

Mood Swings

Mood swings was originally designed purely as a speaking game but I was asked by some teachers to add sentences to the cards, so now "sentences" are the default setting for the cards. If you need a set without sentences then please ask for a "picture only set".

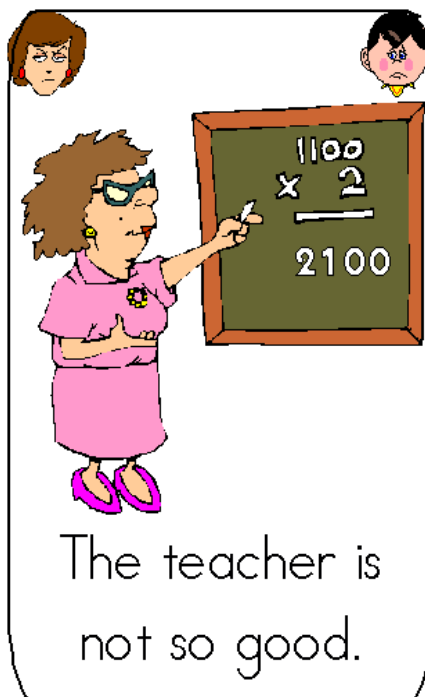
The reason I created the game was because one teacher complained that some of her young students could not answer the question "How are you?" They probably could but some students just hate to be put on the spot and they freeze up. Another reason came from recalling a JALT presentation where a S.H.S. ALT said, over a 45 minute period, that all many of his students could say after 6 years of studying English was "I'm fine thank you. And you?" Well I wanted them to be able to say a little more than that, even "I'm not so good. And you?"

Occupations

cook
doctor
singer
student
teacher
vet

Moods

angry
fine
happy
not so good
okay
sad
sick
sleepy
surprised
terrific



Mood Swings Rules

1. Deal 7 cards to each player.
2. Place the pack facedown, turn the top card & place it by the pack.
3. Each player in turn plays a card, which must match the mood or job of the previous card, speaking a sentence related to the card i. e. "The teacher is terrific." or similar.
4. The "Mood Swing" card changes the mood of the card to be played.
5. If a player cannot play then a card is taken from the pack.
6. The object of the game is to get rid of all your cards.

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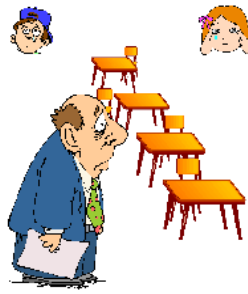
surprised
 happy
 sad
 angry
 not so good
 okay
 fine
 sick
 sleepy
 terrific



The teacher is surprised.



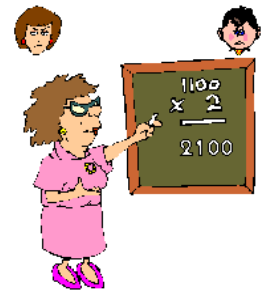
The teacher is happy.



The teacher is sad.



The teacher is angry.



The teacher is not so good.



The teacher is okay.



The teacher is fine.



The teacher is sick.



The teacher is sleepy.



The teacher is terrific.

