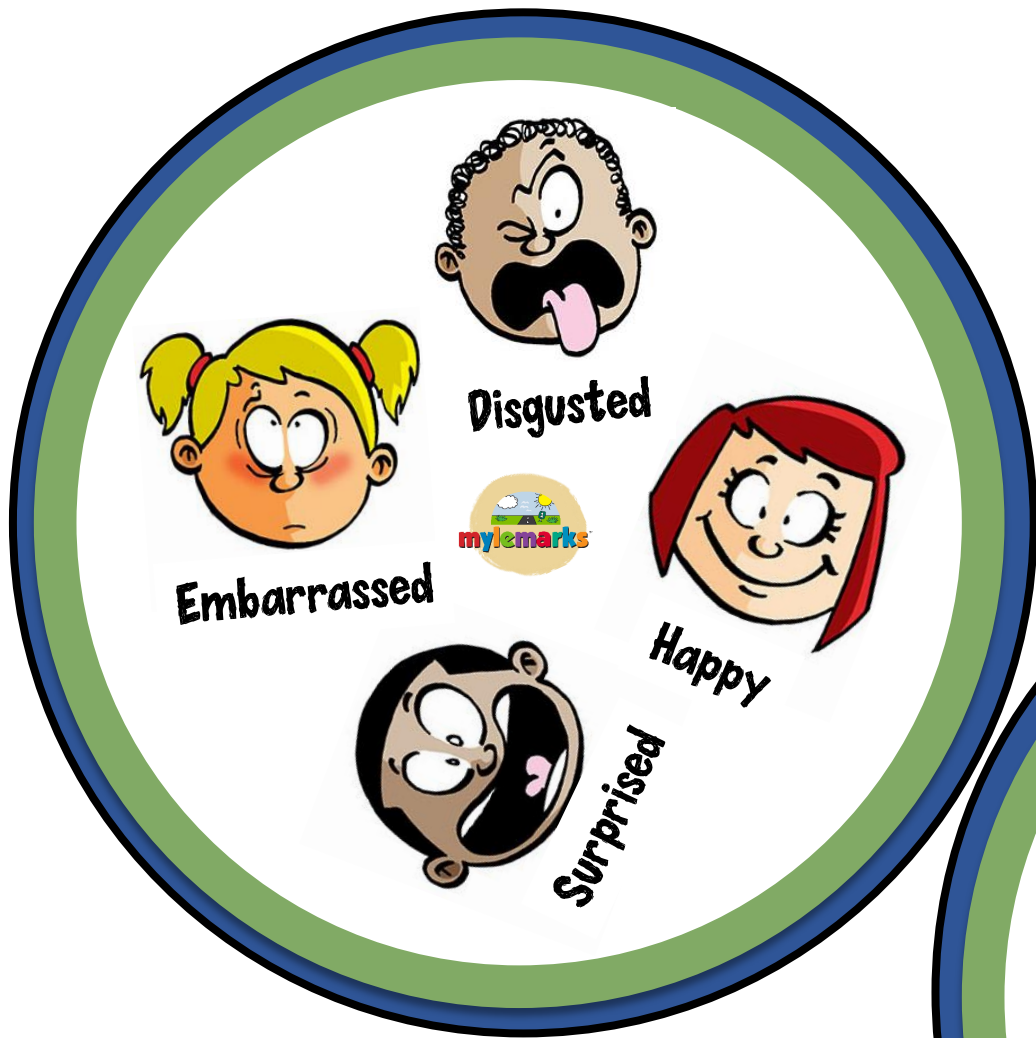




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