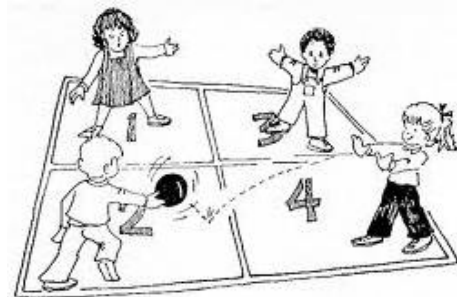


GAMES CURRICULUM FOR CHILDREN WITH COMMUNICATION DISORDERS



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1. Name of Game: *what is the Colour?*

Appropriate Age: 2 year +

Categories: Language development, Cognitive development.

Development Milestones That Can Be Achieved:

- Begins to recognize basic colours.
- Identifies objects based on their description.
- Responds to “what?” and “where?” questions.
- Can follow simple instructions.
- Groups objects according to specific characteristics.

Children Requirements:

This activity is for an individual child or can be played in small groups of children.

What to do:

- Start this game by using primary colours red, blue and yellow.
- For example say “*I am looking at something red. Can you guess what it is?*” Then point out what you are looking at and say “*See the red jumper. It’s a bright red colour!*”.
- Say “*I am looking at something blue, way up high! Can you guess what it is?*” Then point to the sky and say “*See the blue sky? Isn’t it pretty?*”
- Use all primary colours first, and then move on to the secondary colours of orange, purple and green.

Hints & Tips:

- You could also gather some material/fabric in lots of different colours and ask your child to identify the different coloured fabric.
- Painting is also a good way of helping your child recognize colours as they begin to experiment with mixing colours.



2. Name of Game: *Large and Small*

Appropriate Age: 2 years +



Categories: Language, Cognitive, Social and Emotional development. A indoor game.

Development Milestones That Can Be Achieved:

For a 2 year old child:

- Can carry objects while working.
- Names familiar objects.
- Puts 2 words together.
- Responds to direction.
- Recognizes objects.
- Begins to take turns and share.

For a 3 year old child:

- Speaks in short sentences.
- Show or tell use of objects.
- Does simple comparing.
- Counts 3 or more things.
- Puts things in order.
- Take turns and shares.

For a 4 year old child:

- Classifies and sorts objects.
- Uses size words.
- Participates during group experiences.
- Shares and takes turns.

Children Requirements:

This activity is for an individual child or can be played in small groups of children.

Materials:

- Large and small boxes, for example, apple box, shoe box etc.
- Big and small objects.

What to do:

- Place big and small objects in front of child/small group of children.
- Have child “sort” the objects. Bigger objects into the big box and smaller objects into the small box.

Hints & Tips:

- Talk to child / small group of children about big and small or large and little in everyday situations and objects.
- Brainstorm other words that also mean “big” and “small”, for example, massive, tiny etc.
- Have child walk around the room and identifying objects which are either big or small.
- Trace children's hands and feet and measure from biggest to smallest.

3. Name of Game: *Noisy Animals*

Appropriate Age: 2 years +

Categories: Cognitive, Language, Social and Emotional development, it's a Group game.



Development Milestones That Can Be Achieved:

For a 2 year old child:

- Names familiar objects in pictures.
- Able to express needs
- Comprehends simple instructions.
- Responds to direction.
- Communicates with peers and staff.
- Can be stimulated by events.

For a 3 year old child:

- Participates in circle games.
- Recognizes different sounds.
- Uses words to describe objects.
- Participates in group time.

Children Requirements:

This activity is for small or large groups of children.

Materials:

- Individual animal pictures.
- A box (to fit animal pictures inside).

What to do:

- Place animal pictures inside the box.
- Choose a child, to reach in and select an animal.
- Child looks at the picture (not showing anyone else) and begins to make the sound of the animal in the picture.
- The rest of the children have to guess what animal it is.

