

ACTIVITY WRITE-UP

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Name of Activity: Crazy 8's

Type of modality	Card Game
Type of play	Shared cooperative
Interaction pattern	Inter-group
# of participants required	2 or more players
Equipment/supplies	<ul style="list-style-type: none"> Standard 52 card deck (2 decks if a lot of players)
Facilities required/environment	Activity works best in a small/quiet setting with a table and chairs for players to sit in.
Precautions	Be sure every player has adequate space to sit around table and conceal their dealt hand of cards.

Directions

1. Retrieve deck of cards.
2. Appoint a facilitator/dealer for the game.
3. Dealer is to shuffle the cards.
4. Dealer is to deal 5 cards to each player (7 cards if there are only 2 players).
5. The remaining cards are to be placed face down in one pile, in the center of the table.
6. Dealer flips over the card on top of the undealt pile and places it beside the pile to start the game.
7. Starting with player to the left of the dealer, each player must play a card from their personal hand that matches either the suit or number of the previously played card. If the card on top is an eight, any card can be played.
8. In continuing the game, once a player is unable play a legal card, player must draw from the undealt stock. (This card can then be played if appropriate).
9. At any time, an eight can legally be played on any card. The player of the eight card then nominates the suit to be played next.
10. The first player to get rid of all his cards wins.

Activity Analysis

Category	Skills
Primary body position	Sitting
Part of the body required	Upper body/extremities
Movement	Grasp, carrying in the hands, picking up, putting down objects, reaching
Physical	Balance (dynamic sitting), bilateral integration, fine muscle

	coordination, visual motor integration
Cognitive	Arousal/alertness, attention (selective, alternating), categorization, concentration, decision making, short term memory, number and shape recognition,
Social	Interpersonal interactions, maintaining social space, regulating behavior, relating with equals, social conduct, social cues
Perception	Auditory, visual
Communication/language	Reception to spoken language, expression of spoken language, producing body language
Self-care	N/A
Psychological/emotional (possible)	Frustration, fear (social rejection), joy

How to Simplify the Activity: Reduce the amount of cards to be dealt to each player, making it easier to manage hand and match cards by number or suit.

How to Make the Activity More Complex: Add point system where players score penalty points for cards left in their hand. (50 points for an eight card, 10 points for a picture card, and number cards at their face value)

Other Comments