

Unit 4 A Special Me

Bill of Rights

Be able to have people help you with the way you walk, talk, do thing with your hands, act or feel, if you need it



Be able to join in activities and do things that will help you grow to be the best person you can be



Be able to go, if you want, to any church, temple, mosque



Tips

Ask someone for help when you need it.

Try a new activity.

Activity Web

**4A
Jackpot**

**Unit 4
A Special
Me**

**4C
Sing - Along**

**4B
Rock, Paper, Scissors**

Unit 4 - A Special Me

Activity 4A: Jackpot

Self Determination Skill:

- ✓ Problem solving - individual decides if he/she has matching picture; individual decides if he/she likes the game
- ✓ Self-advocacy - individual asks to join in the game

Materials:

- Jackpot game boards
- Master set of calling cards
- Covers
- Voice output devices with recorded comments (i.e. "Jackpot", "I need help", "Can I play?")

Describe activity:

- Leader (staff or individual) passes out game boards to each player.
- Individuals review pictures by naming the symbols (i.e. hearts, diamonds, spades, clubs).
- Leader picks a card from the master set and names the symbol.
- Players cover matching symbol on game board.
- First player to cover all 4 squares wins and shouts "Jackpot".

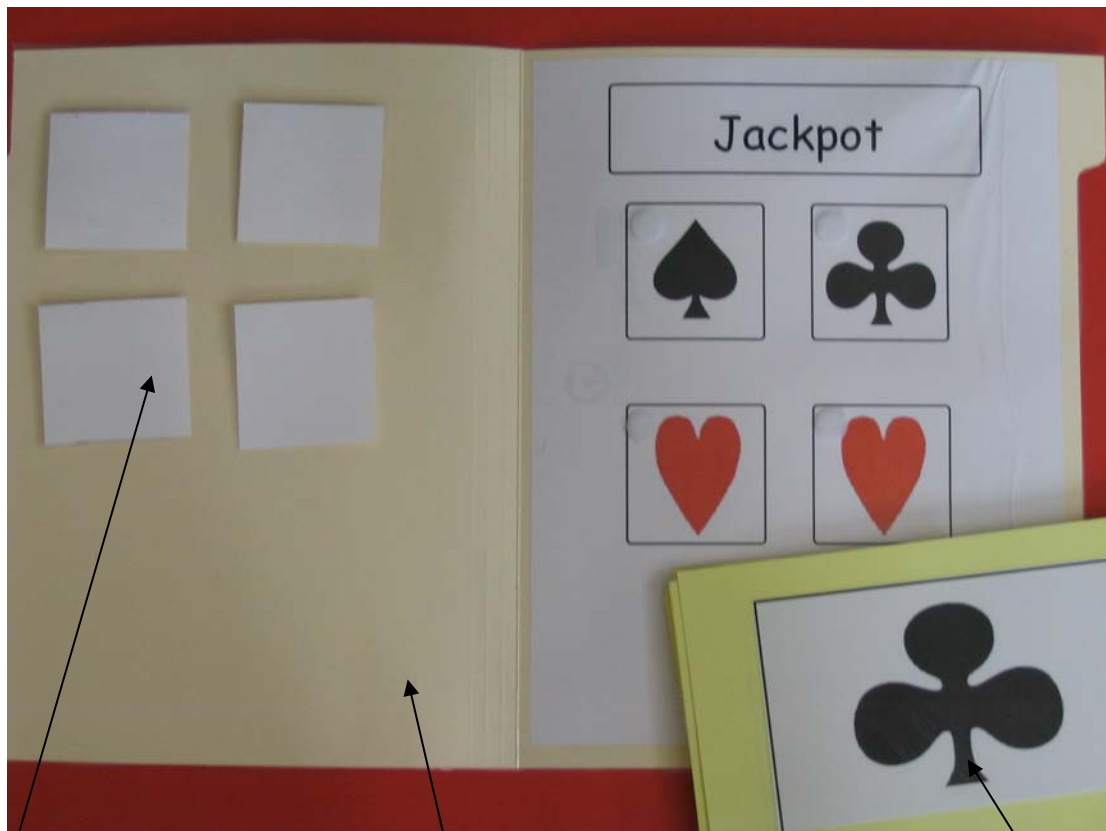
Helpful Hints:

- Use voice output devices to ask for help, to shout out "Jackpot", to compliment peers on playing a good game, to request to play again.

- Place master card next to individual's game board to help make a match.
- Nonverbal individuals can call out a series of cards using a sequential voice output device.

Variations:

1. Pair individuals so that everyone participates (i.e. one player finds the matching symbol; another player covers the symbol).
2. Give more skilled players two cards to play.
3. Give players a choice on what role he/she wants to play in the game (i.e. caller, player, observer).
4. Pair individuals of different skill levels to play the game as a team (i.e. one player finds only the heart symbol; another player finds diamonds, spades, and clubs symbols).

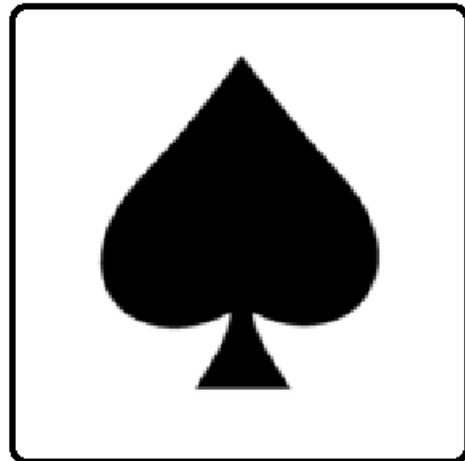
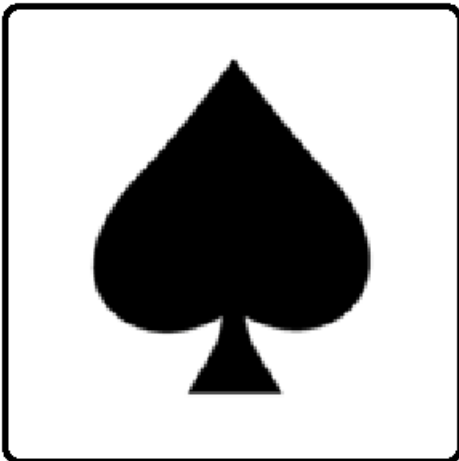
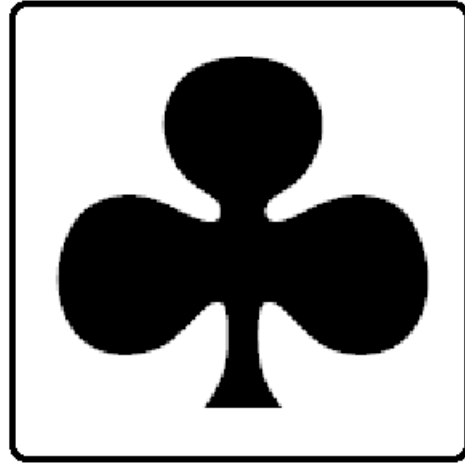
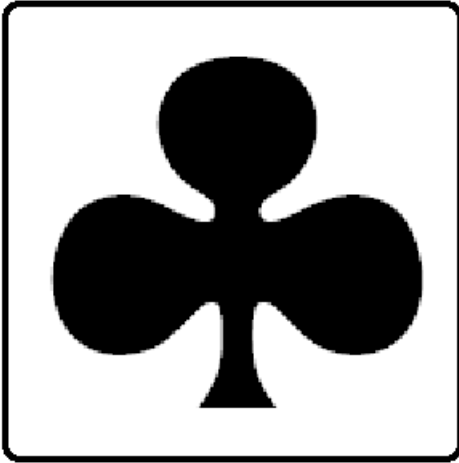


COVERS WITH VELCRO

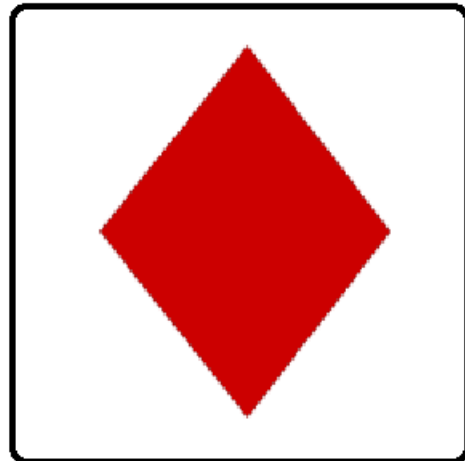
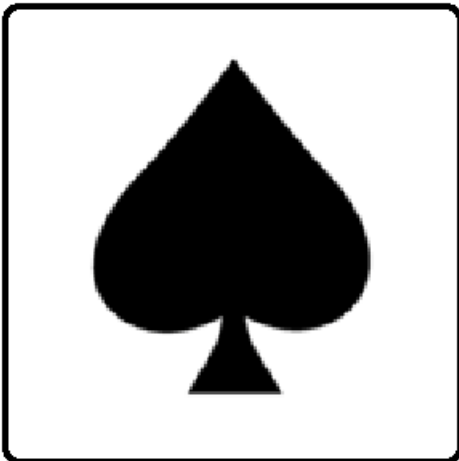
FILE FOLDER

