

**Recreation and Leisure
Integrated Skills Inventory
Sub Area: Indoor Leisure**

Skills	Rating						
	Emerging		Developing			Mastery	
	1	2	3	4	5	6	7
Photography							
Locates camera in the classroom							
Determines if taking pictures inside or outside							
Turns flash on when need							
Identifies the front of the camera							
Identifies the back of the camera							
Picks up the camera and holds with front facing away							
Positions finger (right index) over button, applies no pressure							
Points the lens at what object to be photographed							
Looks through the viewfinder							
Checks to be sure object to be photographed is "centered" in viewfinder							
Applies pressure to button to take picture							
Locates film advance wheel, if needed							
Turns film advance wheel until it stops							
Uses film wisely (does not waste film)							
Determines when all available film/disk space has been used							
Determines where pictures will be developed/accessed							
Takes film/disk to location for processing							
Uses computer to access pictures from a digital camera							
Selects a few photos to print							
Prints photos							
Locates film-processing center							
Finds film-processing envelope							
Fills out film processing envelope							
Puts camera in envelope and seals shut							
Puts envelope in appropriate location							
Waits for film to be processed							
Returns to film-processing center at same location							
Locates film-processing center in same location							
Locates envelope by looking through envelopes							
Asks for assistance when needed							
Looks at the pictures							
Puts pictures back in envelope							
Brings envelope to cashier							
Determines how much money is needed							
Counts out needed money							
Pays for film developing							
Counts change returned							

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Reading a Magazine							
Selects a magazine of interest from a selection of magazines							
Secures appropriate area to read magazine							
Demonstrates interest in magazine by looking at multiple sections							
Turns pages one at a time, looking at each page							
Returns magazine to designated area							
Finds the location of magazines in store							
Asks for help if needed							
Selects a magazine to purchase							
Follows purchasing routine to buy a magazine							
Determines if the magazine home or keep at school							
Playing Trouble							
Chooses or invites a partner to play trouble							
Finds an appropriate area for playing trouble							
Gets needed materials							
Chooses peg color							
Places pegs on the game board							
Decides who will begin play first							
Presses the "pop-o-matic" bubble							
Tosses a die (if needed)							
Moves pegs the designated number of spaces							
Takes turns							
Plays until game is completed							
Demonstrates good sportsmanship							
Puts game materials away							
Indicates pleasure or displeasure in the game							

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UNO							
Invites peers to play Uno							
Finds an appropriate area for playing Uno							
Gets needed materials							
Decides on a dealer							
Deals 7 cards to all players							
Demonstrates one to one correspondence while dealing around the circle of players—one card at a time							
Arranges cards in hand or in cardholder							
Dealer places deck down in the middle of the playing area							
Dealer places one card facing up							
Identifies correct player to start game (i.e., player to the left of the dealer)							
Recognizes/matches color							
Recognizes/matches symbol							
Recognizes/matches word							
Recognizes/matches number							
Identifies when it is their turn							
Performs correct action							
Player lays card down in the pile							
Player draws from the top of the deck when appropriate							
Player knows that you draw one top card							
Plays until the game is completed							
Demonstrates concepts of game including:							
Reverse							
Skip							
Draw 2							
Wild							
Wild Draw Four							
Says “Uno” when 1 card is left							
Knows who is the winner							
Demonstrates good sportsmanship							
Cleans up and puts away game							
Indicates pleasure / displeasure in the game							

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Bingo								
Invites partner(s) to play bingo								
Assembles needed materials								
Finds an appropriate area to play bingo								
Distributes bingo cards to each player								
Distributes bingo markers to each player								
Determines who will call the bingo numbers								
Calls letter and number accurately								
Stows bingo ball accurately on master grid								
Identifies and locates correct letter number combination								
Marks free space on bingo card								
Asks for help if needed								
Places bingo marker on correct space								
Identifies when 5 spaces are covered in a row, column or diagonal								
Calls out bingo								
Reads back numbers to caller to check for accuracy								
Demonstrates good sportsmanship								
Cleans up and stores materials								
Indicates pleasure or displeasure of game								