Hints & Tips:

- For older children, you can just write the animal name onto a piece of paper, instead of having the animal pictures.
- OR you can use animal pictures but instead of using the whole picture you can cut it in half, in which the child has to figure out what animal it is.

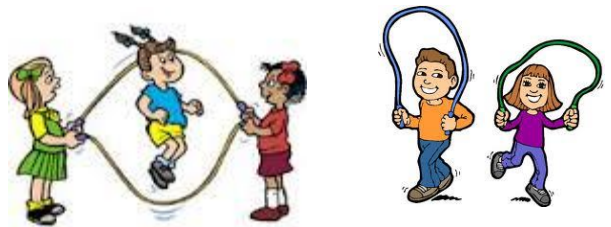
4. Name of Game: *Jump the Rope*

Appropriate Age: 2 year +

Categories: Physical development.

Development Milestones That Can Be Achieved:

- Co-ordination.
- Balance.
- Eye / hand co-ordination.
- Jumping.



Children Requirements:

This activity is for an individual child or can be played in small groups of children.

Materials:

- Small cushion or pair of socks.
- Long rope approx. 1 metre.

What to do:

- Tie the cushion or sock onto the end of the rope.
- Swing the rope around you slightly above the group.
- The children try to jump the rope as it comes around.

Hints & Tips:

- If they are having difficulty swing it a little slower until they master the skill.
- With a few children, if the rope touches anyone, they have to sit out for a minute.
- Instead of jumping over the rope, they could hop on one foot or jump with both feet together.
- When using a rope, make sure that the end of the rope is soft by tying a cushion or sponge, so if it happens to hit a child, it wouldn't hurt.

5. Name of Game: *Guess the Shape*

Appropriate Age: 3 year +

Categories: Cognitive, Language, Social and Emotional development



Development Milestones That Can Be Achieved:

- Begins to identify and recognize basic shapes.
- Names and identifies different objects.
- Tries to obtain information through questions.
- Names objects based on description.

Children Requirements:

This activity is for an individual child or can be played in small group of children.

Materials:

- Shape cards or simply draw basic shapes on a piece of paper and cut them out.

What to do:

- This game requires some pre-teaching about the basic shapes of circle, square and triangle. Spend time pointing out the various shapes you see around your home with your child.
- Once your child has learnt the basic shapes, expand their vocabulary by introducing other shapes such as rectangle and oval.
- Either when you're indoors or outdoors, point out a variety of shapes in different objects and see if your child begins to identify them.

Hints & Tips:

- If playing with a small group of children, you could turn it into an active game by having children (one at a time or in teams) run up to the shape you call out and 'tag' it.
- You can play this game outdoors; see if your child can search for any shapes in the backyard.

6. Name of Game: *Paper Clip Counting*

Appropriate Age: 3 years +.

Categories: Cognitive, Social and Emotional development, Group games.



Development Milestones That Can Be Achieved:

For a 3 year old child:

- Uses pincer grip.
- Show or tell use of something.
- Counts objects.
- Recognizes numbers.
- Understands same and different.
- Puts objects in order.

For a 4 year old child:

- Uses left or right hand preference.
- Repeats 3 digits.
- Matches objects.
- Recognizes numbers in words.

Children Requirements:

This activity is for an individual child or can be played in small groups of children.

Materials:

- 10 pieces of cardboard squares (you can use paper but cardboard will last longer, the size is really up to you).
- Felt pen
- Paper clips of clothes pegs.

What to do:

- Number each of the pieces of cardboard from 1 to 10.
- Put corresponding number of dots on each piece of the cardboard (so children can count the dots).
- Child clips pegs or slides the correct number of paper clips onto each piece of cardboard.

Hints & Tips:

- For older children, number each of the cardboard pieces and write the correct number word rather than the dots.
- You can play this game with numbers to 20 or higher.