MASTER SET OF CARDS

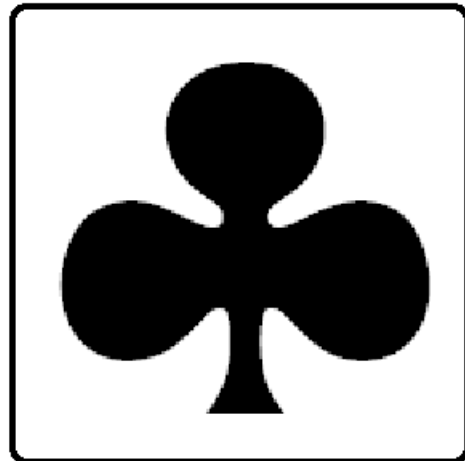
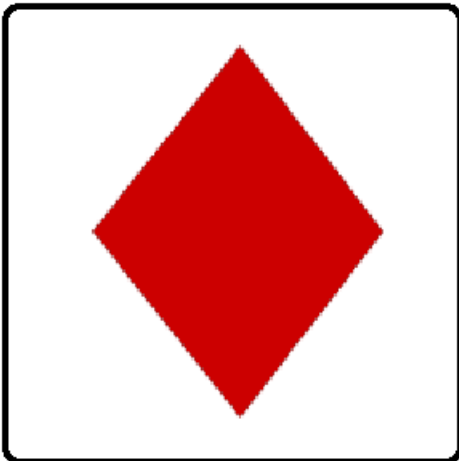
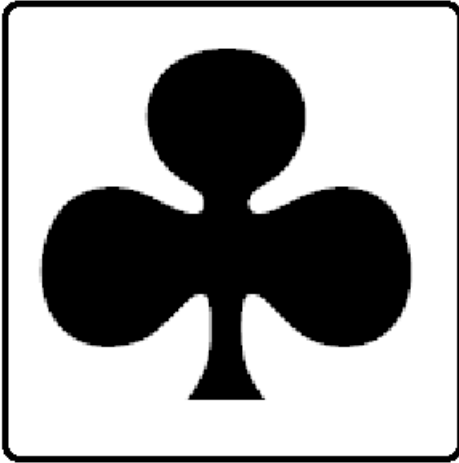
Jackpot



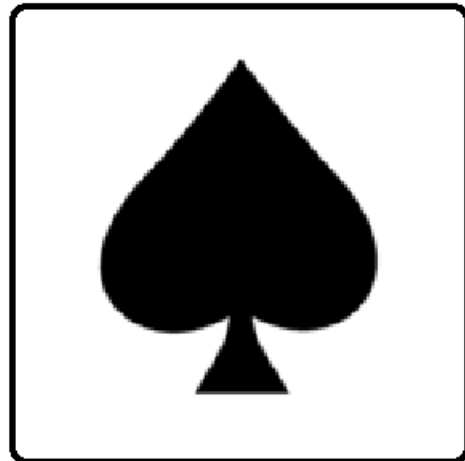
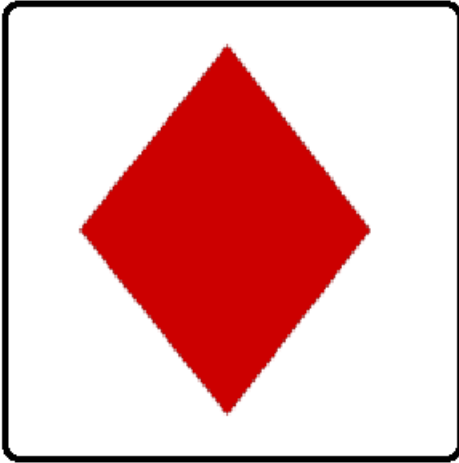
Jackpot



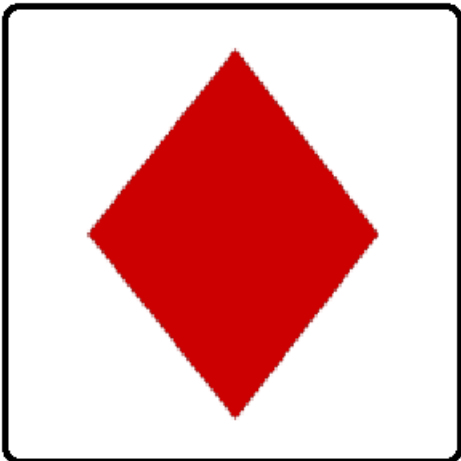
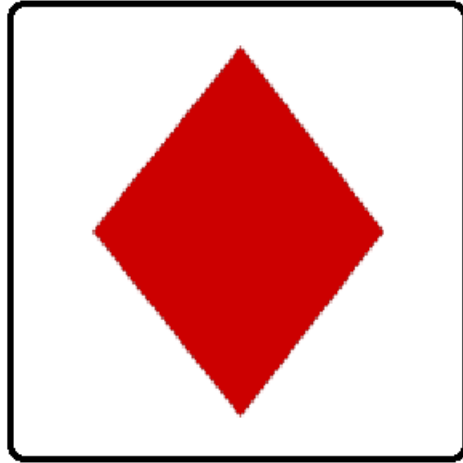
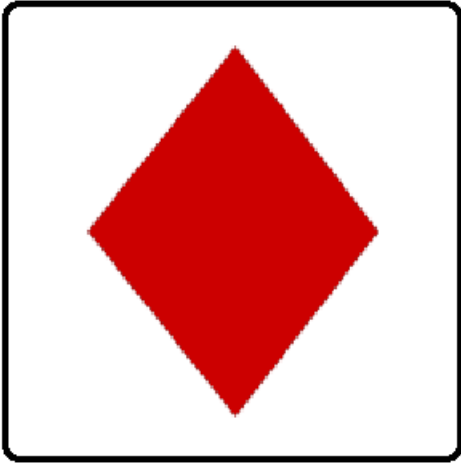
Jackpot



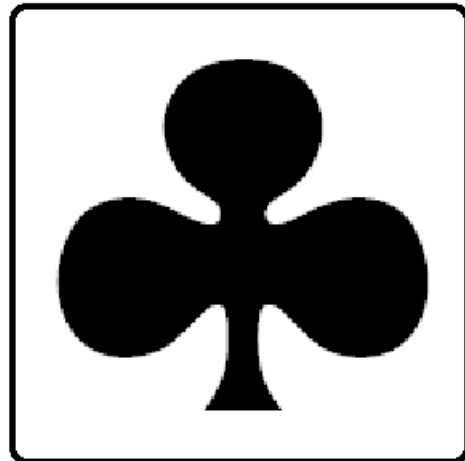
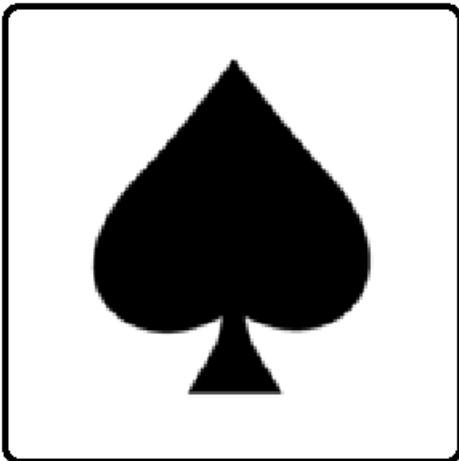
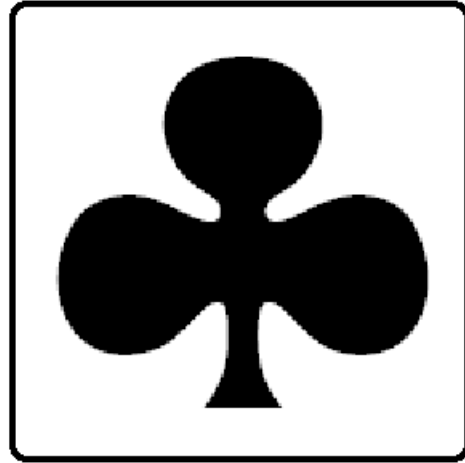
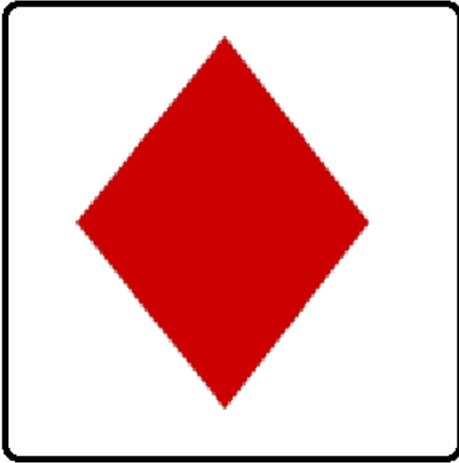
Jackpot



