

LESSON GUIDE

Game Night

Instructional Goal

The students will demonstrate appropriate social skills in a social event setting for multi-level participation.

Objectives:

1. Students will initiate, maintain, and end conversations.
2. Students will take turns.
3. Students will participate in group games.

Materials:

Mardi Gras beads were used as an opening activity and topic initiator.

Games: Connect 4 and Don't Break the Ice!

Length of time: An evening event.

Activity:

The students who responded to a game night flyer met at a local school in the evening on Fat Tuesday. For an opening activity they chose Mardi Gras beads to wear for the celebration. Then they chose between common games to play that were selected to build success and interest. These games and rules were chosen to allow participation of players with different abilities, skills, and interests. The game rules were adapted to build initial success and interest. Turn taking and participation were encouraged with a fun, playful, social environment.

Outcomes:

Each student:

1. Was successful in initiating, maintaining, and ending conversations.
2. Was successful in taking turns during their game of their choice.
3. Was successful in participating in the group games.

Evaluation:

All the outcomes were met as evidenced by the video. Having fun allowed the students to reinforce each other and practice their social skills while participating in a playful and social environment.

Described and Captioned Media Program

VOICE 800-237-6213 | TTY 800-237-6819 | FAX 800-538-5636 | E-MAIL info@dcmp.org | WEB <http://www.dcmp.org>

Funding for the Described and Captioned Media Program is provided by the U.S. Department of Education

Game Night

Expansion Activity:

In the future we will have more game nights and hopefully have more students attend, some with visual impairments and some without. We will choose games that they can access and be successful and set up the games in the same social and playful environment. The students will be able to further practice their social skills with more peers and increase their game skills, game knowledge, and build up confidence so eventually they could play these same games or similar ones in different environments and with different peers.