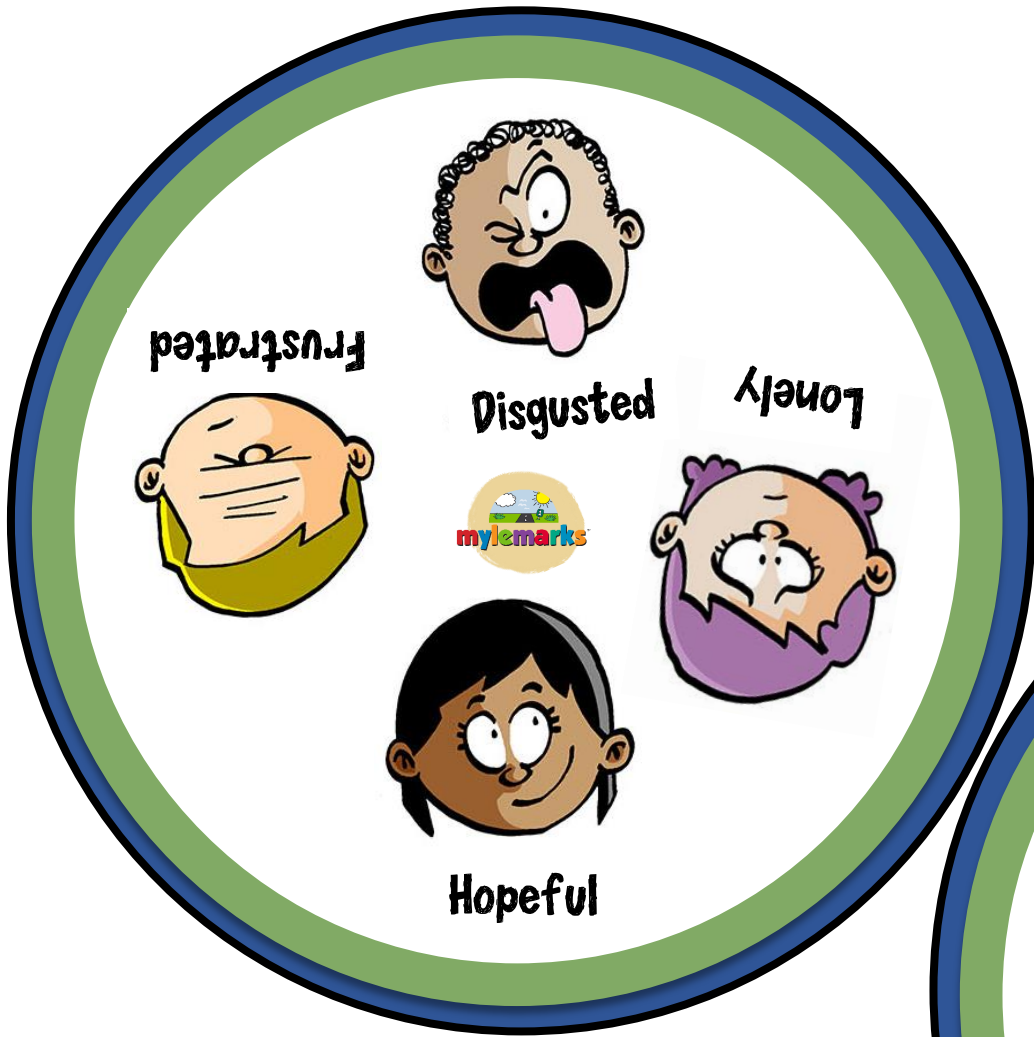




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