

ADAPTED BOARD GAMES

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Adapted: Checkers

Overall purpose and objectives:

The overall purpose of the game Checkers is to capture and remove the opponent's checkers from the board game. This game is a fun way for a one on one competitive game. This game is for age 7 & up.

Objectives

1. To eliminate all opposing checker or to create a situation in which it is impossible for your opponent to make any move.
2. Learning how to win/lose in a competitive situation.
3. Adapted for people with visual impairments
4. It is adapted to help with the person's speech, grammar, nouns, verbs, reflexive pronouns, analogies, and categories.
5. To get the brain working and thinking out of the box to create strategies to win.

Materials:

- Checker board (squares formed by 8 rows and 8 lines, every other color is different) outlined with puffy paint or glue
- 12 black checker pieces and 12 red checker pieces with one set that has a distinguished feature ex. Dot of puffy paint
- Cards pre made with questions to help a specific area of focus to learn.

Setup:

Each player sets up their checkers on every other black space on the first three lines closest to you. Be sure that a light colored square appears in the lower right hand corner of the board. Both players must place their checkers on the same color squares.

Rules of the game:

- Black checkers move first and then each player moves in turn, back and forth.
- To remove the opponent's checker from the board, the player must jump that piece.
- To jump an opponent's piece, the jumping checker passes over the captured checker in a diagonal direction and must land in a square that is vacant.
- If you jump an opponent's piece successfully, your opponent will pick a card from the pile and ask the question. If you get it right then your jump stays and you get to take away the opponent's checker but if you get it wrong you have to go back to where you were and keep the opponent's checker on the board.
- All moves must be made in a diagonal fashion and must always be moved to the same Color Square.
- Double and triple jumps may be made in the same sequence as long as vacant square exist in any forward diagonal direction.
- If double and triple jumps occur you do not pick up 2 or 3 cards, you still only pick one card and ask one question. The same rules apply if you get it right or wrong.
- When a player's checker reaches the opponent's last row on the other side of the game board—this checker becomes a "King". It becomes a "King" by having another checker (of the same color) placed on top of it. A "King" may move both forward as well as backward on the game board in a diagonal direction.

- This continues until one player eliminates all opposing checkers or created a situation in which it is impossible for the opponent to make any move.

Adaptations:

- The Checker board is outlined in puffy paint so that people with visual impairments can feel the board and distinguish the boxes. Also one color of the checkers have a dot of puffy paint so that people with visual impairments know which checkers are theirs.
- The cards are to help people with cognitive abilities to work on their speech, grammar, verbs, analogies, and categories. You can make your own cards also to focus on an area that needs help or to adapt with a certain age group.
- This game does not need much space so this is a great game for people with limited mobility.

Goal/Outcomes:

- The goal of this game is to have fun while competitively working your brain around the rules and questions.
- This game has been adapted for people with visual impairments, cognitive impairments, and physical impairments.
- This game can be fun for people with or without special needs. It is educational because the cards can help focus on an area that the person needs help on. Cards can be made for almost anything. In this specific sample it is focused on people that have trouble with their speech, grammar, verbs, analogies, and categories. The cards can be made to suit any age level. It helps get the creative side of your brain (right side) working by creating strategies to win.
- Some of the ways this game is therapeutic is increased active range of motion and strength of arm, increases hand/eye coordination, increases functional vision, increases cognitive function, increases sensory integration, increases social skills, increases academic skills and receptive and expressive language skills.

Adapted: Chutes and Ladders

Objective:

Be the first player to get through the entire game board and reach the final space (number 40)

Contents:

- 1 game board
- 1 die
- 4 game pieces

Set Up:

Set the game board out on a flat surface. Get out the dice and the playing pieces. Each player picks their piece and puts it on the first space (number 1) on the board.

Rules:

1. Each player rolls the dice. The player who rolls the highest number goes first, followed by the person with the second highest number, and so on.
2. When it is your turn, you roll the dice, and then move your piece the appropriate number of spaces on the board.
3. If you land on a space that is at the bottom of a ladder, you will move your piece up the ladder to the space that it stops at. If you land on a space at the top of a chute, you will move your piece down the chute to the space that it stops at.
4. The first person to reach the last space, number 40, wins.
5. Even after someone reaches the end of the game, the remaining players keep playing until everyone has finished making sure everyone gets a chance to play the whole game.

Target Group:

This game is intended for children age 3-6.

