



Introduction

The Question Challenge™ Card Game is an expressive and receptive language card game that targets social skills and reasoning. *The Question Challenge™ Card Game* lets students practice 10 skills that are necessary for effective communication and problem solving. *The Question Challenge™ Card Game* includes 30 cards for each topic.

- Staying Calm through Self-Talk
- Inferencing
- Determining Perspective
- Cognitive Flexibility (tell me three reasons...)
- Predicting
- Intonation and Body Language
- Questioning in Conversation
- Social Encouragement
- Stating Opinions
- Understanding Sarcasm

Materials

The Question Challenge™ Card Game includes

- 300 Color-Coded Question Cards (30 cards per topic)
- 50 Challenge Cards
- Electronic Spinner (1–3)
- 225 Bingo Chips

Game Variations

Game Variations

Deal each player seven of the Question Cards. First player spins the electronic spinner. Player answers the number of cards that match the number on the spinner. The player places each of the cards that he/she answered correctly facedown. First player to answer all of the cards correctly and discard all of his/her cards is the winner.

Use *The Question Challenge™ Card Game* Cards without the game components as topics for group discussions.

Use the Challenge Cards with any other Super Duper® expressive and receptive language game.

- Pirate Talk™..... #GB-39
- MagneTalk® Turns & Topics™..... #GB-46
- Turtle Talk®..... #GB-137
- Rags to Riches®..... #GB-455

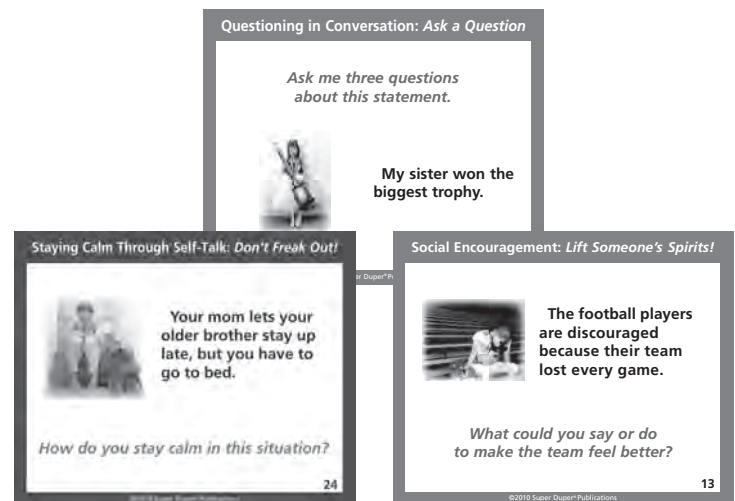
Basic Game Play

Getting Ready to Play

1. Choose any of the Question Card decks.
2. Shuffle and place the deck(s) facedown on the table.
3. Shuffle and place the 50 Challenge Cards facedown on the table.
4. Place some of the chips and the spinner on the table.

How to Play The Question Challenge™ Card Game

1. Decide who goes first.
2. First player turns over a Challenge Card and reads it. This card tells the player who will answer and how many questions he/she will answer.
3. Then player turns over a Question Card and answers the item. For example, the card reads “Your mom talks to you like a baby in front of your friends at the bus stop. How do you stay calm in this situation?” The player may say “Mom, I love you and I’m going to miss you today while I’m at school but please don’t talk to me like I’m a baby. I’m growing up.”
4. If the player answers appropriately, he/she spins the electronic spinner and receives the lighted number of chips.
5. Play continues in turn.
6. Game ends when players remove all chips from the table or time expires. Player with the most chips wins.



Super Duper® Publications
www.superduperinc.com
 Post Office Box 24997 Greenville, SC 29616 USA
 Call 1-800-277-8737 Fax 1-800-978-7379