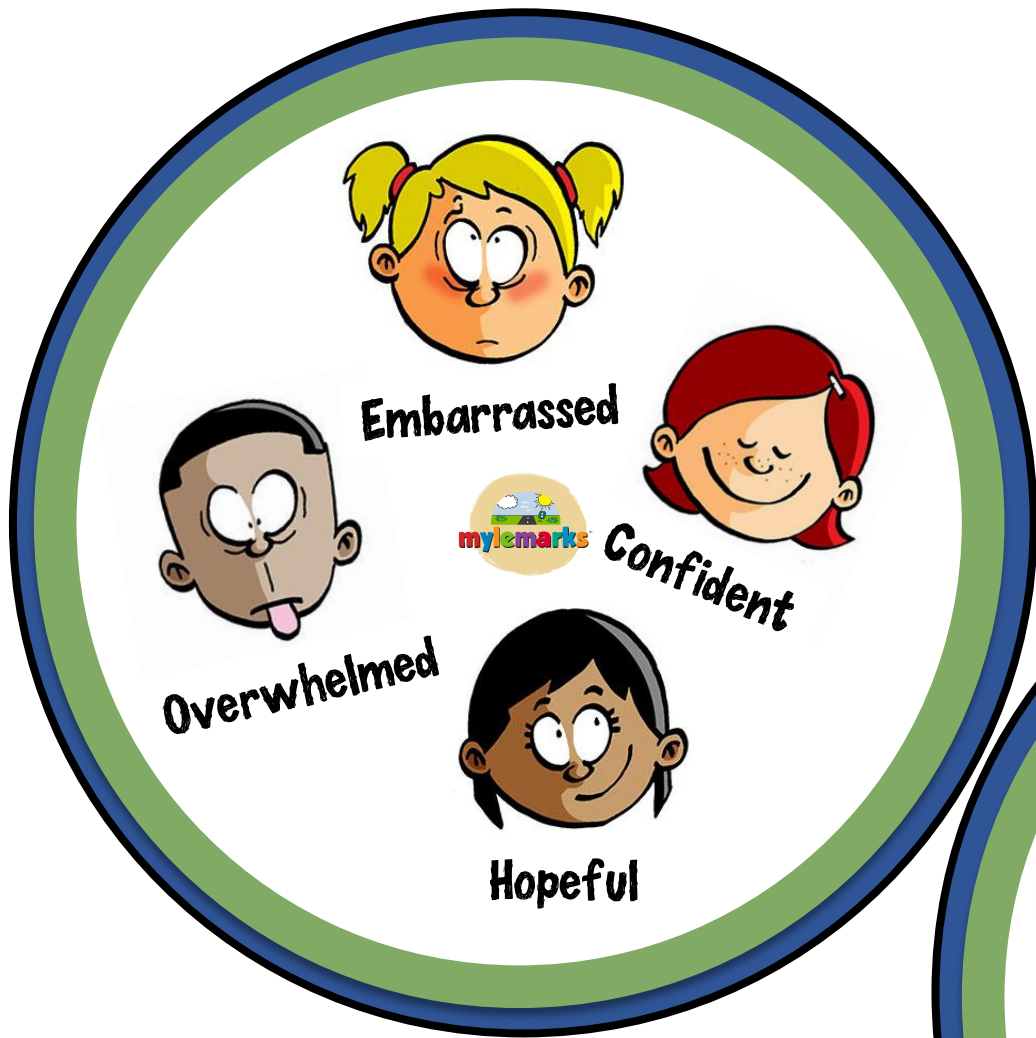




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