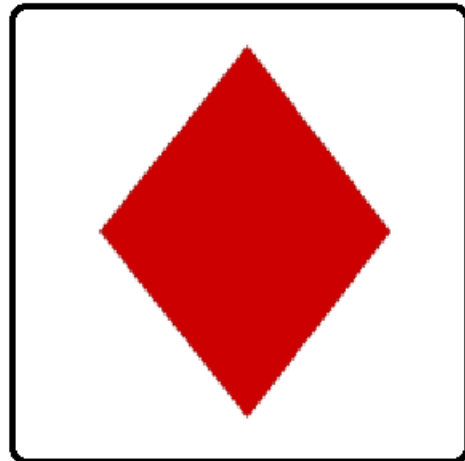
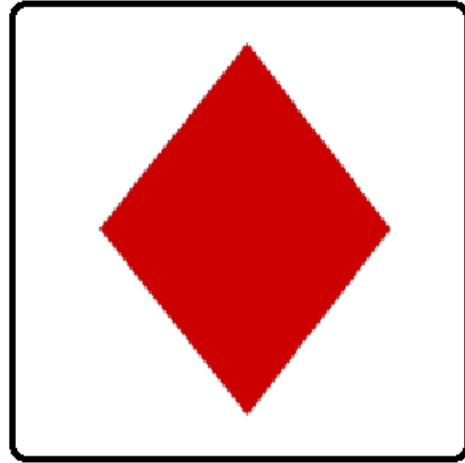
Jackpot



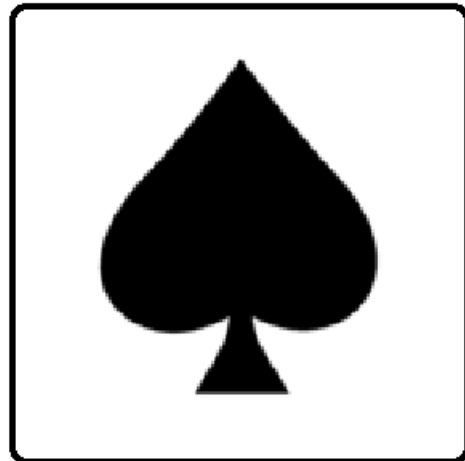
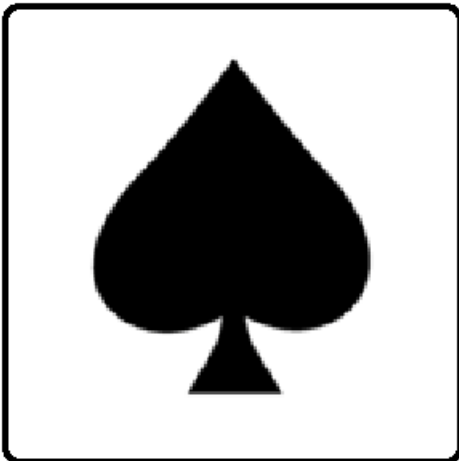
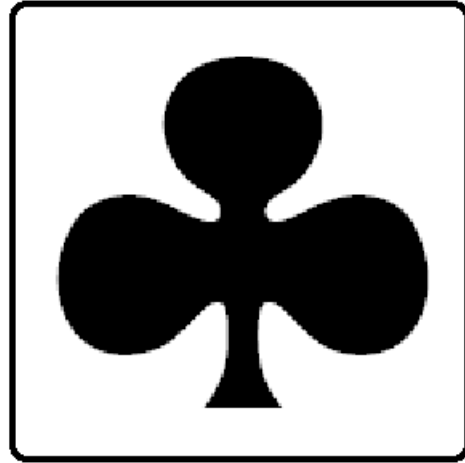
Jackpot



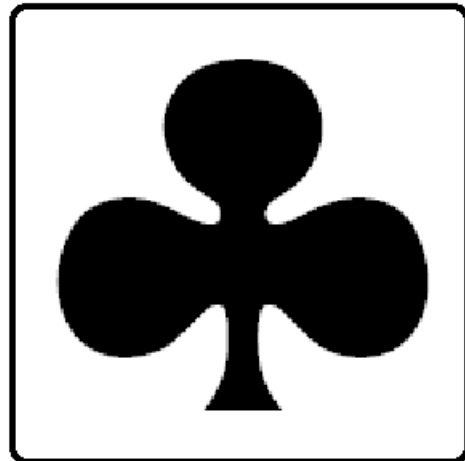
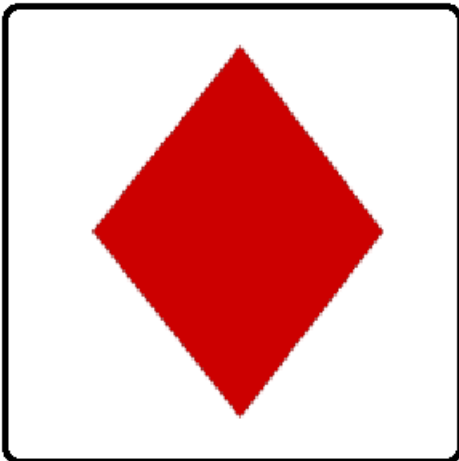
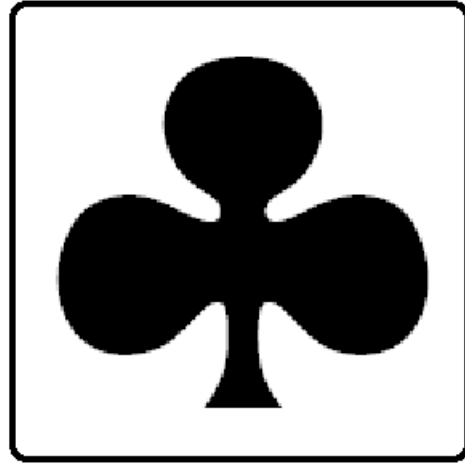
Jackpot



