***A Story with Emotion by Anna Odrowąż-Ryguła***

**Duration of classes from 15-30 minutes**

**General goals:**

- independent creation of short statements

- developing the student's vocabulary

- emotion guessing

**Detailed objectives:**

- developing the student's creativity

- stimulating the student's imagination

- breaking down barriers against spontaneous speech

- improving the ability to present one's own opinion

- improving public speaking skills

**Methods, forms and activities:**

- individual work of the student

- discussion in task groups

**Materials and teaching aids:**

- Story Cubes dice sets

- Cube with emotions

- card, crayons, markers, eraser, cubes

STORY CUBES LINK:

https://pl.aliexpress.com/wholesale?catId=0&initiative\_id=&SearchText=STORY+CUBE

- HOW TO CONSTRUCT A CUBE : <https://www.youtube.com/watch?v=eEMwQc758yE>

- VIDEO OF THE ACTIVITY : [https://youtu.be/zCLFn28-ai0](https://l.facebook.com/l.php?u=https%3A%2F%2Fyoutu.be%2FzCLFn28-ai0%3Ffbclid%3DIwAR2JFyfDCJIDkQpuqJMsyZDXoR1bDfVeHovatY8w8n6hL0e867m8aPyLc-8&h=AT0gNr6TcPuYwfqQrAzsGUj3R5fDyVskvYEfpp3G0JqKap3HJth1GNbuzIB26jlPNN7PKkXCEfupk2xTOw-tlQlVE4aYAFnZqPEYAnqKMqWYJm8gycQR4Ud6p_UInWM85dK6nQ)

Photos for printable cutouts

**Course of classes:**

1. Little activity of children, song head, shoulders, knees, heels….

2. Getting to know the children - each child says his name and how he feels today

3. Presentation of Story Cubes, short information about the rules

4. Presentation of the cube with emotions

Children throw a large dice and draw a picture with emotion, then throw the dice to create a story from the drawn symbols and include the drawn emotion in them. It is important to stimulate the imagination and guess what emotion the dice presents. Work can take place in groups or individually.

5. Children can present their story in the form of a drawing

6. Finally, they receive dice on which they can draw a face, emotion, or an object that makes them happy, they can hang the dice on their hands as an "CHARM"