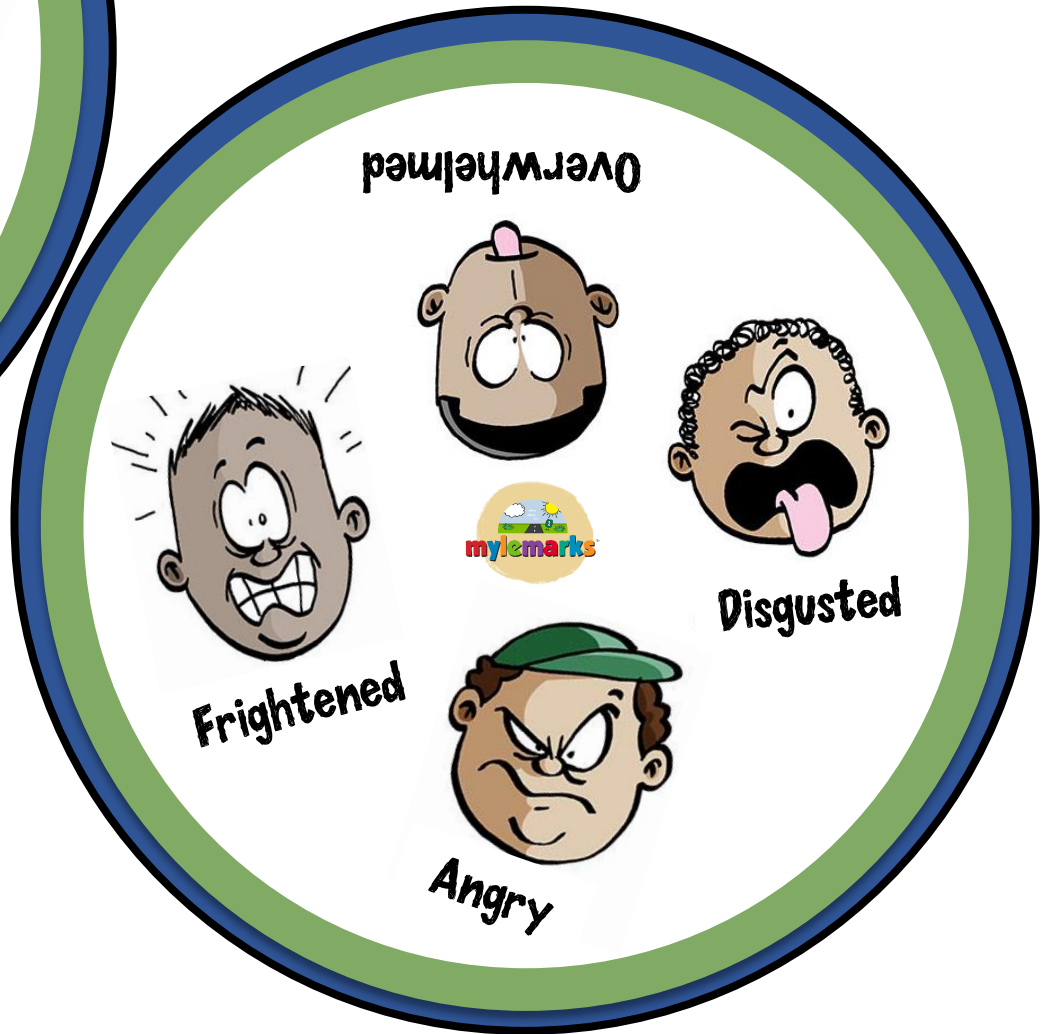




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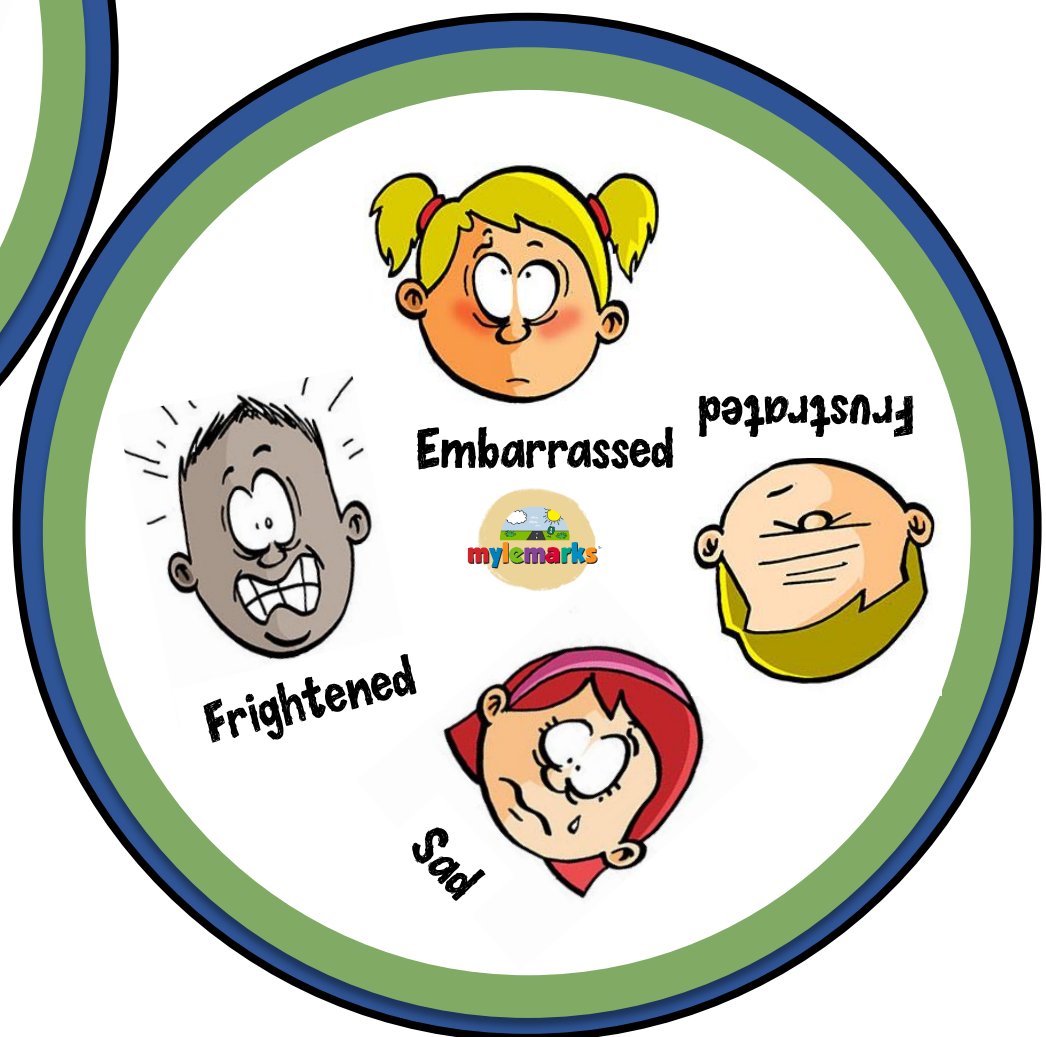
