



## The Social Skills Party Game!

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Grades K-5

### Communicate Junior:

- 18" x 18" Game Board
- Four Pawns
- Party This Way (PTW) Barrier (plastic stand and cardboard insert)
- Four Party Invitations
- Six Game Characters
- Eight Group Processing Sheets
- Wet-Erase Marker
- Chips
- Social Skill Certificate (on CD-ROM)
- Electronic Spinner
- 24 Chance Cards
- 240 Question Cards (20 for each of the 12 topic areas)
- 16 Foam Party Food Tokens
- CD-ROM

### Introduction

**Communicate™ Junior** is a research-based game for practicing and reviewing appropriate social skills. This engaging board game uses cooperative activities with a whole language learning approach to reinforce 12 social skills:

- |                            |  |
|----------------------------|--|
| 1. Eye Contact             | 7. Following Rules                                 |
| 2. Hygiene                 | 8. Sharing and Taking Turns                        |
| 3. Body Language           | 9. Ignoring  |
| 4. Facial Expressions      | 10. Listening                                      |
| 5. Voice (Tone and Volume) | 11. Time and Place                                 |
| 6. Manners                 | 12. Conversations (Starting, Maintaining & Ending) |

## Object of the Game

All players work cooperatively to collect Party Food items and attend a Pizza Party at the center of the game board by correctly answering social skill questions.

## Number of Players

Two to four players (see Game Variations/Considerations on pp. 22-24 to adapt the game for larger groups.)

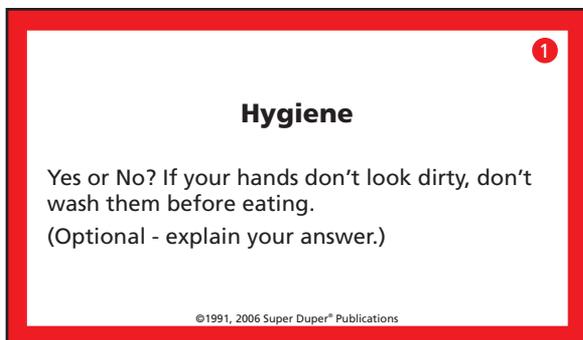
## Game Set-up

- 1 Decide which of the 12 social skill(s) you will address and choose the Question Cards that match these skill(s). Only choose social skill(s) which you have already taught through direct instruction. You may choose to reinforce/review one, two, three or four social skills at a time. (Note: To play the game with more than four social skills, see the Game Variations/Considerations on pp. 22-24)
- 2 Place the *Party This Way (PTW) Barrier* on the green space at the end of the appropriate Trail (see pp.13-16).
- 3 Place the *Chance Cards* on the question mark in the center of the board.
- 4 Place the Electronic Spinner near the game board.
- 5 Give each player a *Party Invitation*. The invitations should be face up in front of each player.
- 6 You will need the *Party This Way (PTW) Barrier* if you choose to reinforce/review less than four social skills.
- 7 You will need pages 12-15 to explain where to place the *Question Cards* and the *PTW Barrier* based on the number of social skills you wish to reinforce/review.

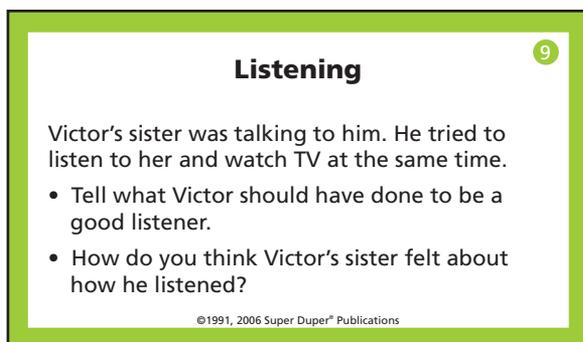
## Description of Question Social Skills Cards

Each social skill unit contains two types of Question cards, *Demonstration/Traditional* or *Situational*:

***Demonstration/Traditional cards*** - These cards ask the student to **demonstrate** correct use of a social skill or to answer questions about a social skill. Many of these cards allow the educator the option of asking the players to explain their answers. Those questions contain the phrase "Optional - explain your answer."