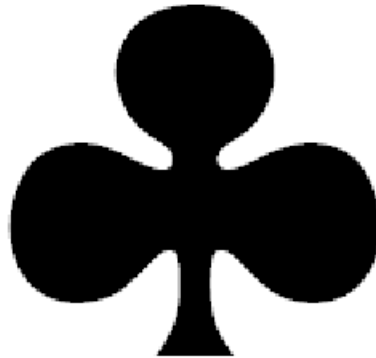
Jackpot

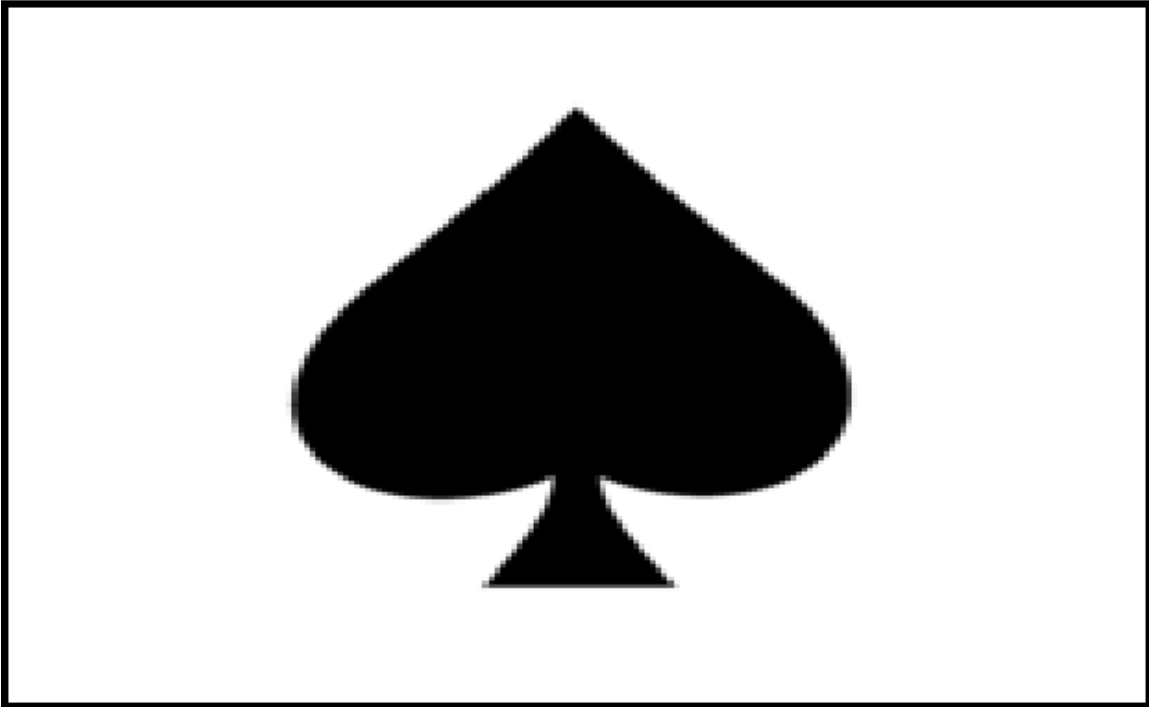
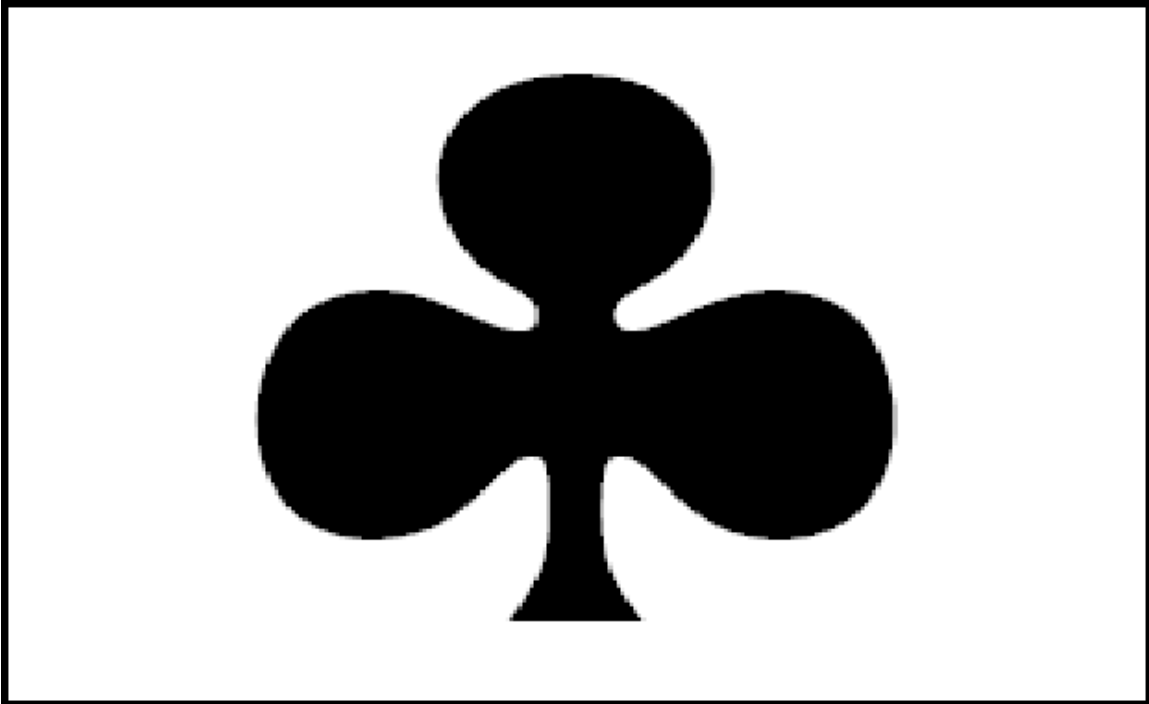


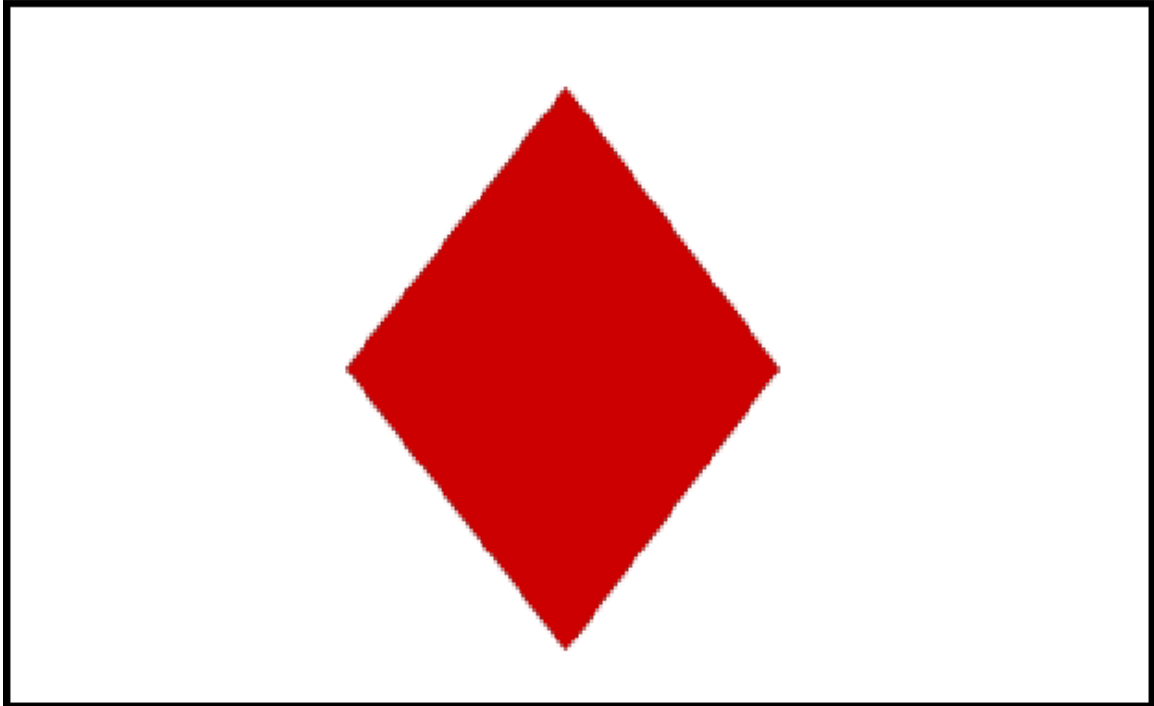
Jackpot



Jackpot







Unit 4 – A Special Me

Activity 4B: Paper, Rock, Scissors

Self Determination Skill:

- ✓ Choice making - individual chooses what card to play
- ✓ Problem solving - individual decides if paper, rock or scissors win
- ✓ Self advocacy - individual asks to join in activity

Materials:

- Deck of cards for paper, rock, scissors (hand made using the 3 picture symbols for rock, paper, scissors)
- Picture symbols showing game rules
- Voice output device with recorded messages to comment

Describe activity:

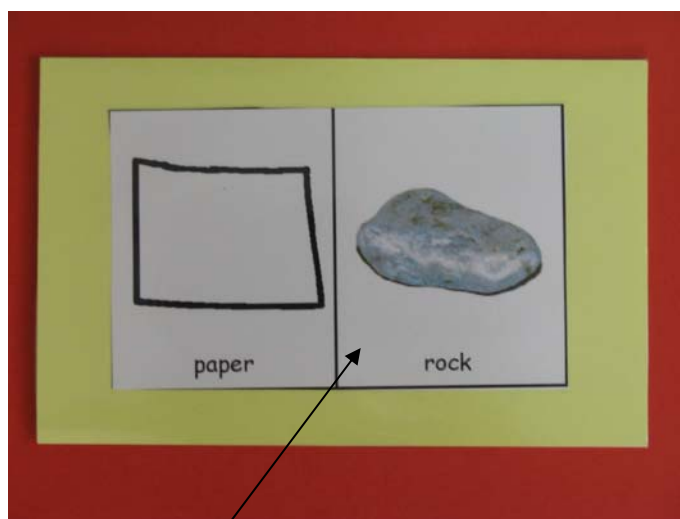
- Each player lays down a card.
- The player's card that beats opponent's card wins and winning player takes the card.
- When all cards have been played, the player who has collected the most cards wins the game.

Helpful Hints:

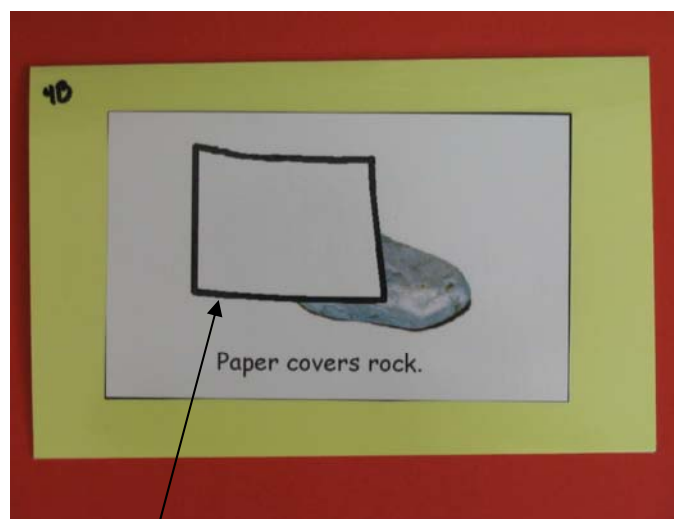
- Pair several individuals together on a "team" to play the game. Individuals can take turns laying down a card. Teams compete against each other.
- Use voice output devices during the game to cheer on peers, make comments, ask for help, and ask to join the game.
- Use actual objects along with pictures to aid learning the rules.

