MOOD METER~ GAME OF PHONES!

Ruler and Mood Meter is an evidence based approach to social & emotional learning developed at the Yale Center for Emotional Intelligence.

Game of Phones Directions:
1. **Post Prompt**
2. **Players have a given amount of time (30 sec, 15 sec) to locate a photo to represent prompt**
3. **As time is called, they place their phones face up in a circle in the center.**
4. **Each player explains their choice!**

**BASIC...Get to know you Prompts**

* Think of this as a scaffold to help players become comfortable with each other and understand the game rules.
1. **Find the weirdest image on your phone**
2. **A photo you should have deleted**
3. **A photo that you are proud of**
4. **A photo that tells a story**
5. **A photo that describes your personality**

Now - Continue to **MOOD METER~GAME OF PHONES!**

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Mood Meter Game of Phones Prompts
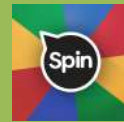
1. Prompt players with a chosen word from the mood meter, find a photo on your phone that shows that emotion
2. Use a photo digital editing app to edit the images to become that color!
3. Create a mini mood meter! Include:
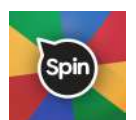   1. Colorized Photograph
   2. Visible Label of Mood Meter Word Choice

Options:
1. Let players pick their own words based on where they are currently at
2. Create a large group mood meeter with all players images
3. Have players show the opposite of the word

Apps I like for this:
1. Photoshop for paint & text
2. Spin The Wheel for selecting word

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