How to create this game:

- The game board can be made out of any rectangular-shaped cardboard box
- Scrapbook or construction paper squares for the game spaces.
- Ribbon and/or fabric glue can be used to create a more concrete border between the game spaces
- Felt can be used to make the chutes and ladders
- Painting a plain wooden cube can be used for the die
- Any basic, easily graspable item can be used for the game pieces

Potential Outcomes/Goals:

This game is intended to help kids learn turn-taking, basic number and math skills, and of course have fun!

Another big goal is to adapt to a large variety of disabilities:

- I painted a wooden cube to use as the die instead of using a number spinner or smaller dice.
- Children with visual impairments are able to see it easier.
- Children with fine-motor skill problems to be able to grasp it with less trouble.
- I used a large variety of different textured items on the game board, including ribbon, textured scrapbook pages, fuzz, felt, and fabric glue.
- Children with visually impairments would be able distinct between areas of the board.
- I used ribbon and fabric glue in between each of the spaces. I used different materials for the game board spaces and the chutes and ladders so that they could easily distinguish between them.
- Children with autism might enjoy being able to feel all the different textures throughout the game board.
- I used a lot of bright colors to help make the space numbers (1-40) and chutes/ladders easier for kids with visual impairments to see.
- I put moldable clay around the bottom of the game pieces.
- Children with fine-motor skills problems would be able to grasp them easier and would be less likely to tip them over.
- The game board only goes up to the number 40 instead of the usual 100.
- Children with ADHD might be able to focus easier on a shorter game.
- Children with mental disabilities might find the game less overwhelming and easier to understand with a lower final number and less squares.

Adapted: Memory

Target group

The target group that this game is adapted for is peoples with visual impairments, but it also is adapted for people with low motor skills.

Recreating the game

1. To recreate this game you need Construction paper, bubble paint, glue, markers and scissors.
2. Start by cutting the colored pieces in half and gluing them to a full sheet of white paper. Write the name of the color on the paper.
3. Then paint a different design on each different color card.
4. Take the masking tape and make a handle on the back of each card.
5. Once you have done that you let it all dry and wait for it to be ready.

Rules

To play this game you pick one person to go first. That person will flipover two cards. If the cards that you flipped over are the same then you take the off the board and keep them. You take turns doing this until all the cards are gone. Whoever has the most cards at the end of the game wins the game.

Goals/ Outcomes

The goal of this game is to help learn colors for some and to provide fun for all. It is created to be able to be played by people with visual impairments and peoples with low motor skills. The game is easy to play. It can be played by people of all ages. This game will help children of younger ages learn their colors faster. Memory is a game of chance so the outcome will change every time and not the same person wins all the time.

Adapted: SORRY! Mathematic Edition

2 to 4 Players/Ages 6+

*If under the age of 6, an adult must be present

OBJECTIVE:

The objective of this game is to be the first player to move all four of their game pieces from their START to their HOME.

SET UP:

Lay on flat surface to play.

CONTENTS:

16 game pieces (4 blue, 4 red, 4 yellow, and 4 green)

1 deck of flashcards (no 6's or 9's)

1 game board

1. This game can easily be recreated at home.
2. Board: One could buy any size board they would like, the best size may be a 20x30in.
3. After that, simply take a straight edge to draw the boarder of the game about a half of an inch in from the edge.
4. Next, draw another rectangle about one inch from the outside rectangle.
5. Once you have the frame, draw one inch squares within that frame. However, the individual could make the frame and squares whatever size they would like; this also applies to the placement of START, HOME, and SORRY! logo.
6. Use fabric paints to outline everything.
7. Game Pieces: Get eight pink erasers, cut them in half, and used a Sharpie marker to color them.
8. Next, unfold paperclips so that they looked like a straightedge C, then stick the end that did not have the hook into the eraser.
9. Flashcards: Simply purchase notecards to make these flashcards and write the equations on them. The user could make whichever type of flashcards they wanted (such as multiplication, division, etc.).