7. Name of Game: *Balloon Fun*



Appropriate Age: 2 year +

Categories: Physical, Social and Emotional development, Group games, Outdoor games

Development Milestones That Can Be Achieved:

Catching.
Kicking.
Throwing.
Eye / hand co-ordination.
Ball handling.
Playing simple group games.
Enjoys playing with other children

Children Requirements:

This activity is for an individual child or can be played in small groups of children.

Materials:

Balloons
Space to play

What to do:

Blow up lots of balloons for the children to use for throwing, catching and kicking in the space provided.
Balloons are great way to teach hand/eye coordination and ball skills.

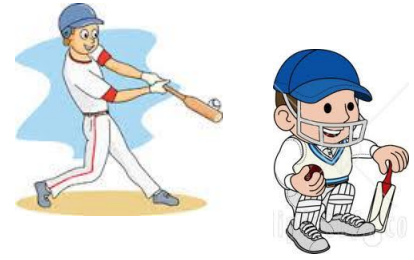
Hints & Tips:

You could add variations to this game by applying different rules. For example, only touching the balloon with their right hand, standing on one leg while hitting the balloon etc.

8. Name of Game: **Bats and Balls**

Appropriate Age: 2 year +

Categories: Physical, Social and Emotional development, Outdoor Games, Party Games, Group Games.



Development Milestones That Can Be Achieved:

Hand/eye co-ordination.
Turn taking and sharing.
Playing co-operatively in small groups.
Running.

Children Requirements:

This activity is for an individual child or can be played in small groups of children.

Materials:

Old tights.
Wire coat hangers.
Masking tape.
Tennis ball.

What to do:

Bend the coat hanger into the shape of a racquet and straighten the bent handle.
Re-bend the handle over so it is narrower and longer than before.
Cut one leg off the tights and keep for later. Pull the other leg over the racquet until taut, and then wrap the rest of the tights around the handle.
Cover with the tape until the handle is firm and easy to hold.
Put a tennis ball in the toe of the spare tights leg and tie from a tree branch, the clothes line or hook.

Hints & Tips:

The children will have lots of fun hitting the ball backwards and forwards. As the bats are so soft the children won't be hurt if they accidentally hit each other.

9. Name of Game: *Make the Best Hair*

Appropriate Age: 2 year +

Categories: Language, Gross motor, Social and Emotional development and Creative development, it's a Family/ Outdoor/ Water/ Party game.



Development Milestones That Can Be Achieved:

- Experiments with different word combinations.
- Vocabulary of at least 200 words.
- Understands simple instructions.
- Wants to help during bath time.
- Enjoys games and simple activities.

Children Requirements:

This game can be played by an individual child or in a small group of children.

Materials:

- A plastic doll for each child.
- Shampoo (or) soap.
- A small bucket of water.

What to do:

- Give your child a doll.
- Dip the dolls hair in water and add a small amount of shampoo (or) soap to the dolls hair.
- Help your child lather dolls hair full of soap (or) shampoo.
- Your child can use the soapy mixture to shape dolly's hair into different styles.
- When you have finished, wash the shampoo or soap out of dolls hair and air dry.

Hints & Tips:

- You could also use shaving cream in the dolls hair – this does not require water.
- A great game to play when washing your child's hair in the bath.
- Be sure to watch your child around water!

10. Name of Game: *Pass the Parcel*

Appropriate Age: 2 year +



Categories: Language, Physical, Social and Emotional development. It's a Party game, an Indoor game & a Manipulation game.

Development Milestones That Can Be Achieved:

- Consistently uses six or seven words.
- Begins to learn basic social skills (sharing, turn taking).
- Combines language and gestures to express needs.
- Enjoys songs and nursery rhymes.
- May join in with some sounds and actions.
- Begins to become more independent.

Children Requirements:

This game can be played in a small or large group of children.

Materials:

- Little gift items (balls, cars, miniature dolls, planes, sunglasses).
- Wrapping paper.
- Sticky tape.
- Music.

