

Instructional Activity Specifications

The objectives of this activity:

1. To increase communication and social skills.
2. To increase literacy (reading and writing) skills.
3. To increase applied math skills.
4. To expand functional use of assistive technology skills.
5. To increase understanding of games and materials needed.
6. To understand the rules and concepts associated with playing games.
7. To demonstrate sportsmanship skills.
8. To increase understanding of the various social groups.
9. To gather and manage personal materials necessary for participating in table games.

The outcomes of this activity:

1. To build relationships based on common knowledge and interests.
2. To acquaint students and staff with each other (at the beginning of the school year or when a new student arrives).
3. To provide a meaningful context where students can practice and apply a variety of academic and life skills.

Materials Needed: (see digital pictures)

Tagboard

Multi-colored envelopes cut in half or paper pockets

Ablenet™ "All-Turn-It Spinner

Assistive technology devices for students who are physically challenged &/or non-verbal.

"About Me" questionnaire

"How Did I Do Today?" (self-evaluation form)

Description of Activity:

1. The students use the questionnaire "About Me" to record personal information that is then shared with the class. (downloadable item)
2. Using all the students' personal information, Jeopardy game style questions are created and organized in columns under different categories (digital jeopardy board picture).
3. These questions are organized by category and randomly assigned a money value.
4. Each student, using the Ablenet™ "All-Turn-It" Spinner (digital picture) chooses a category and requests a \$ value question.
5. Once the student answers the question, their winnings are recorded on a dry erase board.
6. Students take turns until the game is completed.
7. Scoring is then tallied and a winner is determined.
8. Students evaluate their performance and participation using "How Did I Do Today?" (downloadable item)
9. Students clean up game area

Assessment Skills Inventory

Scoring is identical to the format used in the Minnesota Alternate Assessment (downloadable item)

Integrated Curriculum / Graduation Standards Aligned Matrix (downloadable item)