INSTRUCTIONS:

- All players place their pieces in the START circle.
- Place the flashcards on the DRAW rectangle with the SORRY Math! side facing up; after drawing a card, place on DISCARD rectangle
- The first player chooses a card. For this game, the person must figure out the mathematical equation to see which number their card is (there is an answer key at the very end in case anyone needs help figuring out their equation, but only use as a last resort! No cheating!).
 - *You must draw either a 1 or a 2 in order to leave START. If you draw any other card on your first turn, you must forfeit that turn and it is then the next players turn - going clockwise. (Each card has a different purpose):
 - 1: Either move a game piece out of START or move one space forward

- 2: Either move a game piece out of START or move two spaces forward. Also, if you draw a 2, you must draw again and move accordingly
 - 3: Move forward three spaces
 - 4: Move backward four spaces
 - 5: Move forward five spaces
 - 7: Either move one game piece forward seven spaces, or split the move between any two game pieces *Cannot use to get out of START
 - 8: Move forward eight spaces
 - 10: Either move forward ten spaces, or backwards one space
 - 11: Either move forward 11 spaces, or use one game piece to switch places with another player's game piece *Cannot use to get out of START
 - 12: Move forward 12 spaces
 - SORRY!: Take one of your game pieces from START and replace it with any other player's game piece that is on the board. Once you bump that player's game piece, they must move it back to their START
- If you run out of flashcards before anyone wins, simply reshuffle and place on the DRAW rectangle again
 - If you land on the triangle end of a SLIDE, you may slide forward to the diamond end
 - Get all four of your game pieces to HOME first, and you WIN!

TARGET GROUPS/ADAPTATIONS:

The main target groups for this game are individuals who are learning to do basic addition and subtraction math calculations. This could mean first graders who are just learning to count, individuals with learning disabilities (no matter their age), or even individuals that are suffering from other cognitive impairments (such as dementia, amnesia, etc.). The flashcards and board are designed in such a way that it does not really limit what age of people can play. Individuals with visual impairments may benefit from playing this game because the use of the paint created defined lines that the person could feel to move the right amount of spaces, and these individuals may also need someone to read what their card says if the visual impairment has caused severe vision loss. This game may also be targeted towards individuals that may suffer from loss of fine motor skills due to a: spinal cord injury, traumatic brain injury, etc. This is possible because of the game pieces made (creating a hook so that the person can stick multiple fingers through and be able to move their game piece even if they have limited fine motor abilities).

GOALS/OUTCOMES:

The main goal of this game is to be as inclusive, and universally pleasing, as possible. It is meant to be a game for all types of abilities and age ranges, but it is not perfect so there may be certain people that may encounter some problems while playing. Also, the game is modified to make it more educational in hopes that it would not only be a beneficial tool in a classroom, but also that it would inspire collaboration among the players (helping each other figure out the math problems, working together, building relationships, etc.). It is always interesting to take something that most people know about, then modifying it a bit and seeing if the players can still remember the old, basic rules and also be able to apply the new rules. This type of game may be used more in an educational setting, but it can also be used in a variety of other settings as well (maybe as a therapy tool to reteach the basics of math to someone who may have experienced a TBI and lost the ability to do math).

FLASHCARD ANSWERS:

$5 - 4 = 1 \quad 2 - 1 = 1 \quad 7 - 6 = 1 \quad 12 - 11 = 1 \quad 1 + 0 = 1$

$5 - 3 = 2 \quad 1 + 1 = 2 \quad 6 - 4 = 2 \quad 10 - 8 = 2 \quad 2 + 0 = 2$

$6 - 3 = 3 \quad 2 + 1 = 3 \quad 4 - 1 = 3 \quad 3 - 0 = 3 \quad 7 - 4 = 3$

$9 - 5 = 4 \quad 2 + 2 = 4 \quad 8 - 4 = 4 \quad 3 + 1 = 4 \quad 10 - 6 = 4$

$5 + 0 = 5 \quad 7 - 2 = 5 \quad 4 + 1 = 5 \quad 10 - 5 = 5 \quad 3 + 2 = 5$

$5 + 2 = 7 \quad 12 - 5 = 7 \quad 11 - 4 = 7 \quad 8 - 1 = 7 \quad 4 + 3 = 7$

$4 + 4 = 8 \quad 5 + 3 = 8 \quad 10 - 2 = 8 \quad 6 + 2 = 8 \quad 11 - 3 = 8$

$7 + 3 = 10 \quad 6 + 4 = 10 \quad 11 - 1 = 10 \quad 9 + 1 = 10 \quad 5 + 5 = 10$

$10 + 1 = 11 \quad 8 + 3 = 11 \quad 12 - 1 = 11 \quad 7 + 4 = 11 \quad 6 + 5 = 11$

$12 - 0 = 12 \quad 6 + 6 = 12 \quad 7 + 5 = 12 \quad 8 + 4 = 12 \quad 10 + 2 = 12$

Adapted: UNO

Overall Purpose

The purpose of this adapted version of Uno would be to include people with limited fine motor skills and people with low vision or cognitive impairments to play a simpler version of a game that everyone knows and loves.