What to do:

- Before the children arrive, wrap each gift item.
- Place each wrapped gift item into a layer of 5 sheets of paper and then place all gift items into a separate piece of paper, on top of one another (it should resemble a ball).
- Sit the babies in a circle or have each parent sit down with their baby.
- Put on the music and “pass the parcel” around the circle until the music stops.
- When the music stops, whichever baby is holding it, they begin to wrap a layer of wrapping paper off.
- Then begin the music again and repeat the process.
- When a baby tears the layer of wrapping paper and a prize falls out, they get to keep it.

Hints & Tips:

- Try this – get about 10 shoe boxes (or boxes with lids) and in a selected few add a prize inside and place the shoeboxes in the middle of a circle. Play music and pass a balloon around the

circle. When the music stops, the child holding the balloon chooses a shoe box to open to see if there is a prize inside.

- It's a good idea to make sure there is a prize for each child.
- Instead of having toys as prizes, you could use healthy fruit slices, bread sticks etc...

11. Name of Game: Peg Races

Appropriate Age: 2 years +



Categories: Language, Social and Emotional development, Cognitive development, Manipulation Games, Indoor games, Group Games.

Development Milestones That Can Be Achieved:

For a 2 year old child:

- Can manipulate small objects.
- Uses thumb and index finger (pincer grip).
- Names primary colours (see hints and tips).
- Able to express feelings.
- Comprehends simple instructions.
- Responds to direction.
- Parallel play.
- Can be stimulated by events.
- Is responsive to praise.

For a 3 year old child:

- Talks to friends while playing.
- Show or tell use of something.
- Talks about what they have just done.
- Plays easy games.
- Counts 3 or more things.
- Plays with another child.

For a 4 year old child:

- Uses left or right hand preference.
- Asks for help when needed.
- Uses prepositions in speech such as behind, in front etc.
- Listens and comprehends 2 instructions.
- Follows objects with eyes.
- Copes with frustration verbally.
- Plays co-operatively in small groups.

Children Requirements:

This activity is for a pair of children or can be played in small or large groups of children.

Materials:

- 20 pegs (the ones to hang clothes with).
- 2 containers.
- A piece of line / string hung between two chairs.

What to do:

- Put 10 pegs into each of the containers and give it to the child.
- When you say “go”, child has to clip their pegs onto the line.
- They can only use one hand (the other stays behind their back).
- The first child to clip all their pegs onto the line first is the winner!

Hints & Tips:

- If you have lots of children, divide them into two teams. One player puts the pegs on and the next player takes them off.
- You could use coloured pegs, get the same amount for each of the players. You call out which colour they have to clip on the line (great for colour recognition).

12. Name of Game: *Ring a Rosy*

Appropriate Age: 2 year +

Categories: Cognitive, Language, Gross motor, Social and Emotional development. It's a Group game of Music and Movement.



Development Milestones That Can Be Achieved:

- Responds to simple instructions.
- Relates what they are doing with others.
- Observe and imitate adult actions.
- Begins to use adverbs and adjectives (fast, slow).
- Runs forward.
- Jumps with both feet together.
- Able to walk sideways.
- Watches other children playing.
- Enjoying playing games with other children.
- Enjoy group activities such as singing and dancing.

Children Requirements:

This game can be played with a small or large group of children.

Materials:

- A large space (either indoors or outdoors).

What to do:

- All children hold hands and dance around in a circle singing:

Ring A Ring A Rosy

A Pocket Full Of Posies

Ah Tishoo Ah Tishoo

We All Fall Down

- After singing the last line, children all “fall down” onto the ground. While sitting on the ground, continue singing the next verse.

Cow Are In The Meadow

Eating Buttercups

Ah Tishoo Ah Tishoo

We All Jump Up

- As children finish singing the last line of this verse all children “jump up” and hold hands once again, dance around in circle and repeat song.

