

Intervention Summary

Task Analysis, Activity Analysis, & Modification (TAAAM) – Short Form

Name of activity: Leisure Apples to Apples

Type of modality: Leisure Exploration

Type of play	Shared cooperative
Interaction pattern	Unilateral
# of participants required	3+
Equipment/supplies	Apples to Apples game, if RT decides to make the game, two colors of construction paper will be needed as well as markers
Facilities required/environment	Comfortable environment; participants may sit on the ground or around a table
Precautions	None

Activity Instructions

(what the therapist needs to do to facilitate the activity)

1. Create homemade apples to apples cards or obtain apples to apples game and change their contents to leisure activities/leisure resources/etc. (red cards will have various activities, community resources, people to do the activities with; green cards will have different topics related to leisure, such as “summer activities”, “places to go for a hike”, “someone you would play basketball with”)
2. Instruct participants to take 5 red cards each
3. Instruct one participant to draw a green card and read the topic
4. Instruct remaining participants to pick one of their red cards that go along with the topic of the green card and pass it to participant who drew the green card
5. Instruct participants who handed in a card to draw another red card
6. Instruct participant who drew green card to shuffle the red cards given by the other participants then read the cards and select the card that s/he thinks is the best answer
7. Repeat steps #3 through #6, participants will take turns drawing green card
8. Game ends when a participant gets three green cards

Task Analysis

(what the client needs to do to perform the activity)

1. One participant shuffle and deal 5 red cards to each participant
2. If it is client’s “turn”, pick a green card and read topic aloud
3. Collect and shuffle red cards from other participants
4. Client chooses which card has the “best answer” and gives green card to winner of that round
5. When it is not client’s turn, client chooses red card that goes with the topic of the green card

6. After giving red card to participant whose turn it is, client draws another red card	
7. Repeat steps #2 through #4 when it is client's turn	
8. When it is not client's turn, repeat steps #5 and #6	
Activity Analysis (inherent skills within the activity)	
Category	Skills
Primary body position	Sitting
Parts of the body required	Head/neck, trunk, upper extremities
Directionality	Person/object
Physical skills	Passing, grasping, bending, range of motion (neck/head), range of motion (upper extremities), range of motion (trunk), balance (dynamic and static sitting), bilateral integration, carrying in the hands, crossing midline, fine motor coordination, flexibility, manipulating, motor control, picking up, reaching, releasing, visual-motor integration
Cognitive skills	Arousal/alertness, selective attention, sharing attention, sustaining attention, calculation, categorization, cognitive flexibility, concept formation, concentration, decision making (complex), decision making (simple), initiation, insight, judgment, short term memory, orientation (person), orientation (place), orientation (time), problem solving (simple), reading, spatial operations, strategy, thought (concrete), time management
Sensory abilities	Auditory function, tactile function, visual function
Communication/language skills	Reception to spoken language, reception of written language, expression of spoken language
Social and interpersonal skills	Conversation (sustaining), handling criticism, heterogeneity, homogeneity, interpersonal interactions, maintaining social space, physical contact, relating with equals, relating with persons in authority, regulating behavior, relationships (forming), self-expression, social conduct, social cues, showing respect and warmth, showing tolerance
Self-care skills	None required
Psychological/emotional (possible)	Anger if round is lost, emotional pain if card is not accepted by others (feeling rejected), fear of others making fun of the card chosen, frustration if card is not chosen
Modification (to meet the therapeutic needs of the client)	
How could you simplify the activity?	Decreasing the number of cards the participants get and/or number of participants Increasing number of topic cards
How could you make the activity more complex?	Increasing the number of cards the participants get and/or the number of participants Play cards that are opposite of topic card Setting timer for each round
Any Additional Comments	