Social Skills Scramble

A Game of Interpersonal Communication

DESIGNED FOR CHILDREN WHO
- Experience social rejection
- Have social anxiety
- Lack clear communication skills
- Have been diagnosed with Aspergers Disorder or verbal learning disabilities
Social Skill Scramble:
A Game of Interpersonal Communication

INTRODUCTION

Social Skill Scramble is a fun, strategic card game which will help players to develop improved social skills by constructing social scenarios and matching the scenarios with appropriate verbal responses. Players will benefit from the game by

- Increasing social reciprocity
- Improving verbal responses to social situations
- Enhancing planning skills
- Practicing critical thinking skills

GAME RATIONALE

The importance of friendships and social relationships in children’s development is well documented in research (e.g. Popliger, Toste, & Heath, 2009; Rockhill, et. al., 2009). In fact, poor social functioning in childhood has been linked to peer rejection, depression, poor adaptability to the classroom setting, and inadequate psychosocial adjustment in adulthood (e.g. Barkley, 1990; Rudolph, Flynn, & Abaied, 2008; Whalen et. al., 1987).

Social skills are essential for social competence and for developing and maintaining friendships and social relationships. Social skills are also needed in the classroom. Social Skill Scramble: A Game of Interpersonal Communication improves social skills in two ways – through the content of the game cards and through the process of playing the game with another person. It provides players interaction during game play while identifying suitable verbal responses to various social situations.

PLAYERS

2 - 4, ages 6-12

BEFORE YOU PLAY

If using regular paper:
1. Print out pgs. 6-29 of this document.
2. Matching the fronts and backs of the cards by color, glue the backs of the cards to the front of the cards. (i.e. glue pgs. 6-8 to pgs. 9-11; glue pgs. 12-14 to pgs. 15-17; glue pgs. 18-20 to pgs. 21-23; glue pgs. 24-26 to pgs. 27-29). (TIP: a glue stick works best so that the paper does not become too wet)
3. Cut along the dotted lines of the playing cards.
4. OPTIONAL: You can laminate the cards for a longer lasting game

If using card stock:
1. Print out the fronts of the Where cards (pgs. 6-8); reload the pages into your printer so that the backs can be printed. Make sure that the card stock is facing the right direction. Print pgs. 9-11.
2. Print out the fronts of the Who cards (pgs. 12-14); reload the pages into your printer so that the backs can be printed. Make sure that the card stock is facing the right direction. Print pgs. 15-17.

3. Print out the fronts of the What cards (pgs. 18-20); reload the pages into your printer so that the backs can be printed. Make sure that the card stock is facing the right direction. Print pgs. 21-23.

4. Print out the fronts of the Response cards (pgs. 24-26); reload the pages into your printer so that the backs can be printed. Make sure that the card stock is facing the right direction. Print pgs. 27-29.

5. Cut along the dotted lines of the playing cards.

If using perforated business card stock (Avery 8373 or 8869 or 8371)

1. Load the business card stock in the printer. (Make sure that none of the sheets stick together.)

2. Print out the fronts of the Where cards (pp. 6-8 of this document)

3. Reload the printed fronts of the Where cards into your printer so that the backs can be printed. Make sure that it is facing the right direction. Print pp. 9-11 of this document.

4. Print out the fronts of the Who cards (pp. 12-14 of this document)

5. Reload the printed fronts of the Who cards into your printer so that the backs can be printed. Make sure that it is facing the right direction. Print pp. 15-17 of this document.

6. Print out the fronts of the What cards (pp. 18-20 of this document)

7. Reload the printed fronts of the What cards into your printer so that the backs can be printed. Make sure that it is facing the right direction. Print pp. 21-23 of this document.

8. Print out the fronts of the Response cards (pp. 24-26 of this document)

9. Reload the printed fronts of the Response cards into your printer so that the backs can be printed. Make sure that it is facing the right direction. Print pp. 27-29 of this document.

10. Tear along the perforated lines of all the cards

**PROVIDED GAME MATERIALS**

- Three (3) sets of game cards

**NEEDED MATERIALS**

Color printer
Paper OR card stock OR perforated business card stock (i.e. Avery 8373 or 8869 or 8371)
Scissors
Pen/pencil
Paper (for keeping score)
OPTIONAL: glue stick

**GAME SET-UP**

Shuffle the Who, Where, What and Response cards separately and place them face down in the center of the playing area so that there are four decks of cards. (Make sure that each deck only has cards from the same category.)

Players have the opportunity to decide amongst themselves who goes first. If players are unable to decide, the youngest player will start with game play continuing counter clockwise.
**RULES**

All players draw one card from each of the decks (one Who card, one Where card, and one What card. Players may look at their own cards but may not show other players.

The first player begins by deciding if the Who, Where and What cards in his/her hand form an acceptable scenario. Keep in mind, scenarios may be humorous and unlikely but still fit well with Response cards.

