

ACTIVITY WRITE-UP

Name of Activity: Joke and Punch Line

Type of modality	Humor
Type of play	Shared cooperative
Interaction pattern	Intragroup
# of participants required	10
Equipment/supplies	<ul style="list-style-type: none"> • Blank index cards
Facilities required/environment	Activity should be done in a room with adequate space for movement.
Precautions	Make sure the jokes used are appropriate and not offensive and the participants have room to move around.

Directions

1. Leader to instruct participants to form a circle (standing)
2. Leader will tell participants not to share the information on their index cards
3. Leader to distribute index cards to each participant
4. Leader explains that the index cards contain a joke or punch line to a joke and the participants have to find the individual who has the other part of his/her joke or punch line

Jokes and Punchlines:

Joke 1: What do you call a priest that becomes a lawyer?

Punchline 1: A father in law

Joke 2: Why can't you tell an egg a joke?

Punchline 2: It might crack up?

Joke 3: What do you get when you mix your dad's red paint with his white paint?

Punchline 3: You get in trouble

Joke 4: What's the best way to burn 1000 calories?

Punchline 4: Leave the pizza in the oven

Joke 5: What is the worst part of waiting in line at the knife museum?

Punchline 5: All of the cutting

5. Leader will give participants 5 minutes to find their pair
6. Participants will look for their pair
7. After everyone has found his/her partner, the leader will instruct the participants to take turns telling the joke they created to the other groups.
8. The leader will ask the participants about the jokes and if they found them funny.

Activity Analysis

Category	Skills
Primary body position	Dynamic standing
Part of the body required	Arms, hands, legs, feet, neck, head, upper and lower torso
Movement	Standing, walking, running, bending
Physical	Balance (dynamic standing), fine motor skills, speed
Cognitive	Alertness, sustaining attention, concentration, concrete and abstract thinking, initiation, memory, sequencing, orientation
Social	Intragroup, interpersonal interactions, social cues, forming relationships, regulating behavior, maintaining social space and appropriate physical contract
Perception	Auditory, visual, tactile
Communication/language	Reception of spoken and written language, expression of spoken language
Self-care	N/A
Psychological/emotional (possible)	Excitement, anger over not being able to find pair, fear when talking to the group, joy when telling and listening to jokes

How to Simplify the Activity

Leader could put numbers on the index cards to help participants find their pair. Leader could also write jokes in simple language and using one to two syllable words.

How to Make the Activity More Complex

Leader could write jokes that are longer and more complex and have multiple punch lines that could work for one joke.

Other Comments

If clients have trouble reading, assign two people to one joke and two people to one punch line so they can help each other.