

ACTIVITY WRITE-UP

Name of Activity: Spit/Speed

Type of modality	Card game
Type of play	Shared cooperative
Interaction pattern	Inter-individual
# of participants required	2
Equipment/supplies	A deck of cards
Facilities required/environment	Anywhere
Precautions	Paper cuts with thin cards, putting in mouth

Directions

1. Split the deck so each person has 26 cards.
2. Make 5 separate piles, which is called the stock piles. The first pile has one card facing up. The second pile has one card facing down and one card facing up. The third pile has 2 cards facing down, and one card facing up. The fourth pile has 3 cards facing down and one card facing up. The final pile has 4 cards facing down and one card facing up.
3. Then put the rest of the cards that you have facing down on the side of all of your piles, called your spit cards
4. Once both players are ready, flip one card up from each players spit cards.
5. Any player can put their card from their stock piles on either spit pile. Players put down one card a time from their stock piles. The whole point of the game is to get rid of all your spit cards and the cards in your stock piles.
6. Whatever the number or face the card is, players can put one card with a sequence down or up.
7. If both players don't have anymore cards, put another card from each players spit card pile.
8. Once one player gets rid of his/her stock piles, either player tries to slap the smaller card pile between the spit cards.
9. Shuffle that pile and your own spit card together, and make the stock piles again.
10. Continue to try to get rid of all of your cards until a player gets rid of all of his/her cards.

Activity Analysis

Category	Skills
Primary body position	Sitting

Part of the body required	Arms and hands
Movement	Carrying in hands, scissor grasp, picking up, putting down
Physical	Dynamic sitting min ranges, bilateral integration, fine muscle coordination, speed, visual-motor integration, active range of motion: upper extremities
Cognitive	Arousal/alertness, alternating attention, cognitive flexibility, simple decision making, judgment, short term memory, organization/planning, simple problem solving, number/shape/form recognition, strategy
Social	Reception of body language, producing body language
Perception	Auditory, visual, tactile
Communication/language	Expression of spoken language, reception to spoken language
Self-care	N/A
Psychological/emotional (possible)	Frustration, joy, confusion at first, anxious

How to Simplify the Activity

Slow down and don't play at a fast pace

How to Make the Activity More Complex

Have both players play as fast as they can, and the speed of the game will make player confused and anxious to make it feel like it is more difficult.

Other Comments