

FACIAL FEATURE WARM UP

Game Objective- To learn about facial features and how they can move

Theater Skills- Facial expression

Literacy/ SEL Skills- Embodying descriptive words. Noticing and naming the emotions that facial features express. Imagining and naming why people might express those emotions.

Timing- 5 minutes

Do this warm up...

- To prepare your students to express emotions in the emotion statue game
- To prepare your students to discuss emotions using the range and scale of emotion chart
- To prepare your students to create expressive puppet faces

1. PLAY THE GAME!

a. Identify the facial feature you are warming up

For example: *"We are going to warm up our nose (touch your nose).
Everyone touch your nose!"*

b. Prompt/ model exploration

For example: *"Can you scrunch your nose? (scrunch your own nose)"
"Can you flare your nostrils? (flare you own nostrils) "*

c. Ask questions to help students notice what emotions they might be expressing

For example: *"When do people scrunch their nose?"
"What emotions do you feel when you flare your nostrils?"*

Suggested Prompts for Facial Warm up

Nose- Scrunch, Flare

Eyes- Squint, Bulge, Wink

Eyebrows- Lift high, Furrow together, Droop, Wiggle, Arch just one

Mouth- Smile with no teeth, Smile with teeth, Bare your teeth without smiling
Scowl, Frown, Pout, make an O shape

Possible follow up questions

- *What emotions do you feel when you _____?*
- *What emotion might you be showing when you _____?*
- *What emotion are we showing when we _____?*
- *When do people _____?*

Teacher Tips

- Please note that often students will start calling out ideas about expressions spontaneously! One of the goals of this game is to help students to understand what facial expressions might be expressing in real life, in books and in stories that they imagine and create!