

Adapting Board and Card Games

*Date: April 1, 2010: 9:45 am to 1:45 pm (Beat The Bus Brown Bag Format)
\$67 Members / \$79 non-Members*

In this combination hands-on and brainstorming workshop, you will learn a variety of strategies for adapting board and card games. Games are a fun way to support educational goals, and they make great leisure or indoor recess activities while supporting language pragmatics related to social interactions. Adaptive options will be appropriate for clients of all ages and across a variety of disabilities.

Target Audience

This workshop is for anyone who is responsible for providing leisure activities, indoor recess activities, or games that support educational goals using adapted board or card games, i.e., parents, special educators, speech-language pathologists, assistive technology team members, service coordinators, and support personnel.

Description of Experience

This hands-on workshop will present strategies for adapting board and card games for clients of all ages with a variety of disabilities. Participants will consider a variety of options for throwing dice, using game spinners, moving game pieces, positioning game boards, holding cards, and making selections. Participants will also investigate the social needs of game participants.

Participants are invited to bring games they are interested in adapting. There will be a group brain-storming session to help address the needs of the individuals they want to play those games. Each person will adapt a major aspect of their game. Some ideas for games include Pretty, Pretty Princess, Candy Land, Chutes and Ladders, Uno, dice-based board games, spinner-based games, Dominos, and other card games.

Participants will take home a dice option, a low-tech game spinner, or a game or communication overlay. Please specify which (one) game you want to adapt on your registration form, at least two weeks before the workshop.

Learning Objectives

- Investigate a variety of ways to throw dice (or the equivalent)
- Investigate a variety of game spinner options
- Investigate a variety of options for moving game pieces
- Investigate a variety of options for positioning the game board
- Investigate a variety of options for holding cards
- Investigate a variety of options for making card or play selections
- Investigate communication needs for the social aspects of card/game playing

Presented by Linda Carman