Objectives

- Help people with limited cognitive abilities get familiar with numbers and the other simple concepts involved in this game.
- Helping people with limited fine motor skills easily play a game with others and enjoy themselves.
- Helping people with limited vision be readily involved with everyone else.

Materials and Set Up

- Simply use sheets of poster board and cut 4x5 cards out. Cut out 32 cards, 16 of each color. Number the cards from 0 to 10 then add a Skip, Reverse, Draw Two, Wild, and Wild Draw 4 card.
- After cut out the cards and draw a line 1/16th of an inch in on each side. Then drew an oval running from the bottom left hand corner to the upper right hand corner. Put the number or symbol of the card in the oval and color the number. Also, color outside the oval up to the line on the edge of the card. Use two contrasting colors to make them easy to distinguish from each other.
- To make the game board you simply make two 5x6 squares on a piece of poster board and then write draw pile in one and discard pile in the other square.

Format

The format of the game is you sit around the game board in a circle, this game requires very little space as there is no physical movement involved.

The game is of the competitive nature but it should not be taken too seriously or competitively as the main purpose of this game is to just have fun with family and friends.

Rules of The Game

Set Up

- This game is meant for 2-4 people.
- Every player starts with 5 cards in their hand that are dealt by the dealer to them face down.
- The remaining cards should be placed in a pile on the game board in the space designated "draw pile"
- Next to the "draw pile" there is a space labeled "discard pile" and the top card off of the draw pile is placed into the discard pile.

Game Play

- The first player, the person sitting on the left of the dealer, looks at his/her cards and tries to match the number/symbol/color of the card laying in the discard pile.
- If they cannot match a card they have they draw cards from the “draw pile” until they have a card that they can use.
- Once a player places a card in the discard pile it is now the next player’s turn, located on the left of the player who just went.
- When a player has only 1 card left in their hand they must say “UNO” and if they do not say it and they are caught by another player they must draw three new cards from the draw pile.
- The first player to get rid of all of their cards is the winner. After someone wins everyone else must add up the value of their deck.
- How you add up the value is each card number 0-10 is worth as many points as the number on the card and then any other card is worth 12 points.
- Once everyone adds up their hands that is how you determine 2nd-4th place. The person with the least points in their hand gets second place and the person with second least gets third place and so on.

Cards

There are four special cards in the deck they are labeled “S” which means skip which means that the person that should go next gets their turn skipped that time. There is also a card labeled “R” for reverse which simply reverses the order of play. There is also a card labeled “D” which means draw two, which simply means the next person has to draw two cards before they can take their turn. There is also a card labeled “W” which means wild which means that the player that laid that card down gets to choose which color will be played, they can keep it at the same color or change it to the other color. There is also a card labeled “W+4” which means the same thing as “W” but the player that goes next has to draw four cards before they can take their turn.

Adapted: Trouble

GOALS:

The overall purpose of this game is to get groups of families or friends with members of all abilities able to play a game together. This game could also help individuals learn to be more comfortable with people that are different from them by playing a game in a relaxed environment. This game can be played with people low cognitive abilities as well as people with low motor skills or limited vision. The purpose of Trouble in particular is to get all four pawns to your finish first.

CONTENTS:

1 trouble Gameboard
4 pawns of each color

SETUP:

Each player picks their color and puts their pawns in home. The player who pops the highest number gets to start and then play continues to the left.

RULES:

Each turn consists of one pop for the dice and a move of a pawn as many as spaces as is on the die. If a number 6 is popped, the player gets an additional pop and move. The player cannot move from home until they pop a 6. They then move around the board until they get to finish. If another player lands on them, they have to put that pawn back in home and start over for that pawn until someone has all their pawns in the correct spot.

ADAPTIONS:

The original game pawns were replaced with nerf darts that were painted the appropriate color and have paperclips through them to make handles to make it easier for someone with low motor skills or visual impairments able to move the pawns easier. Also, there are magnets on the bottom of each pawn and magnets in each spot on the board to help the participant put the pawn in the slot easier.

Adapted: Clue

Target Group:

This game is intended for those that have hearing loss, developmental disabilities and those that have fine motor incapability's.