Hints & Tips:

- This game is a classic and has been around for quite some time. It’s nice to continue the tradition and teach it to your young child.
- When children are holding hands, going around in a circle, singing the song, you can call out clockwise or anti-clockwise in which direction they should be going.
- You can begin singing the song really slow and then build it up to become very fast. At the beginning children will go around the circle very calmly but by the end of it they will be running around the circle. Just be careful, some children do get a little carried away!

13. Name of Game: *Estimation*

Appropriate Age: 4 years +

Categories: Language, Social and Emotional development, Cognitive development, Indoor games, Group games.



Development Milestones That Can Be Achieved:

- Work co-operatively in small groups.
- Uses a variety of words when talking.
- Begin to understand estimation.
- Is able to count in correct order.
- Listens to and understands instructions.

Children Requirements:

This activity is for an individual child or for a small group of children.

Materials:

- Building blocks.
- Large jug of water.
- Measuring cups.
- Egg timer.
- Marbles in a container.

What to do:

- Use the materials above and ask questions to the child/children.
- How many blocks can you build to make a tower before they fall over?
- How many cups of water would you need to fill up the jug?
- How many marbles would you need to fill up a measuring cup?
- How many times do we have to turn the egg timer before you pack away the blocks?
- Will the marbles sink or float in the water?
- After the child/children have estimated write their answers down.
- Work out the solution with the child/children.
- See how close the estimations were.

Hints & Tips:

- You could make a chart with the above questions and write down each child's estimations. Add the results at the end to see who had the most correct estimations.
- You could use other questions than those listed above.

14. Name of Game: *Hickory Dickory Dock*

Appropriate Age: 4 years +

Categories: Cognitive, Social and Emotional development, a game of



Hickory Dickory Dock,
The mouse ran up the clock,
The clock struck one,
The mouse ran down,
Hickory Dickory Dock.

Music and Movement.

Development Milestones That Can Be Achieved:

- Count to at least 5 (many can count to ten).
- Begin to understand rhyming words.
- Developing memory skills.
- Improve sense of rhythm.
- Begin to show an understanding of time.

Children Requirements:

This activity is for an individual child or for a small group of children.

Materials:

- Cardboard.
- Marker.
- Scissors.
- Split pins.

What to do:

- Make a simple clock face out of the cardboard (cut a circle from the cardboard and add numbers around it like a clock).
- From the remaining cardboard make a little hand and a big hand. Attach it to the clock using the split pins.
- Mark the hours on the clock and begin to show child/children important times during the day.
- Sing the Hickory Dickory Dock nursery rhyme with the child/children and let the child/children guess what time it is on the clock.

Hickory Dickory Dock
The mouse ran up the clock
The clock struck one
The mouse ran down
Hickory Dickory Dock
Tick! Tock!

Hints & Tips:

- Children won't begin to tell the time properly until they are older but doing this activity will help their understanding of how time passes.

15. Name of Game: *I SPY*



Appropriate Age: 4 years +

Categories: Language, , Cognitive, Social and Emotional development , Group games.

Development Milestones That Can Be Achieved:

- Identifies and describes objects.
- Begins to listen attentively.
- Starts to observe surrounding areas.
- Able to name shapes and colours.
- Participates in small group activities.

Children Requirements:

This activity is for 2 children or for a small group of children.

Materials:

- At least 2 children.

What to do:

- Say “I spy with my little eye something beginning with? (whatever letter)”.
- Child/children have to look around the room to try and guess.
- If child/children can't guess then give some simple clues, to make it easier.

Hints & Tips:

- Instead of using a letter you can use a colour or shape.
- Another variation is instead of saying “beginning with the the letter d” you can say “something starting with the sound deh (pronunciation of the letter)”.

16. Name of Game: *Hit them*



Appropriate Age: 4 year +



Categories: Physical development, Social and Emotional development, Cognitive development, Group games, Outdoor games, Party games.

