Games, Games: Unique Adaptations of Games for All Ages and All Abilities, Part 2 presented by Allyson Locke, MS, OTR/L - April 23, 2019



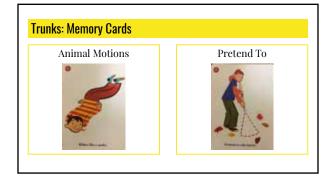
Agenda

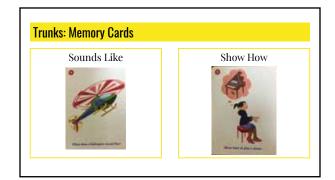
- 1. Trunks
- 2. The Modification Formula
- 3. Game Blitz
- 4. Ouestions & Answers













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Trunks: Modifications & Adaptations • Levels & Action Cards • Alternative ways to play: • A Duel of Duel Memories • Special Trunks

Use Visuals				**	. "	不
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Tri	unks: Modifications & Adaptations
So	ocial Skills
* *	Expected behavior Communication Team building Working as a group



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Trunks: Modifications & Adaptations

Executive Function

Skills

The Formula

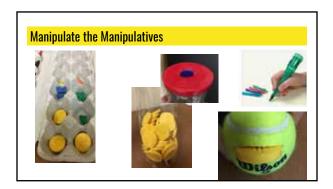
- ★ Change the playing position
- ★ Manipulate the manipulatives
- ★ Use visuals
- ★ Change the rules

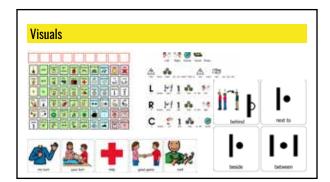
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Positioning		
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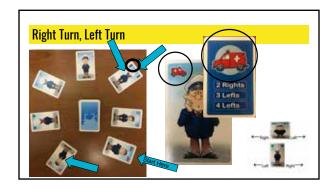
Change the Rules

- ★ Make it a group game
- ★ Make it a solo game
- ★ Change the complexity
- ★ Add a timer element



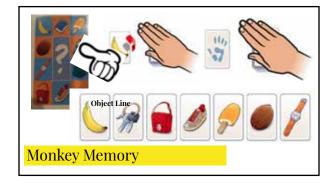












Body Awareness Fun Deck	
	 ★ 56 Cards ★ 5 Levels ★ Targets: Body scheme Spatial awareness Visual Perceptual abilities ★ Multiple game variations: Mirror Image Beat the Clock Follow the Leader









