

Why?

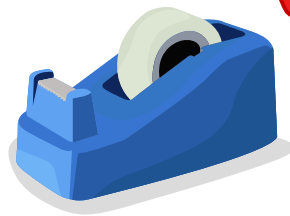
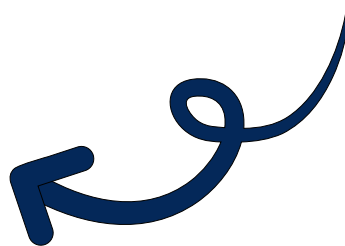
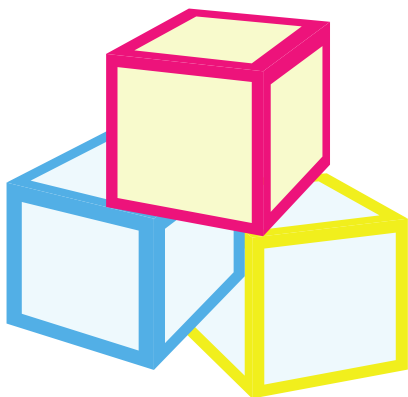
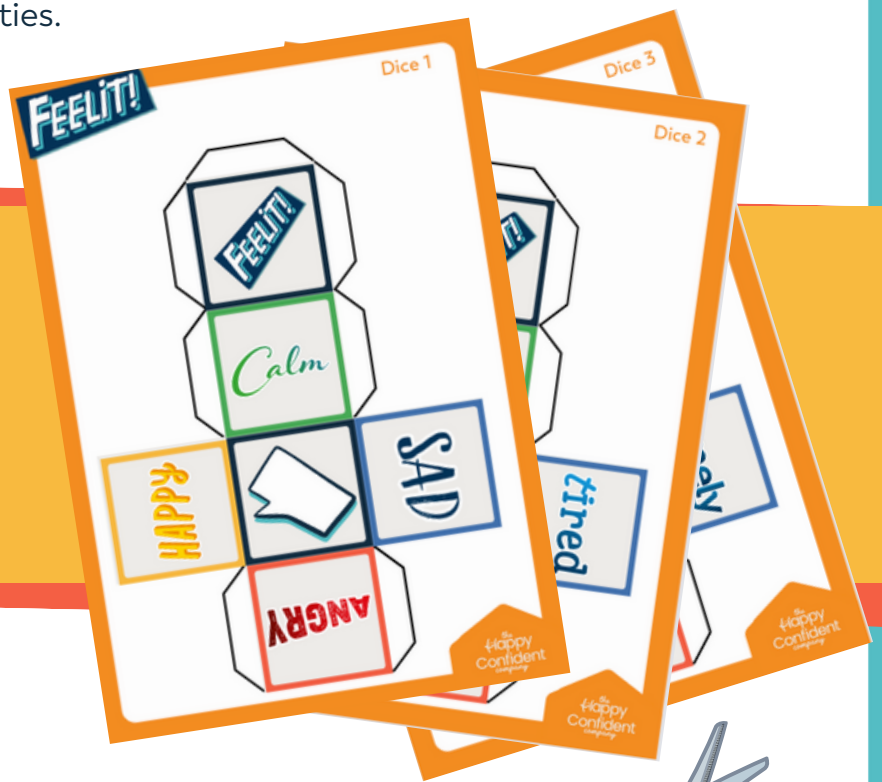
Use the FEELIT Dice as a catch up tool, or in plenary sessions. They can be used in continuous provision in EYFS and KS1 and also to stimulate discussion around feelings at any time.

What?

There are 3 FEELIT Dice per year group set of feelings. On each die is one yellow, one blue, one green and one red feeling. Each die also has a FEELIT logo on and a speech bubble for further activities.

HOW TO MAKE YOUR DICE

- Print out the templates from the dashboard onto thickened paper/card.
- If you don't have thickened paper, print on normal paper and stick onto some recycled card.
- Carefully cut out the nets and gently score the flaps.
- Form into cubes by tucking the flaps in and securing with glue or tape.
- Your dice are ready to roll!



How?

IDEAS FOR USING THE FEELIT DICE



NAME IT!



SHARE IT!



FEELIT!

1 ROLL 1 DIE AT A TIME

If you roll:

NAME IT!: EVERYONE shouts NAME IT! and you describe/define the feeling.

SHARE IT!: EVERYONE shouts SHARE IT! and you give an example of when you have felt any of the 12 feelings you are recapping.

FEELIT!: EVERYONE shouts FEELIT! and you explain where any of the 12 feelings you are recapping feels in your body.

2 ROLL ALL 3 DICE

If you roll:

3 feelings: you and 2 chosen friends describe/define a feeling each.

2 feelings + Share It!: you and a chosen friend give an example of when they felt a feeling each.

2 feelings + Feelit!: You and a chosen friend act out the feeling and explain how one of the feelings is felt in your body.

1 feeling + 2 Share It!: You describe the feeling and tell a story of when you felt it.

1 feeling + 2 Feelit!: You describe the feeling and explain how it feels in your body.

1 feeling + Share It! + Feel It!: You define the feeling, give an example and explain how it feels in your body.

3 FREESTYLE

Mix and match the rules to create your very own FEELIT! game!