Variations:

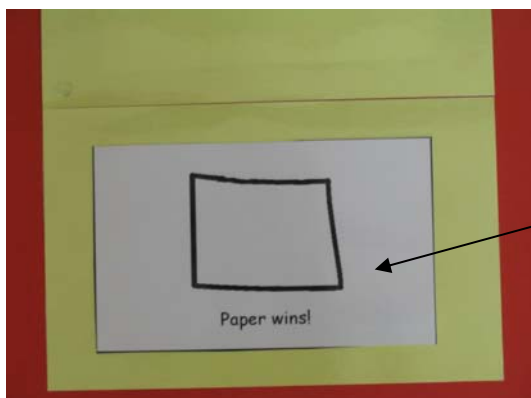
1. Reduce the game cards to two (i.e. rock and paper or scissors and paper) and play the game following the same rules.
2. Allow individuals to choose level of participation (i.e. cheerleader, scorekeeper who decides if rock, paper or scissors wins, observer/fan, helper who lays down the card).
3. Individual names the picture on the playing cards or uses a manual sign to label the picture.
4. Individual uses a sequential voice output device to state the rules of the game (i.e. "Rock crushes scissors. Scissors cuts paper. Paper covers rock.").



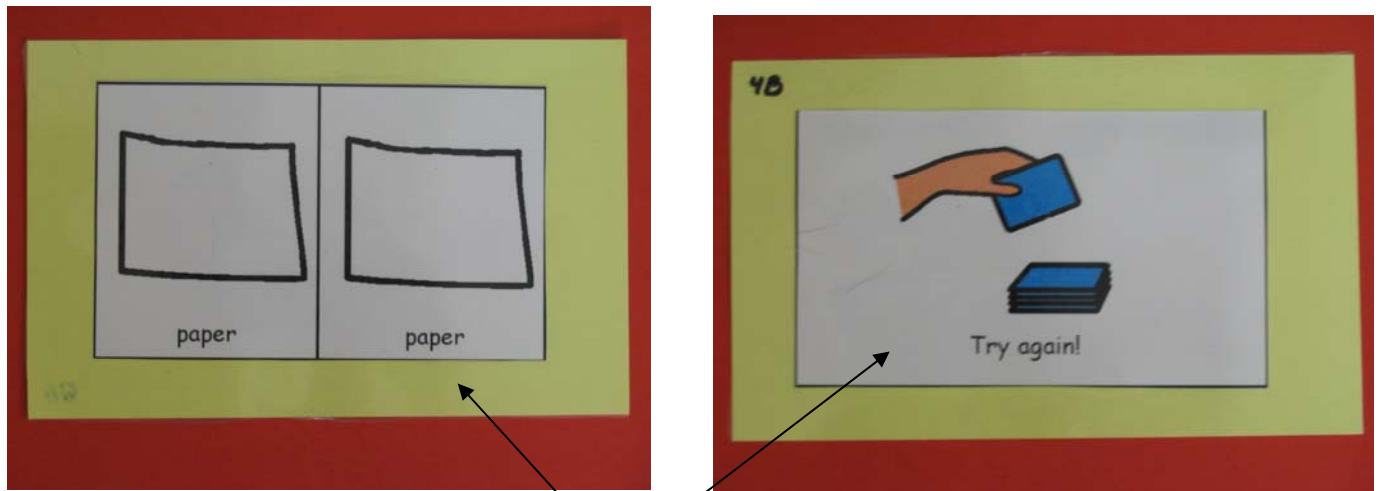
STEP 1 - NAME THE OBJECTS



STEP 2 - DESCRIBE THE ACTION



STEP 3 - NAME THE WINNER



IN CASE OF 2 CARDS DRAWN
BEING THE SAME - IT'S A TIE

Instructions for creating picture cue cards:

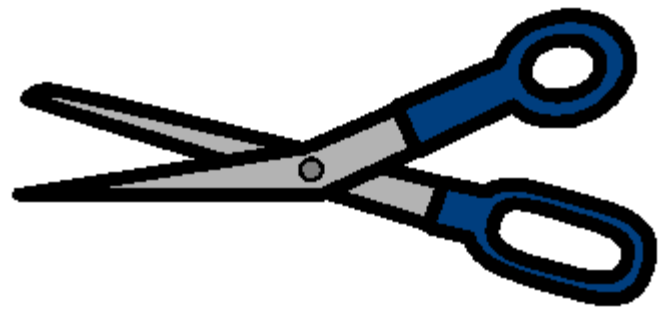
Glue picture showing 2 objects (i.e. paper and rock, paper and scissors, paper and paper, etc.) on one side of large index card. Glue action picture (i.e. paper covers rock, scissors cut paper, etc.) on one side of a second index card. These 2 index cards will be laminated together as top and bottom. On the index card with the action picture, turn card over so that the action picture is upside down. Glue the winning card on this index card.

The next step involves joining the cards:

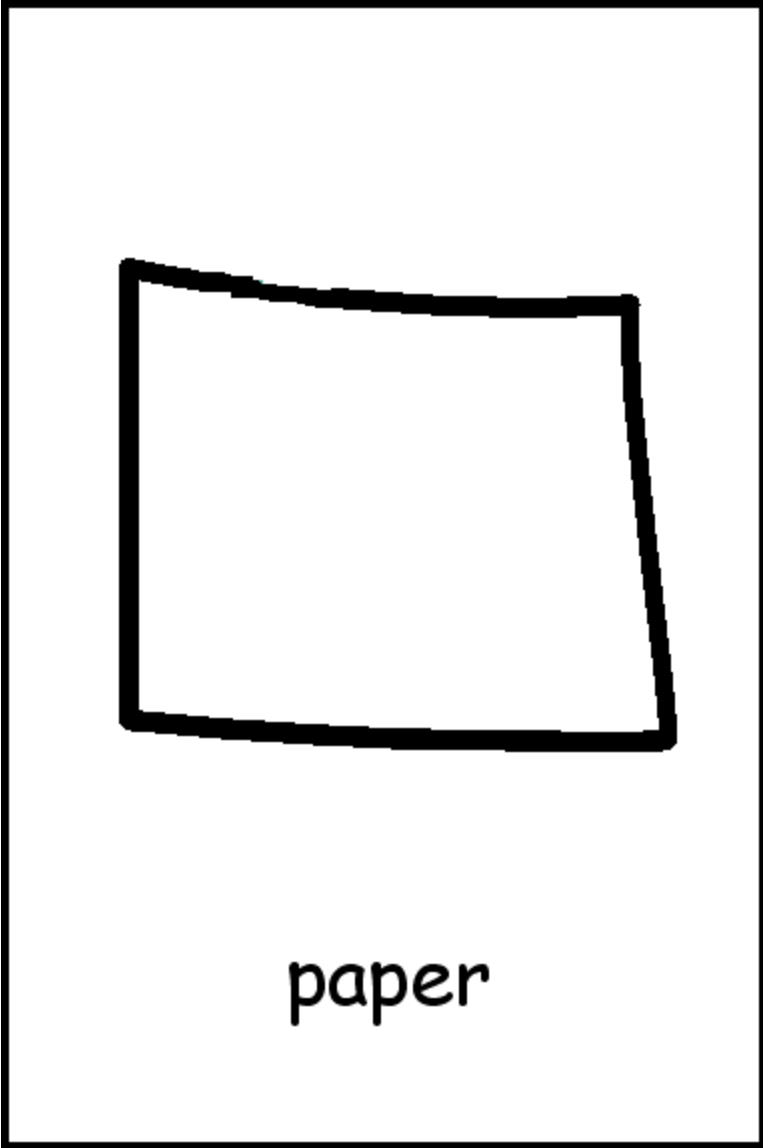
Place index card with 2 objects face up in addition with the action picture card. Align the 2 index cards together - top and bottom lengthwise. Allow a 1/16th space between the 2 cards. Laminate cards. When using the picture cue cards, show players only the first step card (picture card with 2 objects). Then show only the second step card (the action picture). Finally flip the card over showing the winner.