If the Who, Where and What cards form an acceptable scenario, the player will lay the cards face up in the playing area and read the scenario aloud. The player will then turn over the top Response card from the Response deck. If the Response fits the scenario that is presented with the Who, Where and What cards (all players agree that the response would be appropriate in that situation and if no agreement can be reached the facilitator has final say), the player will lay the Response card next to the scenario and explain why the response is an appropriate one. By laying an appropriate Response card next to a scenario and giving an explanation, the set is closed and the player earns 1 point. The player turns the closed set face down and ends his/her turn by again drawing the top card from each of the Who, Where and What decks. Game play moves to the next player.

If the response does not fit the scenario, the player returns the Response card to the bottom of the Response deck, leaving the scenario face up in the playing area and ends his/her turn by again drawing the top card from each of the Who, Where and What decks (again forming a new three card hand). The scenario is left face up in the playing area and is open for other players to fit Response cards to it. Game play moves to the next player.

If the Who, Where and What cards in the player’s hand do not form an acceptable scenario, the player can either

1) Draw 1 card from either the Who, Where or What deck and place a card from his/her hand at the bottom of the deck. This marks the end of his/her turn and game play resumes to the right.

OR

2) Trade a card in his/her hand for a card in any other player’s hand. This marks the end of his/her turn and game play resumes to the right.

Note: A player must always have three cards in her/his hand: 1 Who card, 1 Where card, and 1 What card. For example, if a player chooses to take a card from the Who deck, then the player must remove the Who card in his/her hand and place it on the bottom of the Who deck. If the player chooses to trade another player for a Where card, then s/he will give the other player the Where card from his/her hand and take the Where card from the other player’s hand.

During the next player’s turn s/he can lay down the Who, Where and What cards from her/his hand if they form an acceptable scenario. Then, when drawing a Response card, s/he can try to play it on her/his scenario (if it fits) or on any other open scenario that is in play (Who, Where and What cards that remain face up). If s/he does not have an acceptable scenario with his/her Who, Where and What cards, s/he can get a new Who, Where, or What card as outlined in (1) and (2) above OR play a Response card on an open scenario in the playing area. Playing an appropriate Response card on any available scenario earns one point and takes that scenario out of play. There is no limit to how many scenarios can remain in play at one time.

Game play continues until (a) all Who, What and Where cards have been played, (b) a predetermined point total is reached, or (c) a predetermined period of time is reached.
OBJECT OF THE GAME

The object of the game is to match the most Response Cards to scenarios, earning the most points.

REFERENCES


In the classroom
In the library
In the hall
In the grocery store
At lunch
At home
On the playground
At your friends house
At a movie theater

On the basketball court

Outside

At the dinner table

In the living room

At a restaurant

In the office

In your front yard
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<th>Location 1</th>
<th>Location 2</th>
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<tbody>
<tr>
<td>At counseling</td>
<td>At a park</td>
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<tr>
<td>In the pool</td>
<td>In the car</td>
</tr>
<tr>
<td>On the bus</td>
<td>On the side walk</td>
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<tr>
<td>In a public restroom</td>
<td>At your grandparent’s house</td>
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where
where
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where
where
where
where
where
where

where

where

where

where

where
your teacher

your brother

your sister

your mom

your dad

your friend

a kid

a stranger
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<th>your counselor</th>
<th>the principle</th>
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<td>your friend’s mom</td>
<td>a clerk</td>
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<tr>
<td>a waiter</td>
<td>someone</td>
</tr>
<tr>
<td>your friend’s dad</td>
<td>a man</td>
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</table>
a kid

a woman

a policeman

your music teacher

your P.E. teacher

your friend’s little brother

your friend’s big sister

a bully
who
who
who
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who
who
who
who

who

who

who

who

who

who

who
says excuse me.

brings you something to drink.

says "thank you."

trips and falls.

says "hey, how's it going?"

says "hi."

says "what's up?"

says "how are you?"
asks you if you have your work done.

asks if you need help.

offers you a piece of candy.

is bumped by your shoulder as you walk by.

sneezes.

is talking in a really loud voice.

tells you “no” when you ask for something.

offers you a ride.
introduces herself/himself to you.

asks you to please not talk so loudly.

asks you to “settle down”.

offers you a soda.

asks if you are hungry.

says, “how are you today?”

hands you something you dropped.

offers to help you carry something
what

what

what

what

what

what
what
what
what
what
what
what
Yes Ma'am.

No Sir.

Yes please.

Thank you.

Bless you.

Shhhhh.

OK.

No.
Nice to meet you.

Sorry.

Yes sir.

Your excused.

Thanks.

You're welcome.

Are you ok?

Pretty good.
What's up.  Fine.
Hello.  Sure.
No Thanks.  Hi.
What?  That would be great.
<table>
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<th>Response</th>
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