

ACTIVITY WRITE-UP 3

Name of Activity: Black Jack (21)- Non-betting
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Type of modality	Card Game
Type of play	Shared Cooperative
Interaction pattern	Inter-Individual
# of participants required	Two (2) or more players
Equipment/supplies	A standard 52 card deck, flat surface
Facilities required/environment	Game can be played inside or outside, as long as there is a flat surface, like a table, for all participants to see the cards.
Precautions	Watch for any individuals that might try to count cards, this is a form of cheating.

Directions

1. Pick someone to be the dealer first
2. Make it understood that the goal of the game is to reach a hand closer to 21 than the dealer, but does not exceed 21
3. Aces are worth 1 point, or 11 points (the player can choose this), cards 2-10 are worth their face value, and face cards are worth 10 points
4. Players and Dealer receive 2 cards: players leave their cards facing up, dealer leaves one card facing down and the other facing up
5. Player decides if they want to stay with the cards they have (stand) or have the Dealer give them another card (hit). The player can choose to have as many hits they want (receiving another card from the Dealer).
6. If any player goes over 21, they have “bust” and automatically lose the hand
7. When all players have exhausted their possible moves, the dealer then turns over his hidden card.
8. If the dealer has less than 17, s/he must hit, otherwise the dealer will stand. If the dealer has 21, they will not take any cards, but if not, they can take one card at a time.
9. If the dealer exceeds 21 (goes “bust”), then the player with the closest score to 21 wins.
10. After the hand, switch Dealer, re-shuffle cards and begin another round of Black Jack
11. Since this is non-better Black Jack, players can decide when to end the game

Activity Analysis

Category	Skills
Primary body position	Sitting
Part of the body required	Upper body
Movement	Grasp: 3 jaw chuck grasp, picking up, pulling/pushing: upper extremities, putting down objects, reaching, releasing, turning or twisting hands or arms

Physical	Balance: dynamic sitting, crossing midline, fine muscle coordination, Active range of motion: upper extremities, visual-motor integration
Cognitive	Arousal/alertness, Attention: sharing attention, calculation, cognitive flexibility, concentration, initiation, insight, intellectual knowledge, judgement, Memory: short term, orientation: place, organization and planning, Recognition: number, strategy, Thought: concrete though
Social	Conversation: starting/sustaining/ending, interpersonal interactions, maintaining social space
Perception	Auditory, tactile, visual
Communication/language	Reception to spoken language, reception of written language, reception of body language, expression of spoken language, producing body language, producing signs and symbols
Self-care	NA
Psychological/emotional (possible)	Joy, anger, frustration

How to Simplify the Activity

This game could be simplified by letting players use a calculator, if they have trouble with Math.

How to Make the Activity More Complex

This game could become more complex by adding betting to the game.

Other Comments

If participants are caught cheating (counting cards), they should be excused from the game. This game can also be adapted, for any individual needs, by adding or taking away different elements.