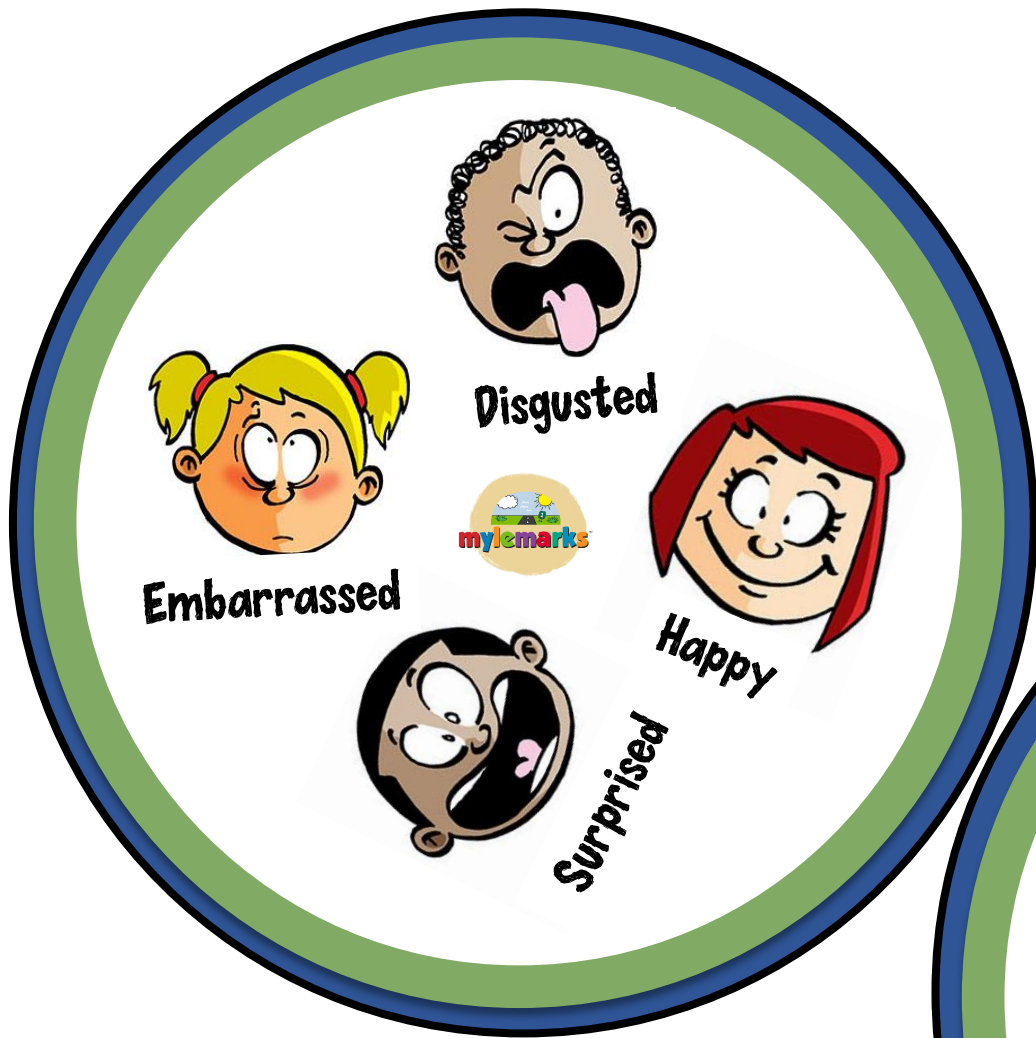




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