

ACTIVITY WRITE-UP

Name of Activity: Chutes and Ladders

Type of modality	Board Game
Type of play	Shared Cooperative
Interaction pattern	Multilateral
# of participants required	2-4
Equipment/supplies	Game board, spinner, 4 standing game pieces
Facilities required/environment	Flat playing surface, low volume environment conducive for focusing on game
Precautions	May not be good for patients with severe anger issues → falling down a chute could lead to a bad reaction Small pieces may be difficult for clients with grasp issues

Directions

1. Place game board somewhere where everyone is able to reach the board and move their piece.
2. Each player chooses a game piece
3. Every player spins the spinner, whoever spins the highest number is the first player and the game proceeds clockwise.
4. When it is your turn: spin the spinner and move your piece according to the number the spinner lands on. It might be helpful to count out loud how many spaces you are moving your piece as you do so square by square.
5. If the square your piece lands on is at the top of a “chute” you must slide your piece down to the square at the bottom of the chute.
6. If your piece lands on the square at the bottom of a ladder you must climb your piece to the square at the top of the ladder.
7. The game is won whenever a player reaches space #100.

Activity Analysis

Category	Skills
Primary body position	Dynamic Sitting
Part of the body required	Upper Extremity
Movement	Bending, grasping, reaching, lifting and putting down objects,

	flicking the spinner
Physical	Dynamic sitting, bilateral integration, crossing midline, fine muscle coordination, motor control, Active Range of Motion: Upper Extremities
Cognitive	Calculation, alertness, sustaining attention, focused attention, concentration, short term memory, number recognition, shape/form recognition (of chute/ladder,) spatial operations, concrete thought
Social	Maintaining social space, interpersonal interaction, regulating behavior, social conduct, social cues, showing tolerance
Perception	Visual, tactile
Communication/language	Reception to spoken language (“It’s your turn,”) reception to written language, reception to signs and symbols
Self-care	N/A
Psychological/emotional (possible)	Joy, anger, frustration

How to Simplify the Activity

Use only 2 players, a bigger board, bigger game pieces, create a new board with less chutes and ladders.

How to Make the Activity More Complex

- Make a new board with more spaces, chutes, and/or ladders
- Every chute/ladder has a cartoon associated with it, for example: when a boy mows the lawn he is rewarded by going to the circus and he climbs up a ladder, possibly make clients explain why behavior is rewardable/punishable

Other Comments

- It is possible that clients will not land on a chute or a ladder every turn.