***Situational cards*** - These cards describe a home, school, or community **situation** in which a social skill is used either correctly or incorrectly. They have two follow-up questions. The educator has the option of asking either question. If the questions are too difficult for a student because of age, or cognitive and language abilities, the educator can easily adapt the questions. See example of an adapted question below.



**Adapted Question - Was Victor a good listener?**

## Start of Play

1 Before describing the game rules, explain that this is a cooperative game and remind players to have good sportsmanship. Here is a sample script.

*“This game is different from most of the other games you have played. There are no losers, **only winners**. This game is special because there’s a party planned in the center of the game board. When all the pawns get to the center, the party begins. When we’re playing this game, remember to cooperate and be good sports. You need to:*

- *Listen when it’s someone else’s turn.*
- *Keep smiling even when you don’t get what you want.*
- *Wait quietly while other players are thinking of answers.*
- *Give help to other players.*

*Can you think of anything else you can do to be a good sport and cooperate?”*

2 Each player chooses a pawn and places it on the START space on the game board (located near the *Ice Cream*).

3 Give each player a *Pizza Party* invitation. Place the invitations face up in front of each player.

4 Tell the players which social skill(s) they will work on. Show the players the Trail they will follow on the game board and tell them which *Party Food* item from their invitation they will collect before they go to the party.

5 The educator presses the electronic spinner. The player whose pawn matches the color on the spinner goes first. Play proceeds in a clockwise direction.

6 When it is a player’s turn, he/she spins the spinner and advances his/her pawn to the space on the board that matches the color of the spinner.

## Question Spaces

- 1 As a player advances his/her pawn, he/she will land on a yellow, blue, or green QUESTION space/circle.
- 2 When a player lands on a colored QUESTION space, he/she picks up a *Question Card* that is next to the Party Food (white circle) he/she is approaching and follows the instructions on the card.
- 3 The educator should read the question aloud to the player. (Players may read the cards if they're reading at a second grade level, with the exception of those cards marked "**\*Instructor reads aloud.\***")
- 4 Give the player a reasonable amount of time to answer the question. The educator should determine the appropriate time.
- 5 When a player gives a correct answer, return the card to the bottom of the stack. Play advances to the next player. If a player is unable to answer a *Question Card*, he/she may receive help from the other players. The player should say/demonstrate the answer before play advances.



## CHANCE Spaces and Cards

1 The CHANCE spaces have a yellow question mark on them. Seventy-five percent of the *Chance Cards* (placed at the center of the game board) are positive and 25% are negative. Here are some examples.

**Positive Chance Card** - You know it's important to be a good listener. Spin again.

**Negative Chance Card** - Too bad! Move back the number of spaces indicated on card.

The negative *Chance Cards* do not address specific social skills.

2 CHANCE spaces involve the risk of getting a positive consequence (move ahead two spaces) or getting a negative consequence (lose a turn). Therefore, when a player lands on a CHANCE space, he/she has the OPTION of choosing or not choosing a *Chance Card*.

3 If a player chooses to take a *Chance Card*, the educator or player should read it aloud.

4 If a player receives a positive *Chance Card*, the player should spin again, advance his/her pawn, and answer a *Question Card* in the same turn. If a player receives a negative *Chance Card*, the player should immediately move his/her pawn back the number of spaces indicated on the card. He/she will wait until his/her next turn to answer a *Question Card*.

5 Return the *Chance Card* to the bottom of the stack.



## Getting Party Food

- 1 A player must stop at every white space circle that is next to the *Party Food* cards, even if the color he/she has spun lies on a space past the *Party Food*.
- 2 The player chooses a *Question Card* and answers the question.
- 3 When the player answers correctly, the educator gives the player a foam *Party Food* that matches the card (*Pizza, Soft Drink, Popcorn, or Ice Cream*). When playing the game with one social skill, each player needs to collect one *Party Food* item on the party invitation before going to the party. When playing with two social skills, each player collects two *Party Foods*, etc.