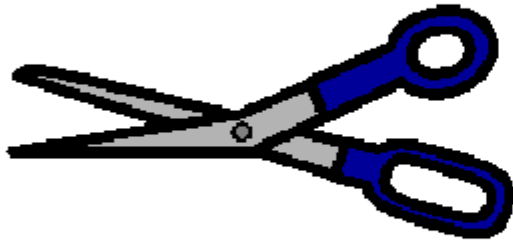


rock

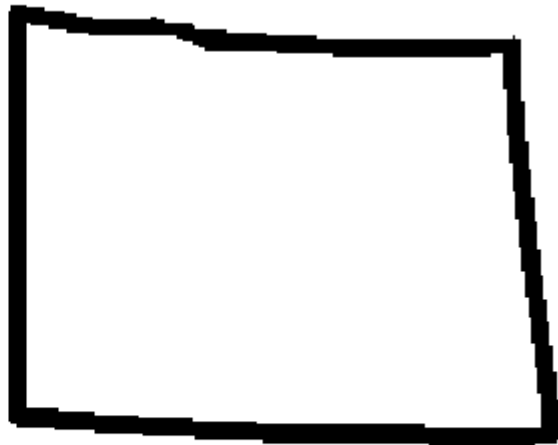


scissors

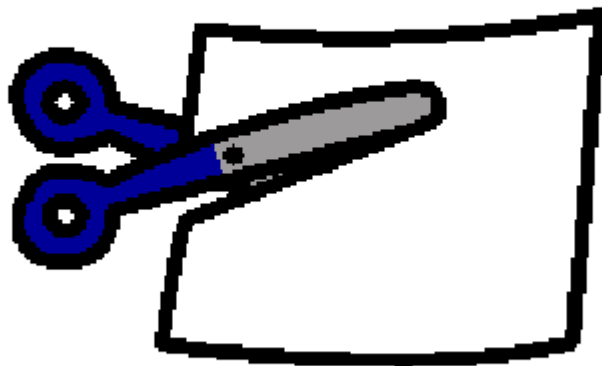




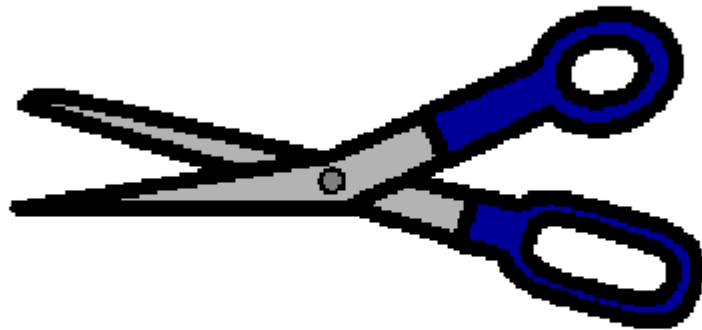
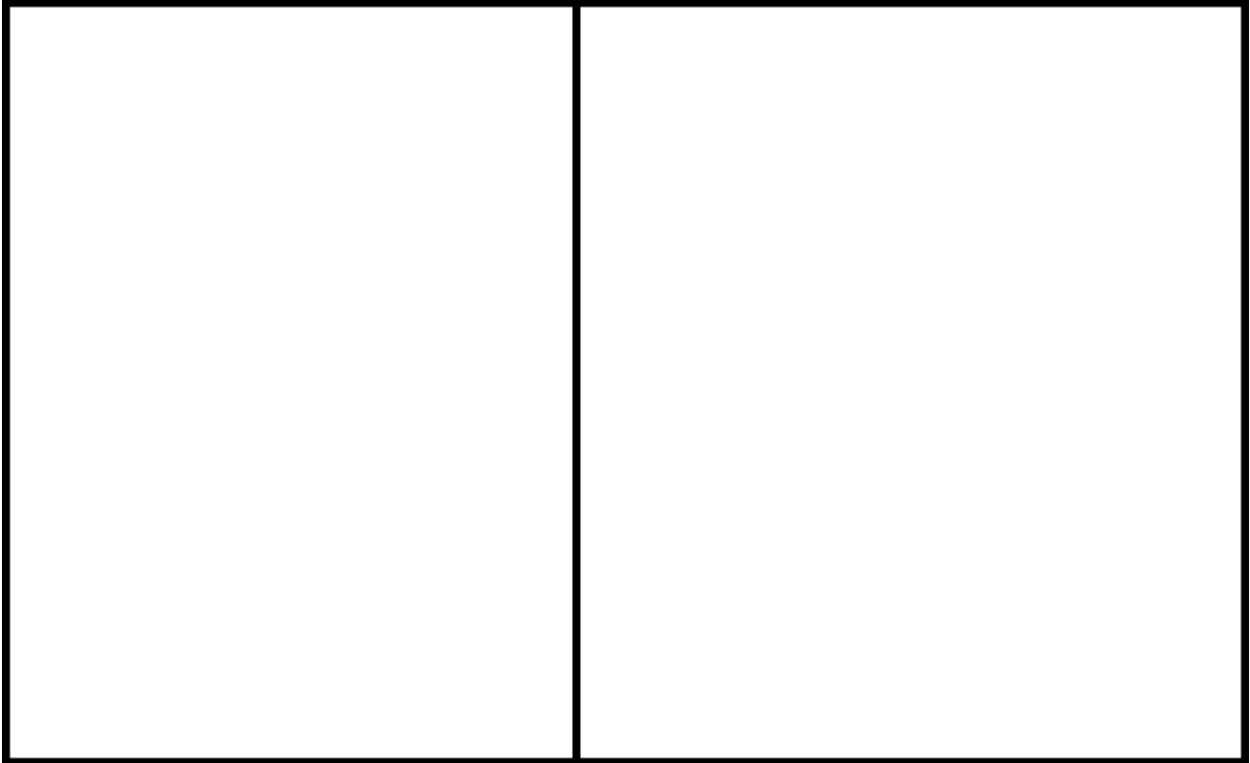
scissors



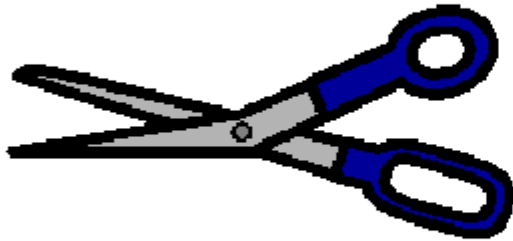
paper



Scissors cuts paper.



Scissors win!



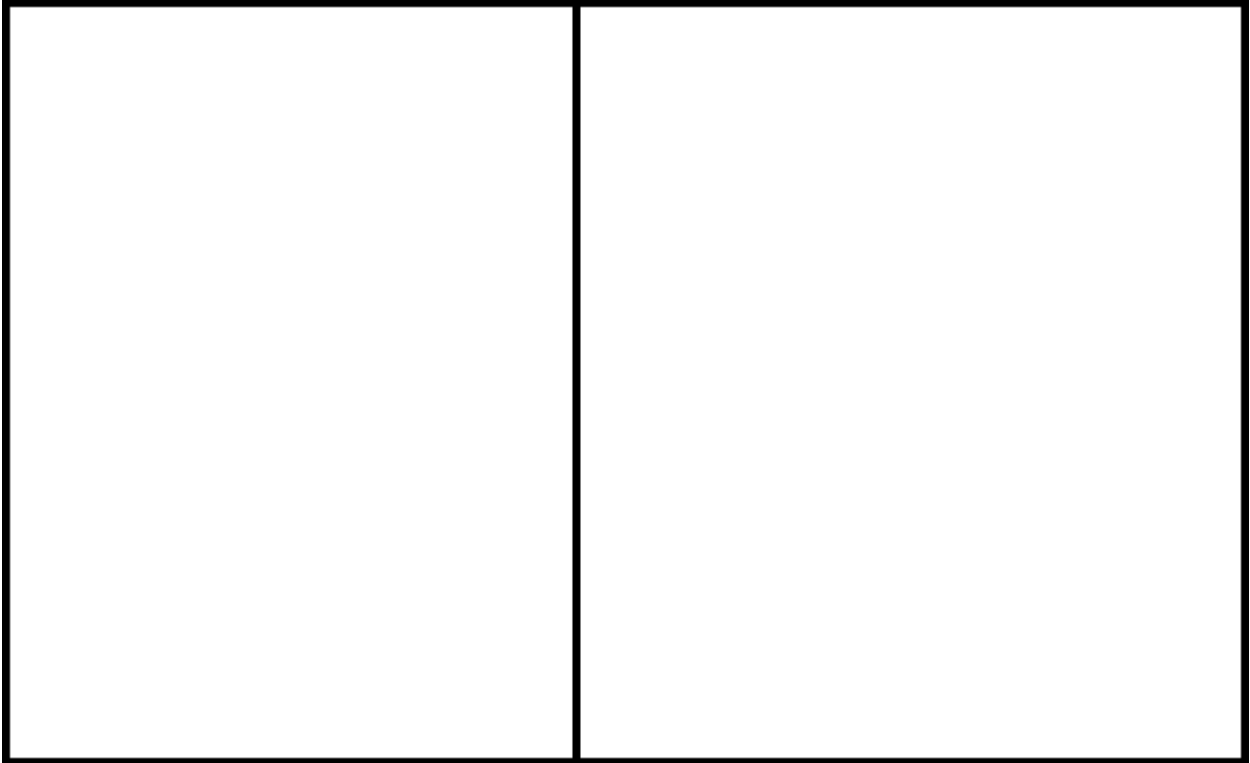
scissors



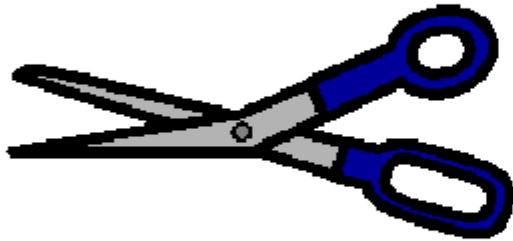
rock



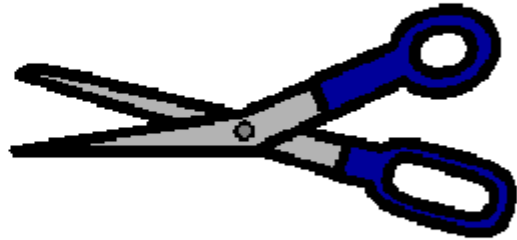
Rock crushes scissors.



