



The Photo Fun Communication Game

Grades PreK–8

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Introduction

Cool in School[™] is a receptive and expressive language game for students in grades PreK–8. *Cool in School*[™] uses color photos to teach basic and advanced communication skills that students use every day in twelve areas of school. (See page 2 for complete list.)

The 144, large (7" x 5") *Cool in School*[™] photo cards target six essential communication skills—two receptive (following directions and answering questions) and four expressive (defining, describing, , and discussing). *Cool in School*[™] is effective for improving auditory comprehension, critical thinking, vocabulary, sentence formulation, questioning skills, pragmatic skills, and conversational skills.

Carl and Cate, the *Cool in School*[™] penguins, guide the activities by providing receptive and expressive prompts for each picture scene. Focus on receptive skills by reading Carl's prompts (in red) and target expressive skills by reading Cate's prompts (in blue).

Best of all, *Cool in School*™ accommodates students of any ability level. The double-sided game board gives you two ways to play—the simple game board provides a distraction-free playing surface for students with autism, and the other side of the game board is a great motivator for elementary and middle school students. Plus you choose the type of pawns you want to use—there are giant magnetic pawns for students with limited motor abilities and standard pawns for older students.

Contents

- 6 Giant Magnetic Pawns
- 6 Standard Pawns
- Double-Sided Colorful Game Board
- 65 *Cool Tokens*
- 144 Color-Coded Cards (12 subject areas, 12 cards each)
- Electronic Spinner (1–3)

Cool in School™ Cards

The 144 *Cool in School*™ Cards reinforce social interaction skills and turn taking while participating in three receptive and four expressive language activities. There are twelve action photos for twelve different areas of the school.

- Art Room
- Cafeteria
- Classroom
- Computer Lab
- Media Center
- Music Room
- Nurse's Office
- Office
- Physical Education
- Playground
- Restroom
- Therapy Room



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Art Room

Carl says:



Mason is ripping a piece of paper.

Cate says:



What is Mason ripping?

Receptive

- **Follow Directions:**
 - Point to Mason.
 - Point to the paper.
- **Answer Questions:**
 - Who is ripping paper?
 - Where are the ripped pieces of paper?

Expressive

- **Define:**
 - Another word for tearing is _____. (ripping)
 - What does *ripping* mean?
- **Describe:** What does a ripped piece of paper look like?
- **Inference:** Why do you think Mason is ripping his paper?
- **Discuss:**
 - What would you do if you were drawing a picture and you made a mistake?
 - How do you think Mason feels?

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Basic Identification

Advanced Identification

Vocabulary

Description

Inference

Social Skills

To play using the receptive section of the card, read the prompt in red (**Mason is ripping a piece of paper.**) spoken by Carl, the *Cool in School*[™] boy penguin. This will set the scene for the card. Then ask any or all of the questions in red.

To play using the expressive section of the card, read the question in blue (**What is Mason ripping?**) spoken by Cate, the *Cool in School*[™] girl penguin. This will provide a cue for the rest of the expressive section. Then ask any or all of the questions in blue.

Object of the Game

Players collect *Cool Tokens* as they move around the game board and answer questions. At the end of the game, the player with the most *Cool Tokens* wins!

Game Preparation

- Separate all of the cards into individual decks by school area (cafeteria, classroom, media center ...).
- Place the game board on the table or floor and have the students sit around the board.
- Have each player choose a colored pawn and place it on "Start."

How to Play

Basic Play (using the Easy Game Board)

- The youngest player goes first.
- The teacher reads Player One a question and shows Player One the corresponding picture.
- If Player One answers the question appropriately, he/she spins the spinner and moves the number of spaces indicated around the game board and collects that many *Cool Tokens*.
- Play continues clockwise.
- At the end of the game, the player with the most *Cool Tokens* wins!

Advanced Play (using the Advanced Game Board)

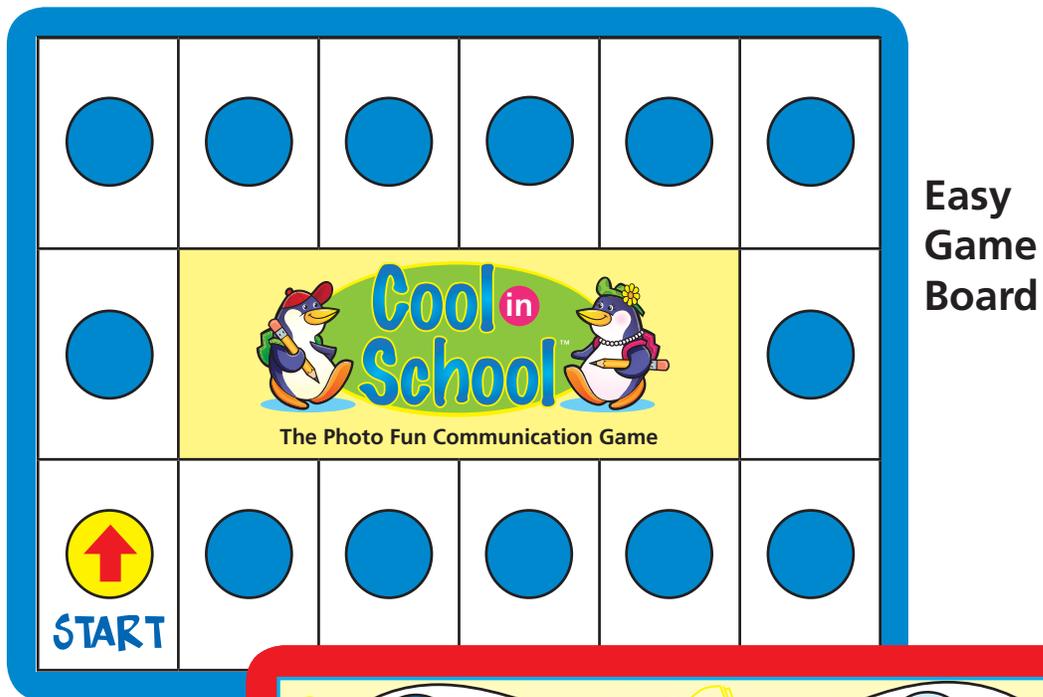
- The player who celebrates his/her birthday next goes first.

- The teacher reads Player One a question and shows Player One the corresponding picture.
- If Player One answers the question appropriately, he/she spins the spinner and moves the number of spaces indicated around the game board.
- Players collect one *Cool Token* if they land on a blank space, or the amount of *Cool Tokens* indicated on the game board space he/she lands on.
- Play continues clockwise.
- Players collect two extra *Cool Tokens* every time they pass "Start."
- At the end of the game, the player with the most *Cool Tokens* wins!

Additional Game Options

- Card Quickie – For a quick game, or to focus attention on a specific skill or skills, play using just the cards and tokens (without the game board). Players earn *Cool Tokens* for answering questions. The player with the most *Cool Tokens* wins!
- School Zone – To target skills in a specific area of the school, just use one set of colored cards. Players collect *Cool Tokens* as they move around the game board and answer questions. At the end of the game, the player with the most *Cool Tokens* wins!
- Going, Going, Gone! – Each player starts off with a set amount of *Cool Tokens*. As the game progresses, instead of earning tokens, players return their *Cool Tokens* to the bank. The first player to run out of *Cool Tokens* wins!

- Talk Time – Use just the cards (without the game board or *Cool Tokens*) and expand on the questions on the back of each card to have a discussion about what is happening in each of the pictures. Talk about why the scene is happening, what might have happened before the scene took place, what could happen after, positive/negative behaviors that are represented, what the students in each scene should do next, etc.



Advanced Game Board