How to create:

Take either a large piece of cardboard or a 20"x30" piece foam board. Take markers and draw you're our version of a clue board. Use cardboard strips to create the six playing pieces and use packing tape to secure them together. Print the names of the suspects, weapons, and rooms on paper.

Contents:

- 6 playing pieces
- The Board
- 6 weapons
- 21 cards with Suspects, Weapons, and Room
- 1 envelope
- Score Pad

Game Instructions:

- 1) Each room on the board will have two cards on them.
- 2) Each player chooses a playing piece.
- 3) The order goes Miss Scarlett, Colonel Mustard, Mrs. White, Reverend Green, Mrs. Peacock, and Professor Plum.
- 4) Each player gets 9 moves per turn. Each move on the board counts as one move. Making an accusation, using a passage, a guess, counts as three moves.
- 5) Each time you enter each room mark off the cards in each room on the score pad.
- 6) When the first player that makes a correct accusation in the winner.

Goal/Outcomes:

The goal of this game is to have fun and be inclusive. This game is fairly simple to learn if you have a hearing disability.

Adapted: Name That Animal

Purpose:

The game modified is trivia. The modification made to the game was to get the players to move to the answers instead of staying in one place to answer the questions. Name That Animal is meant for younger players, asking simple questions about farm related material. The answers to the question are in picture form, so they can easily be pointed to instead of having to write down an answer or verbally answering. The questions can be both verbally asked or have the contestant read the question. The point markers are also very tactile, and easy to grasp. The swatters are easy to hold on to for the contestants to have a grip.

Target Group:

This game is targeted towards a younger age group of 3-8 years old. The game is suitable for children who has difficulty with gripping small objects, or unable to either verbally or write their answers to the trivia. This game is also good to play to get the children moving around.

Goal:

The goal of this game is to get the contestants moving around and interacting with the other players. Name That Animal is meant to be a slower pace game, getting the contestants moving around and thinking about the trivia questions, and forming the correct answer. This game is intended for players of the ages 3-8.

Contents:

8 Farm Pictures, 16 questions, Point Markers (pipe cleaners), 3 swatters.

How to play:

To play this game, you have one person read the questions on the green cards, and can have up to three players answering the questions. The players answering the questions will each have a swatter. When the player knows the correct, they should go up to the corresponding picture and hit it with the swatter, then take the point maker. First person to hit the picture with their swatter, gets the point marker. First person to get three point markers, wins! Have Fun!!

Adapted: Tic-Tac-Toe

Target Group:

This game is intended for those with visual impairments and those with fine motor incapability's. The modifications implemented will help these persons enjoy the game and be able to play just as any other person would.

How to Create the Game:

In order to make the game easier for the specific target group, simply make the pieces larger. Using large pieces was one of my methods in adapting tic tac toe for gross motor control capabilities. Also, the pieces are color coordinated with bright colors and added textures to the top of each piece according to "X" or "O" in order to accommodate for the visually impaired. The game board was covered in yet another color to differentiate between the board and pieces. To help those with visual impairments, the tic tac toe board has puffy paint on the large board.

Contents:

- 2 Players
- The board
- Pieces(one player gets 'X', the other, 'O')
- A great attitude!

Game Instructions:

1. To begin the game, each player must determine which shape they will be('X' or 'O')
2. Determine which player will go first by whoever has the next birthday. Every game following will alternate starter.
3. Player 1 will place one piece in one of the open boxes on the board
4. Player 2 then places one of their pieces on one of the remaining boxes
5. Players will alternate until one of them gets 3 pieces in a row (tic tac toe!)
6. 3 in a row indicates a tic-tac-toe, by which the winner will yell "tic tac toe!"
7. There will be times when neither player wins. This is considered a draw and play will restart from the beginning.

Goals/Outcomes:

The goal of this adaptive game is to provide a fun, recreational game for all. It is created to be inclusive of those with disabilities such as visual impairments and difficulty with fine motor control. This game is fairly simple and can be played by a wide range of age groups. Players will feel accomplished and find this game easy to understand. Tic tac toe can be played many times before getting old which favors different winners constantly. This helps boost confidence and fun!

Adapted: Twister

Objectives and Purpose:

The purpose of the game Twister is to place your hands and feet on the appropriate place on the mat. One should complete this without falling over or having other parts of the body touch the ground besides the hands and feet. Some objectives of the game include interacting with others while having fun and following directions.