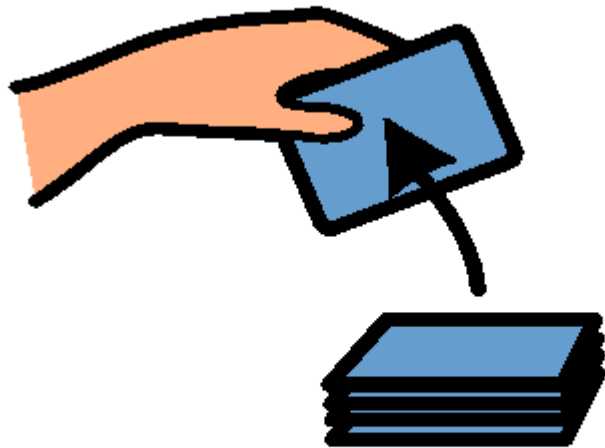
Rock wins!



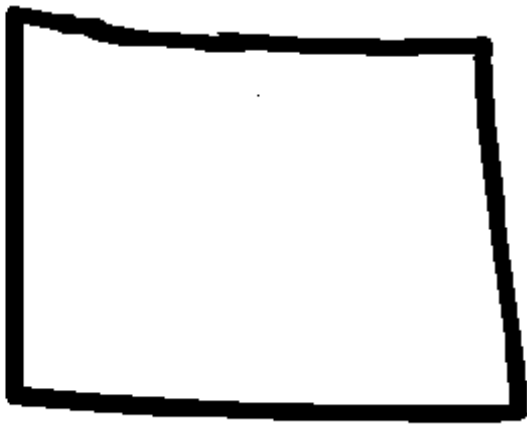
scissors



scissors



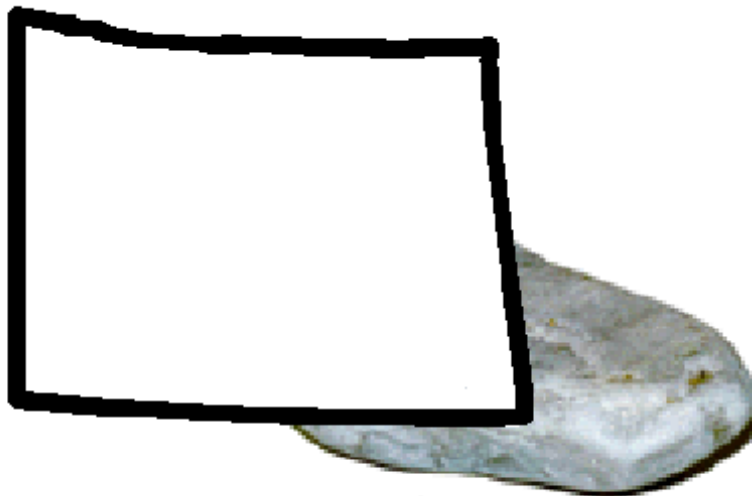
Try again!



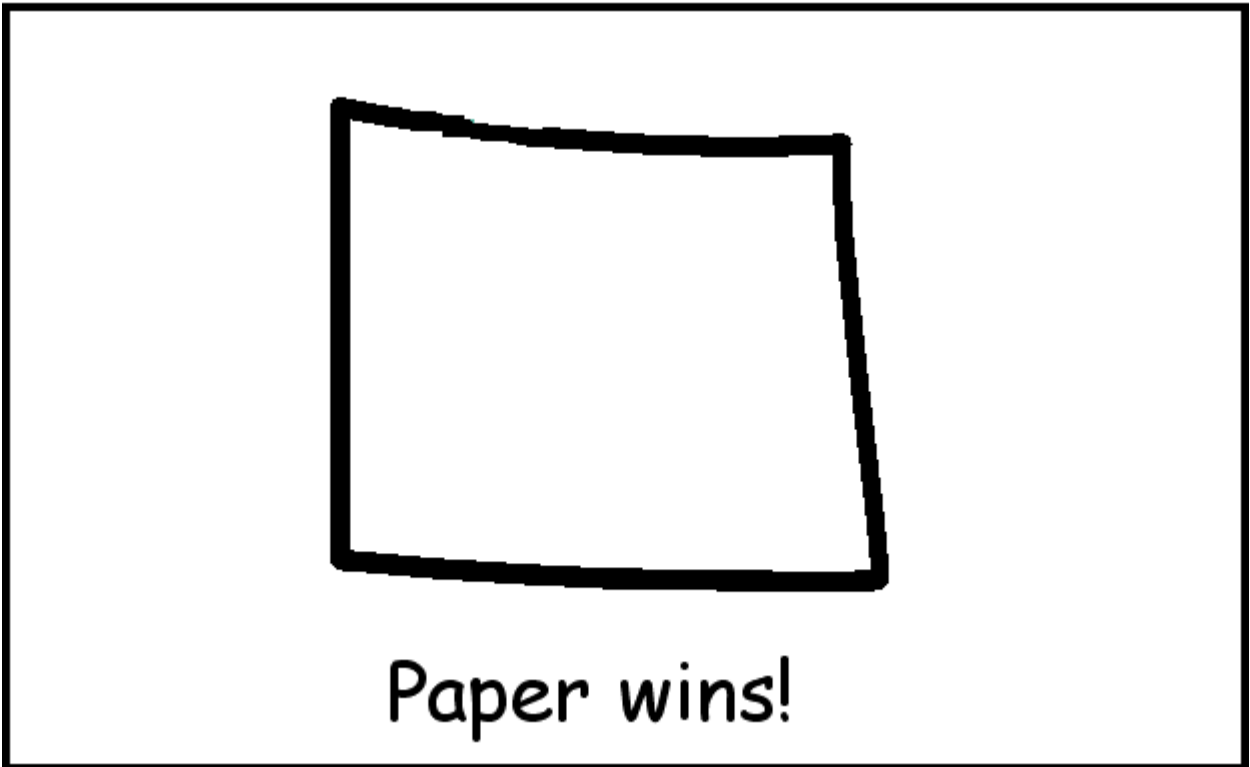
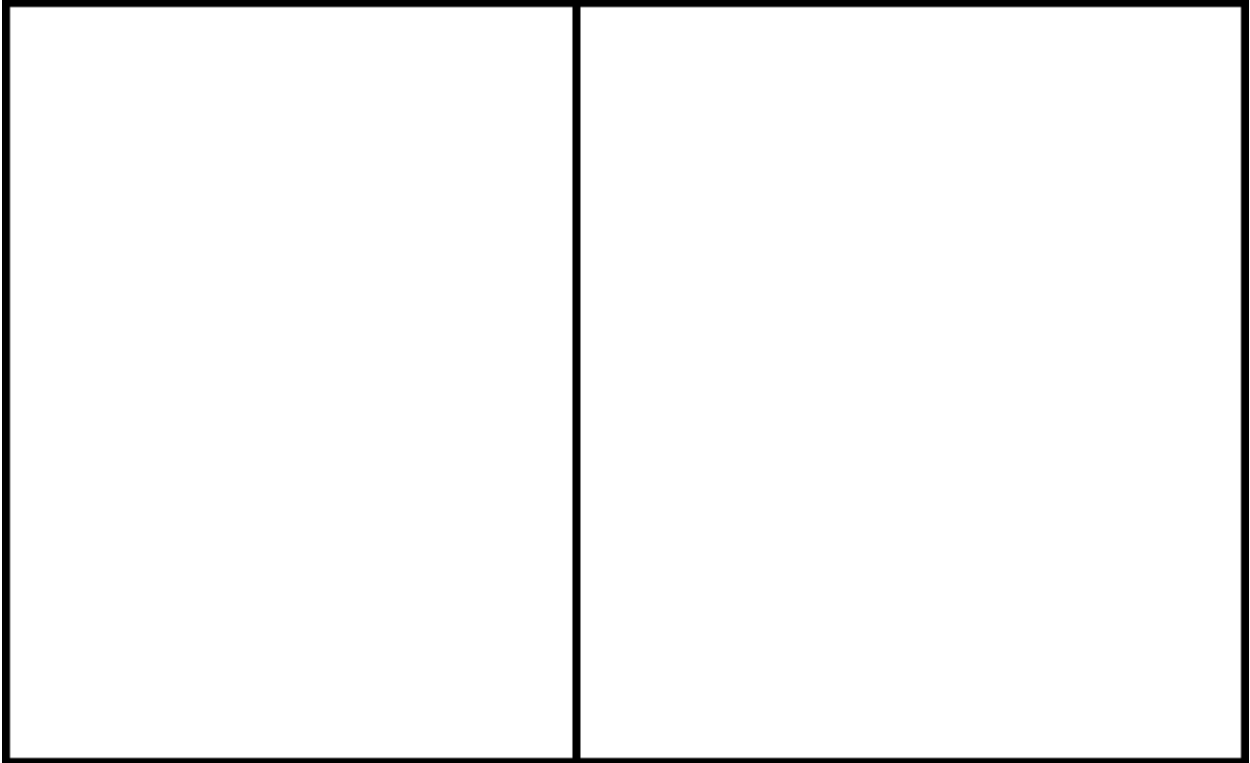
paper