## The Party

- 1 After the player answers a question and collects an item from the last *Party Food* space, he/she should place his/her pawn in the party picture. (The barrier serves as reminder that the player should go to the party rather than advance on the board.)
- 2 When a player arrives at the party, the educator should give the player a job/role (e.g., spinner, card manipulator, game character holder, praiser, encourager, reader) to actively involve him/her while waiting for other players to arrive at the party.
- 3 When all the players have arrived at the party, they should work as a group and discuss how well they cooperated during the game. They should complete one of the group processing sheets provided. (Please do not omit the group processing component. It is essential to playing the game.) Next, players may participate in a party activity. The type of party activities will vary depending on the ages and interests of the players and also on time constraints. Here are some party ideas.
  - Ask players to sing a song together.
  - Ask students to work cooperatively to line up according to height or birthday.

- Have students work cooperatively to create a new party picture to be used in future Communicate™ Junior games.
- Have students work cooperatively to create a social skills banner.
- Give students some type of reward (e.g., extra recess time).
- Give students a treat they must prepare cooperatively (e.g., root beer float).
- Give students a “Good Social Skills” certificate.

## Game Variations/Considerations

**1 GAME CHIPS** - Before the game begins, place any or all of the four chips on a different trail space. (Be certain to place them on trail spaces which will be used during the game.) The first player to land on a space with a chip can use it in one of two ways: a) He can turn in his/her chip for an additional spin; b) When receiving a negative CHANCE card telling him/her to move back, he/she can turn in the chip and immediately spin again to advance his/her pawn on that same turn.

After a chip is used, it may not be used again. (When playing the game with this variation, the educator may elect to require players who receive chips to place them in the center party picture to be used by any player who receives a negative CHANCE card. This procedure would increase the cooperative spirit of the game.)

**2 GAME ENCOURAGEMENT** - Each time a player earns his/her way to the center party picture, all the other game players can:

- a) Stand up and clap,
- b) Shake the players hand, or
- c) Cheer, “Hip Hip Hooray!”

**3 TIME SAVER** - When playing the game using three or four trails, the educator may wish to save time in the following manner:

When the first player arrives at the party, the remaining players move their pawns to the last *Party Food* space. Each player must then answer one more question card before moving into the party.

**4 LARGE GROUPS** - Following is a list of ways to adapt **Communicate™ Junior** for use with large groups of students:

- Place question cards by the classroom entrance. Ask each student to answer one of the questions as they enter or exit the classroom each day.
- Leave the game board out at a learning station.
- Ask students to work in base groups to answer question cards from **Communicate™ Junior** using a more standard cooperative learning format with roles assigned.



**5 RIGHT AND LEFT** - Some of the question cards in **Communicate™ Junior** require that students know the difference between left and right. Cues should be provided for students who do not yet possess this skill (e.g., mark student's hands).

**6 ASTERISKS** - The educator must read question cards marked with an asterisk in the upper left corner. They have been marked for one of the following two reasons: a) The question requires a demonstration while being read (e.g., Victor's crossing guard asked him to wait. Victor looked like this: (*Demonstrate a glare*)); b) The question refers to a player's mom or dad and may require a change of wording, depending on the student's home situation.

**7 LISTENING TO OTHERS** - To ensure that each player is individually accountable for listening and staying on task when it is not his/her turn, the educator may wish to use the following procedure. Tell students that they may be called on randomly to repeat a question asked or an answer given by another player. If the player called on was listening and can repeat the question/answer, he/she can move to the next *Party Food* space and answer a *Party Food* question on his/her next turn. If the player called on cannot repeat the question/answer, he/she remains on his/her current space, thus missing the opportunity to move ahead.