

# Introduction

*Social Skills Chipper Chat*® is a fun, motivating magnetic chip game designed to help students ages 5-12 discuss and understand appropriate ways to deal with numerous social situations. The game has 12 different sets of social “theme” boards. To encourage group or individual discussion, the boards present 144 everyday scenes (12 per theme), related social stories, and relevant follow-up questions.

## The 12 theme boards are:

1. Polly Parrot **Politeness**
2. Race for **Responsibility**
3. **Peer Relation-SHIPS**
4. Camp **Compliance**
5. **Assertion** Asteroids
6. **Staying Focused**
7. Operation **Cooperation**
8. Building **Body Language**
9. **Problem Solving** Solution
10. **Self-Management** Soccer
11. Ice Cream **Social Rituals**
12. **Negotiation** Nations

Each of the above topics has five illustrated *Chipper Chat*® boards, so groups of 2-5 students can play. Every game board has 12 social scene cards that relate to the main theme of the board. The border color of the game board matches the scene cards.

Two levels of stories accompany each scene. Level A is a short, simple story that contains the basic facts describing the action in the scene. Rely on this level for young children and beginners. Level B is a longer story with additional facts. Use this story with more advanced students that have greater attention spans and the ability to grasp main ideas and inferences.

## Four question/discussion statements follow the stories.

Why Question – asks why a person acted a certain way in the story.

Related Question – asks a relevant question about the story.

Reasoning/Predicting Question – asks what might have happened if one of the characters in the story had acted in a different way; how the characters felt about their situation; or what the student thinks about the situation.

Personal Discussion – has the player talk about what he/she has done or would do in similar circumstances.

Overall, *Social Scenes Chipper Chat*® has 576 question/discussion opportunities.

Students use the individual game boards, chips, and a magnetic wand for learning fun. Each time a player answers a question, he/she rolls the die and earns chips to place on the game board. When the board is full, the player uses the “magic” magnetic wand to pick up the “flying” chips.

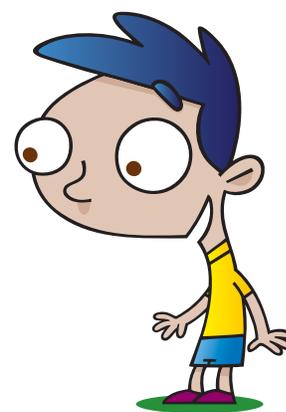
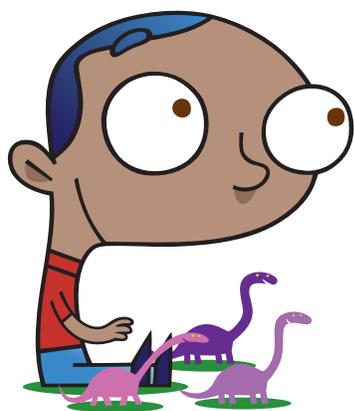


# Table of Contents

Introduction.....	ii
Parent/Helper Letter .....	iv

## Activities

Directions for Play .....	2
Polly Parrot Politeness.....	3-8
Race for Responsibility.....	9-14
Peer Relation-SHIPS.....	15-20
Camp Compliance .....	21-26
Assertion Asteroids .....	27-32
Staying Focused .....	33-38
Operation Cooperation .....	39-44
Building Body Language.....	45-50
Problem Solving Solutions .....	51-56
Self-Management Soccer .....	57-62
Ice Cream Social Rituals .....	63-68
Negotiation Nations.....	69-74
Awards .....	75-76



## Directions for Play

Choose one of the sets of 12 social skills theme boards for discussion. Give a board to each player (1 to 5). Talk to the students about the theme. Pick out as many scene cards that go with the board as you desire.

Show the players a scene card. Find the corresponding scene in this Activity Book. Depending upon your students, read the Level A or Level B story (for even younger students, feel free to simplify the Level A story).

When you finish reading the story, ask Player One the first question. After Player One answers, he/she rolls the die and places the number of chips on his/her playing board that the die displays. Ask Player Two the next question, and so on. Play continues in turn until a Player fills up his/her board with chips. Players then remove the chips from their boards with the magnetic wand, and play begins again.

Please note, you can choose to ask the questions in any order you desire. You may also add more questions. In addition, as players fill up their boards with chips, you can create another play option where the players must roll the exact number of chips that they need to fill their boards (i.e., if one circle remains open, the player must roll "one" to complete the board).

