

# Morty's

## Feelings Bingo



### Purpose:

Morty Monster is a feelings shape shifter, like Mr Potato head, but a lot softer and snugglier. He is a part of ACF's Big Tree Therapeutic Doll range that you can find out more about here – <https://professionals.childhood.org.au/course/therapeutic-dolls-for-work-with-children/> Morty's Feelings Bingo utilizes the many faces of Morty. This activity is suitable for workers with or without a Morty Monster doll. It is focused on developing emotional literacy and having fun together. It is useful for direct work with more than one child, or a child and a parent/carer.



### Who might use this activity:

This activity is suitable for children aged 5 and up. It can be played over the internet or in person. You need at least 3 players (including you) to play.



### What you will need:

- You will need the accompanying Morty Monster Bingo Board
- Participants will need paper and a pencil or pen
- If working online with children, you will need a zoom connection or the equivalent.



### What you might say and do:

1. Introduce the idea of playing a game together. Talk about how you know about this friendly monster called Morty whose favourite game is bingo. He looooves Bingo so much he's made up his own version of the game!
2. Share the accompanying 'Morty Monster Bingo Board' with your child/children and/or parent/carer. (I will now refer to them as participants)
3. Collaborate with the participants to label the feeling attached to each of the twelve feeling faces that Morty shows on the board. Let the child/ren lead here. You might like to talk with the child/ren about their reasoning for the labels.
4. If you are working online with your participants, you can type in the chosen feelings that go with each face on the electronic bingo board. If you are working in person you can just write them in.
5. Now you are ready to begin the game. Encourage the participants to choose any 4 feeling faces and write them down in front of them so no one else can see.
6. Explain that you are going to be the bingo master for a start and that when you read out a feeling face that they have written down on their list they can mark it off. When the bingo master reads out all four words in their list they need to yell out Bingo! Whoever yells out bingo first wins that round.

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7. You might like to suggest that the winner is the person who wins 5 games first. If you are working online there are some cute 'Congratulations' gifs that you could share with the participants when someone wins.
8. After a while you might like to swap around roles. The child or parent/carer might like to have a go at being the bingo master.



### Game Extensions:

- Instead of choosing 4 random feeling faces, suggest that participants choose 3 feelings that match up with feelings that they have felt over the past week. At the end of the game, chat with the child/ren about the feelings that they chose- when did they feel that way, what was that like for them, what happened to that feeling, did it hang around or float away?
- Instead of choosing 4 random feeling faces, you might like to suggest that participants could choose 3 feeling faces that match up with feeling faces on those around them that they have seen over the past week. At the end of the game, you might like to chat with the child/ren about the feeling faces they have seen over the past week- who showed them these feeling faces, when did that happen, what was that like for them, what happened next?

# Morty Monster

## Bingo Board