Materials:

Some of the materials needed to make this game include: white shower curtain or old sheet, 4 different types of foam shapes, paper, hat or bag, glue, and duct tape (if want to tape the game to floor).

Set up:

Twister is a rather simple game. One person will be the caller and choose which shape the hand or foot should go on. Then you have the players who listen to the caller and place their hands or legs on the shape called. Whoever falls over or doesn't have any more shapes to place hands or legs on is out. The format of the game is to test one's ability to be flexible and develop coordination.

Rules:

- To start the game, you can play with 2 or more players and decide who wants to be the caller.
- Have the players stand on the edge of the twister mat and wait for the caller to announce the first placement.
- The caller will pull a card out of the bag and read what is on the card, ex: right hand on square. If the player cannot read what is on the card, they may choose right or left hand or foot and then pull just a shape out of another bag. Once the caller pulls out a card they are to return the card right back in the bag to go back into play.
- The player will then place their hand or foot on the shape called.
- The caller will continue to call out until there is only one person left, who is then the winner. If all players fall at the same time, nobody wins and start the game over.
- Players are not allowed to change the shape they are on until the caller tells them to. Although, the player can lift their hand off the shape to help feel for the appropriate shape for their foot as long as they place their hand in the same spot it was.
- Also players are not allowed share shapes or purposely knock each other over.
- If a player moves shapes without being told by the caller, falls over, or lets any other body part besides the hand or foot touch the ground they are out.

Adaptations:

This game of twister is adaptive for a person with a visual impairment. Instead of using circles and colors to stand on, use foam shapes. By using the foam shapes one could be able to feel for the appropriate shape when called because it is slightly raised up and feels different from the mat. Also instead of a spinner board, have them draw the card out of the bag to read where to place the hand or foot of the player. This way one could enlarge the font to make it easier to read.

Adapted: Guess Who

Overall Purpose and Objectives:

The overall purpose of Guess Who is to figure out which character your opponent has selected before they figure out which character you have selected. You do so by alternating asking yes or no questions. This game is to get your wheels turning. You use tactics, strategy, process of elimination, and much more trying to guess your opponents selection. This game can be played with anyone ages six and up.

Adaptations:

Generally the game is played with a plastic board that has individual pieces that flip up and down. In order to accommodate for those that may have a disability prohibiting them from being able to play, create a larger and easier to handle version to play. Blow up the pictures so that they are at least three times larger if not more. Then instead of putting them on a board all close together, put them on their own individual card so they can move and not get in the way. Also, put handles on them to make them easier to pick up. It can either be played on the floor with lots of room or up on a table. To set up, you simply lay the pictures out in four rows of six face up. This game shows that not everyone is the same and not everyone has to be. It also tests your logic and elimination skills.

Rules of the Game

The rules for Guess Who are quite easy both to understand and explain. It is a one on one game.

1. To start set up the cards. Then select a character that you would like to be.
2. The youngest player goes first.
3. On your turn you may either ask one yes or no question, or try and guess which character your opponent is. If you try to guess and get it wrong however, you will lose the game.
4. You alternate asking the questions.
5. If you ask a question and receive an answer of yes, then take out all characters that do not have the trait asked about. If you receive no for the answer, then take out all the characters that do have the trait asked about.
6. When you are ready to guess your opponents character, ask when it is your turn instead of asking a yes or no question.
7. The person who guesses their opponents character first, wins the game.

In order to create this game all you need is paper, markers, scissors, pipe cleaners, and glue. All you do is create 24 faces with different features and accessories and glue them to the paper. You can be as creative as you would like or as simple as you would like so long as there is no identical characters.

Adapted: Match Animal Rules/Instrumentals

Objective:

The main objective is to win by having the most matches at the end of the game.

Contents:

- 12 index cards
- Makers/Crayons
- Animal Pictures

Setup:

- Find a flat surface to lay down the cards

Game play/Movement:

- This game requires low reading ability, which makes the game for all ages.
- The order of the game is based on a flip of a quarter
- On your turn, you flip over two cards to try to find a match. If there's no match you turn the cards back over and the turn goes to the next person.
- **To Win**, the player with the most matches.

