

Skill Area(s):
All areas of social communication

Social Awareness Games

Level: beginner, intermediate, advanced

Goal: a fun way to help children learn, understand, and apply a variety of social awareness skills.

Materials needed: Specific game you want to use. Look below for list of games discussed. You can check these games out from your speech-language pathologist.

Activity:

Use these games to enhance skills that have already been taught.

The Socially Speaking Game, by Alison Schroeder: Appropriate for intermediate and advanced students. The company that makes the game is LDA. The game is designed to teach and reinforce social skills at home, at school and in the community. It encourages effective social interactions as well as improving self-esteem, listening skills, receptive and expressive language, and problem solving. Specific areas covered are: greetings, turn-taking, eye contact, listening, compliments, emotions, telephoning others, showing an interest in what others are saying, sitting appropriately and still, asking and answering questions, using your voice effectively, developing and maintaining friendships, and communicating in a wide variety of situations.

Maxwell's Manor, by Carolyn LoGiudice and Nancy McConnell: Appropriate for ages 4 through 9 and grades PreK through 4. The company that makes the game is LinguSystems. This is a board game that contains 6 different colored sets of cards. These include:

Nonverbal Communication (blue)

Self-Control (white)

Be Polite (yellow)

Follow the Rules (orange)

Conversation Skills (green)

Being a Friend (pink)

To play: players follow a path from Maxwell the dog to hi manor (doghouse). As students play, they practice the above social language skills. You can choose the appropriate social language card decks for your group to help focus in on areas you want to target. Within each deck, cards are numbered in order of developmental complexity.

FriendZee, by Diane A. Figula: Appropriate for ages 7 to 11. This game features cards with real-life communication items from eight different categories. These include:

Body Language

Tone of Voice

Listening

Inferring

Giving Information

Imagination

Asking Questions

Problems Solving

On each card you'll find two questions. The first question is easier and the second is more challenging. All players can play at the same difficulty level, or you can assign a level to each student based on ability.