

ACTIVITY WRITE-UP

Name of Activity: Roll-a-Story

Type of modality	Creative Writing
Type of play	Intra- Individual
Interaction pattern	Solitary
# of participants required	1
Equipment/supplies	Paper with three different story elements (Character, Setting, Problem), – story paper, Dice, Graphic organizer.
Facilities required/environment	Activity should be done in a room with a table or desk.
Precautions	Make sure Participant can read, and ability to use hands. If not come up with an alternative way.

Directions

1. Take one roll a story paper
2. Client will pick up dice
3. Client will roll dice 3x (to mix and match each element column.)
4. Client will provide their roll- a- story elements on the graphic organizer. (Helps plan their story.)
5. Include any additional story ideas on graphic organizer.
6. Client then will begin to start writing their story. .
7. This activity begins the perfect story starter for the client.

Activity Analysis

Category	Skills
Primary body position	Sitting
Part of the body required	Upper bod
Movement	Sitting, grasping, picking up, reaching, shaking hands, turning and twisting wrist, releasing, writing,
Physical	Gross motor skills, motor control, range of motion of upper extremities, visual-motor integration. Bilateral integration, fine muscle coordination,
Cognitive	Alertness, selective attention, concentration, sequencing. Concept formation, concentration, decision making, initiation, categorization, writing, thought.

Social	Regulating behavior, self-expression, showing respect and tolerance, handling criticism,
Perception	Visual, tactile
Communication/language	Reception of written language, body language, spoken language. Expression of language.
Self-care	N/A
Psychological/emotional (possible)	Excitement, fear.

How to Simplify the Activity

1. Eliminate the dice and choose your own story starter elements. 2. Simplify elements of the story. Provide basic and clear elements in the element column. If client is not the most creative, they will still be able to come up with a perfect story starter. 3. Play in a group so you and your partners can gather ideas for your story. In case an individual is stuck, this allows one to have help from others and not become frustrated and give up.

How to Make the Activity More Complex

1. After rolling the dice, player has to stick with what they rolled and come up with a story. 2. Make elements of story more complex with less of a connection in between them. This makes the client really have to think to come up with a creative perfect story beginner.

Other Comments