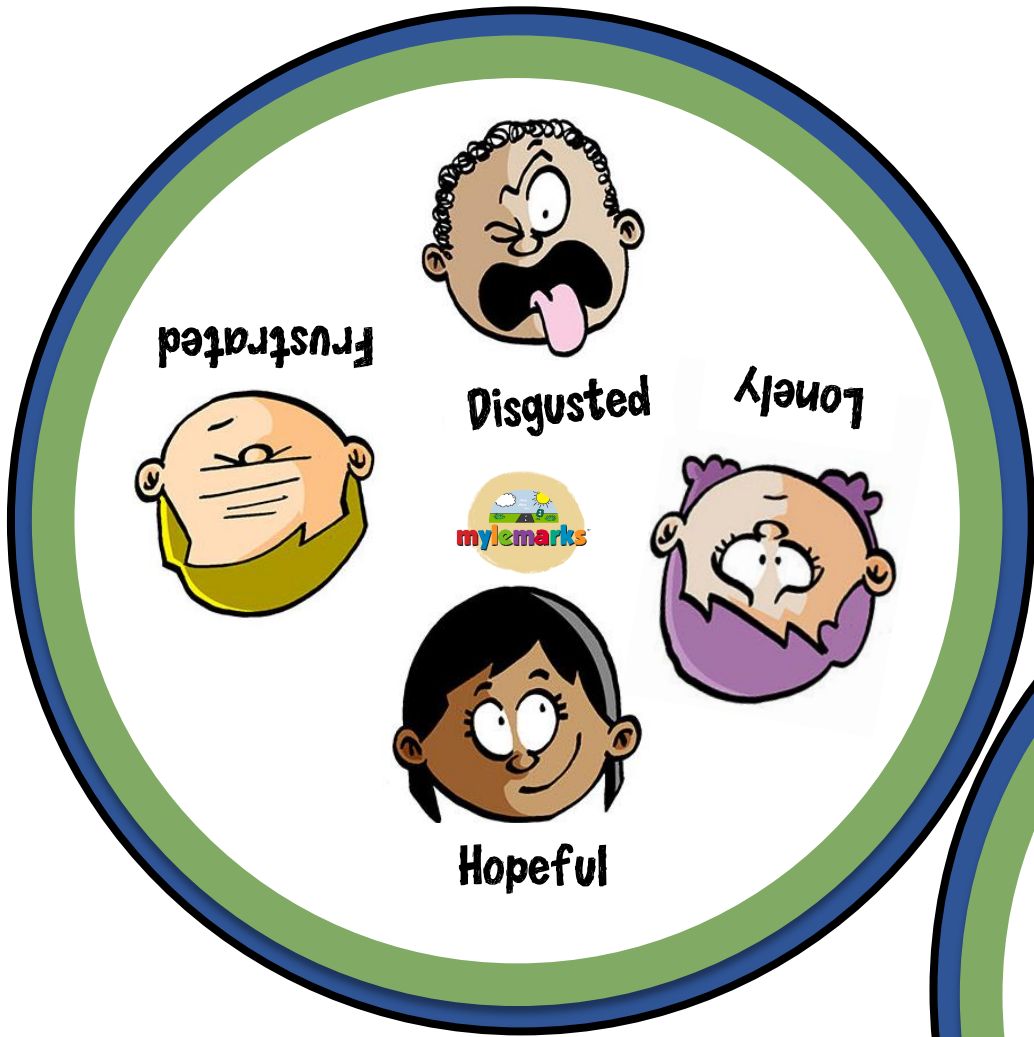




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