ACTIVITY WRITE-UP

Name of Activity: War

Type of modality	Card game
Type of play	Shared cooperative
Interaction pattern	Inter-group
# of participants required	2 or more
Equipment/supplies	Deck of cards
Facilities required/environment	Flat table/surface and chairs
Precautions	Be aware of frustration that could occur with the participants.

Directions

1. Shuffle the deck, remove all jokers
2. Divide the cards evenly between all players
3. Each player holds their own pile of cards facedown
4. Each player turns the card on top of their pile face up on the table at the same time
5. The player with the highest card wins the hand (ace being the highest)
6. If any players flip over the same card in one hand "WAR" happens
7. Each player puts 3 cards facedown, to represent "W-A-R"
8. The fourth card will be flipped over face up
9. The player with the highest 4th card wins the "WAR"; collecting all the cards
10. The game continues until one player has all the cards

Activity Analysis

Category	Skills
Primary body position	Dynamic sitting balance
Part of the body required	Abdominal control, arms, hand and wrist function.
Movement	Radial-digital, jaw chuck. or pincer grasp , dynamic sitting, Turning or twisting hands or arms. Crossing the midline while reaching for cards.
Physical	Picking up cards, reaching, turning hands, crossing midline, fine motor coordination, visual-motor integration
Cognitive	Alertness, Sustaining attention, cognitive flexibility, conception

	formation, concentration, simple decision making, spelling, concentration, simple decision making
Social	Interpersonal interactions, maintaining social space, social conduct, social cues, showing respect and warmth and tolerance
Perception	Visual and auditory perception functioning
Communication/language	Reception of: language, signs and symbols, written language, Expression of spoken and written language
Self-care	N/A
Psychological/emotional (possible)	Joy or frustration or anger

How to Simplify the Activity: have only 2 players, slow the pace of the game down

How to Make the Activity More Complex: increase number of players or speed of the game

Other Comments