

ACTIVITY WRITE-UP #3

Name of Activity: Old Maid

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|---------------------------------|---|
| Type of modality | Card game |
| Type of play | Shared cooperative |
| Interaction pattern | Inter-individual if # of participants = 2, otherwise multilateral |
| # of participants required | 2-5+ |
| Equipment/supplies | Specific commercial product: A set of “Old Maid” cards |
| Facilities required/environment | Safe environment |
| Precautions | n/a |

Directions

1. Acquire an Old Maid set
2. Gather participants in a circle and select a dealer
3. Dealer shuffles the cards and deals out all of the cards
4. Participants look at their cards and take out matching pairs of cards
5. The dealer begins by placing his cards face down
6. The player left of the dealer must select a card from the dealer’s hands and add it to their pile
7. If the player has a match they remove the matching pair from their hand
8. This player then turns his cards face down and the next player selects a card
9. These steps continue
10. If you no longer have any cards left you are safe and take no further part
11. The steps repeat themselves until one player is left with two cards that read “Old Maid”

Activity Analysis

| Category | Skills |
|---------------------------|---|
| Primary body position | Standing or sitting |
| Part of the body required | Upper extremities |
| Movement | Grasping, picking up, reaching, releasing, turning/twisting hands and arms, |

| | |
|------------------------------------|---|
| Physical | Balance: dynamic sitting, dynamic standing, bilateral integration, crossing midline, fine muscle coordination, motor control, visual-motor integration |
| Cognitive | Arousal, selective attention, sharing attention, categorization, decision making: simple, insight, short term memory, recognition: shape/form, thought: abstract, |
| Social | Heterogeneity, homogeneity, interpersonal interactions, maintaining social space, relating with equals, regulating behavior, relationship (forming), self-conduct, social cues, self-expression, tolerance, showing respect |
| Perception | Auditory, tactile, visual |
| Communication/language | Reception to spoken language, reception of signs and symbols, |
| Self-care | n/a |
| Psychological/emotional (possible) | Joy for winning the game, frustration for losing the game |

How to Simplify the Activity

This activity may be simplified by decreasing the number of cards or players.

How to Make the Activity More Complex

This activity can be made more complex by adding an additional set of Old Maid cards.

Other Comments