

Name of the game: emoji pantomime

Goal of the game: guess words

Age: 5.-13. grade

Number of players: about five

Time needed: 20 minutes

Needed material: computer and words

One of the players is in front of the computer and writes a word or a sentence in emojis into the computer. The others have to guess the word/ sentence.

Example:

  - Bank robber

  - Sleepyhead

  - Dancing school

Evaluation:

- i. Interesting ★ ★ ★
- ii. Exciting ★ ★ ★ ★
- iii. Communicative ★ ★ ★ ★ ★
- iv. Edifying ★ ★ ★
- v. Cheerful ★ ★ ★ ★ ★
- vi. Interactive ★ ★ ★
- vii. Imaginative ★ ★ ★ ★ ★