Goals/Outcomes:

Other than having fun, one the main goals of this game are to adapt to as many different groups as possible. This game has been adapted for people who have:

- Traumatic Brain Injuries
- Cerebral Palsy
- Lower Neuromuscular impairments
- Spinal Cord Injuries
- Cognitive Impairments
- Visual Impairments
- Loss of fine motor skills

This game is very inclusive because it needs low physical output and requires very little cognitive skills. This game can be highly educational, but more so therapeutic. It can be educational in the sense that it teaches children about many different animal adaptation. It can also be therapeutic because it involves some physical activity and learning. The Cards is also enlarged and therefore easier for people with visual impairments to see. The Game can be set up in any area and therefore is easily accessible for any person with a physical disability.

Adapted: Perfection

Adaptations:

The main adaptation of this game is for people who have visual impairments. The shapes have been enlarged, and color coated with tactile edges. It was also adapted for those who have trouble with fine motor skills, because the pieces are bigger and easy to grab. The rules of the game were not changed that much besides that timing is optional and you do not have to worry about a board exploding on you.

In the original game of perfection the pieces are small and the colors blend, which make it harder to match the pieces. It is also timed and the board pops up when the time goes up. Making the game more challenging.

Goals/Outcomes:

The goal of this game is to make matching easier. So, everyone can participate. To not rush someone and let them take their time with matching the shapes (timing is optional). In addition, to take away some of the challenge from stopping the board from popping up after time runs out. The game is adapted so everyone can play. Although the main adaptations are for those with Traumatic Brain Injuries, Cerebral Palsy, Visual Impairments, Cognitive Impairments, Spinal Cord Injuries, and Loss of Fine motor skills. This game is inclusive, requires low physical effort, and cognitive skills.

Contents:

One board with outline of shapes
Twelve different shapes
Timer (optional)

Rules:

The main objective of this game is to match the pieces in the proper place on the board. Timing is optional in this game. If you do choose to use a timer, time the game for 45 seconds. Recommended ages 4 years and up.

Recreation:

Get something solid that you can use to trace the shapes on to. Cut out the shapes you desire to use. Color code with the board, and outline them with something to feel what the shapes look like. Then trace the shapes on to the board. After that play the game and HAVE FUN!!

Adapted: Red Light, Green Light

Overall purpose and objectives:

- The overall purpose of the game “Red Light, Green Light” is to get children (ages 3-7) up and moving. It also helps them interact with other children in a fun, safe environment.
- Some objectives for this activity would be:
 1. Connecting with other children
 2. Completing the task of walking to another individual by themselves (or with help)
 3. Change their views on what they can and cannot do
 4. Demonstrate a greater self-value

Materials and Setup:

There are only two parts to this game that need to be created.

- 1) A poster board that is Red on one side and Green on the other. This can be painted on, or glued on construction paper.
- 2) A bell that can be purchased at any Walmart.

Format:

- The structure of the activity is a competitive game that requires a lot of space. Some advantages is that it gets the participants moving around, however, some disadvantages are the size of the area needed.

Rules of the game:

- This game is easily inclusive for persons with or without special needs.
- First, one person is chosen to be the Red Light. This is done by the adult leading the activity. He/she will stand about 20 yards away from the other kids. His/her back should be facing them. He/she is given the red light, green light poster board and a bell.
- Next, the other children will line up (shoulder to shoulder style) behind the Red Light 20 yards away. The point of this game is to get as close to him/her as possible, tapping him/her on the shoulder. The trick is, they can only move when he/she says Green Light!
- The game starts when the Red Light shouts Green Light and hold up the poster so the players behind him see the green side. He/she will also ring the bell he/she was given earlier. The players start to move forward as quickly as they can. As soon as the red light yells Red Light! and flips the poster to the red side, everyone must stop.
- This continues until someone taps red light on the shoulder when his back is to the players. This player now becomes Red Light and the game starts all over again.
- The game is done when everyone involved has been Red Light twice. There are no winners, there are no losers, this game is to simply have fun.

Adaptations:

- The poster is for people with hearing disabilities. If they cannot hear the commands, they can see them. The bell is for people with visual disabilities because they might not see where the Red Light player is, so they can go off of the bell cue.

- Children with limited mobility can also play this game, running is not necessary. Children in wheelchairs can move themselves or have someone help them. Children with crutches can move as quickly as they feel comfortable. There is no pressure to move faster than they feel comfortable, or are able to. Breaks are also encouraged.
- The game rules can change depending on the ability of the participants. If they feel something is too hard or too easy, they may make the distance longer, or shorter. Perhaps they need someone to help them across the court. Or maybe a player cannot move their upper limbs easily or at all, so if they get within a few inches of the Red Light, that can count as a tap.