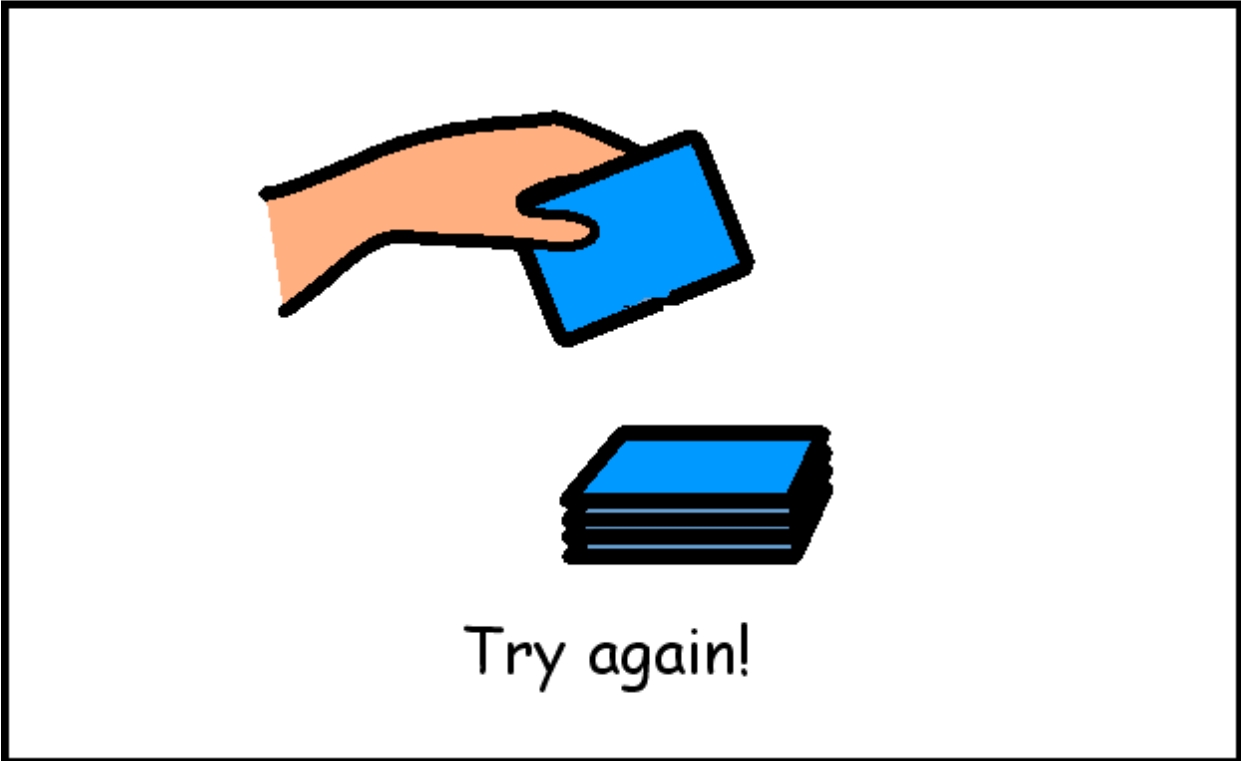
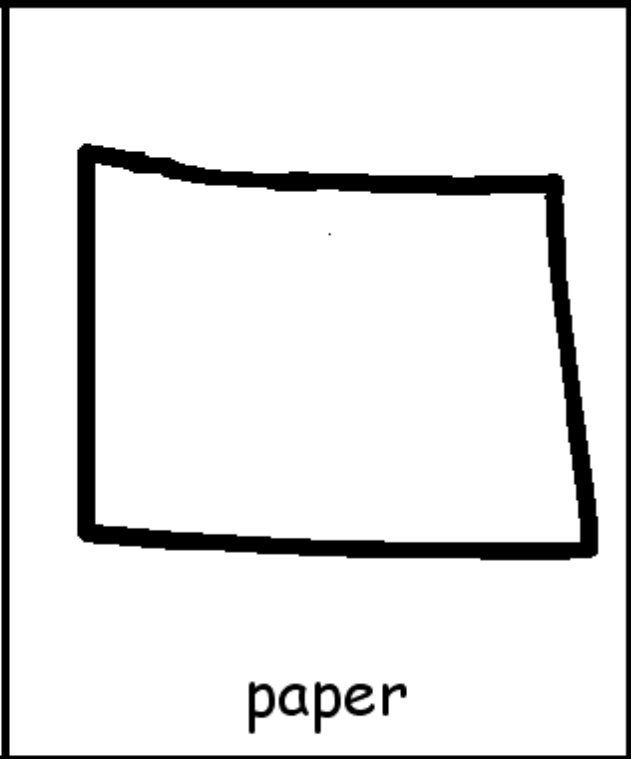
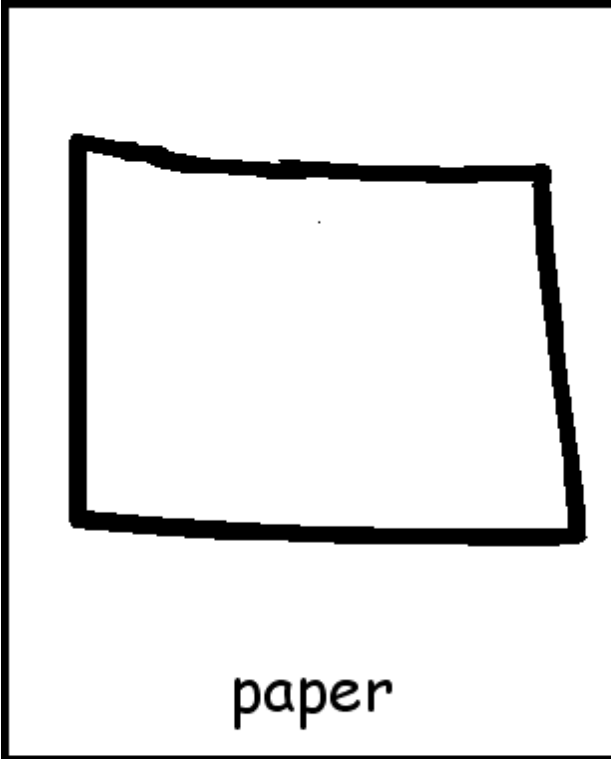


rock



Paper covers rock.



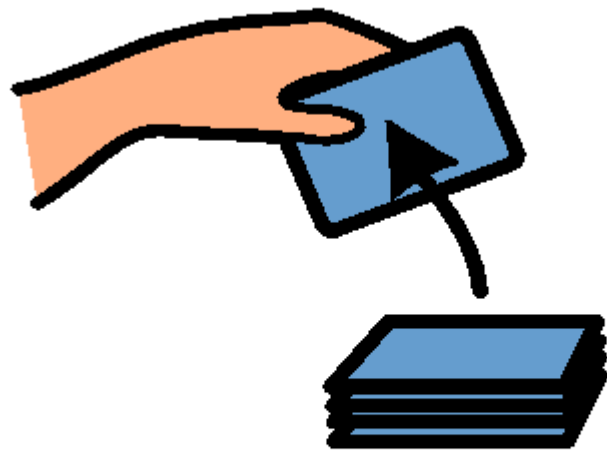




rock



rock



Try again!

Unit 4 - A Special Me

Activity 4C: Sing-Along

Self Determination Skill:

- ✓ Choice making - individual chooses song or video
- ✓ Self-advocacy - individual asks to join in the activity or declines to participate

Materials:

- Variety of videos and recorded songs on CD
- TV with VCR or DVD; stereo for CD
- Voice output devices with recorded messages
- Props - pictures related to the theme of the video or song

Describe Activity:

- Allow individuals to choose a video to watch or CD to sing along with.
- Watch video or sing along with CD.

Helpful Hints:

- Use voice output devices to make comments (i.e. "I like this song.") and to ask to join in activity.
- Use a picture choice board to choose preferred video or song.
- Use actual objects (i.e. video box, CD case) for choice making.

Variations:

1. Use rhythm instruments to accompany the music. Allow individuals a choice of instruments or a choice to play or not play an instrument.

2. Model hand/arm movements and gestures during music for individuals to imitate.
3. Encourage individual(s) who may want to sing the chorus line solo.
4. Create a poster showing the scenes or themes of the video or song.