Development Milestones That Can Be Achieved:

- Throwing a ball with control.
- Hand/eye co-ordination.
- Identify and recognize numbers.
- Counting practice.
- Sharing and taking turns.
- Playing co-operatively with others.
- Listens to and understands instructions.
- Counts to at least 10.

Children Requirements:

This activity is for an individual child or can be played in small/large group of children.

Materials:

- 6 tins with lids.
- Paint or collage materials for decorating.
- Sand or dirt.
- Balls / beanbags
- Tape.

What to do:

- Put some sand or dirt in the tins so they don't topple over too easily and replace the lids and tape closed.
- Paint / decorate the tins with the children.
- Show them how to arrange the tins in a pyramid.
- Throw the bean bags and count how many they knock down.

Hints & Tips:

- Children could keep count which could give them good counting practice.
- If playing with a large group of children, gather more tins, split the teams in two.
- Teams should keep count of how many they have knocked down.
- Team with the highest score wins.
- Instead of writing numbers on the tins, you could paint them a specific colour or draw a shape on each tin. The children have to try and be the first to knock down a colour or a shape that you say.

17. Name of Game: *Hide and Seek*

Appropriate Age: 4 year +

Categories: Physical, Cognitive, Language, Social and Emotional development, , Outdoor games, Party games.



Development Milestones That Can Be Achieved:

- Can count.
- Understands that events have a cause and effect relationship.
- Carry out between two and three instructions.
- Compares abilities of selves with others.
- Start developing friendships.
- Enjoys playing with other children.
- Walks forwards and backwards.
- Runs with co-ordination.



Children Requirements:

This game can be played in a small or large group of children.

Materials:

- No Materials required.

What to do:

- One child is chosen to be the “Thief” and then goes to hide.
- The rest of the players close their eyes and count to 100 (or) 50. Then they all go and look for the “Thief”.
- As each player finds the “Thief”, they must squeeze into the same hiding place.
- Finally, everyone is there – squeezed in like a bunch of thieves.
- The person who found the thief first, becomes the next “thief.”

Hints & Tips:

- Don't forget to remind the children before they start to keep as quiet as possible while they are hiding.
- If playing in the night time, give each child a torch which they can use to search for the “Sardine”.
- When playing with a large group of children, split them up into pairs or teams.

18. Name of Game: *Who Stole the Cookie?*

Appropriate Age: 4 year +

Categories: Language, Cognitive, Social and Emotional development, Indoor / Party / Family game of Music and Movement.



Development Milestones That Can Be Achieved:

- Identifies own names.
- Recognizes some letters of the alphabet.
- Pays attention for longer period of time.
- Can follow between 2 – 3 instructions at a time.
- Recognizes own name in print.
- Co-operates easily with others.
- Able to understand and follow rules.

Children Requirements:

This game can be played in a small or large group of children.

Materials:

- A small jar/bucket (see hints and tips).
- A4 piece of paper (see hints and tips).
- A pen (see hints and tips).

What to do:

- Sit the children in a circle so everyone can see each other. Start the rhythm of the game by doing one clap of hands and then a knee tap. You can start like this:

CLAP TAP CLAP TAP

- When the children are all following the rhythm, teach them this following chant:

WHO STOLE THE COOKIE FROM THE COOKIE JAR?

TOM STOLE THE COOKIE FROM THE COOKIE JAR (*select a child's name from the group*).

WHO ME? (*the child selected says*).

YES YOU! (*the group responds with*).

IT COULDN'T BE! (*the child selected says*).

THEN WHO? (*the group responds with*).
ANDREW (*the child selects another player*).

- The game continues:

WHO STOLE THE COOKIE FROM THE COOKIE JAR?
ANDREW STOLE THE COOKIE FROM THE COOKIE JAR...

Hints & Tips:

- Get a “cookie jar” and put it in the centre of the circle. Inside the cookie jar, write the names of all the children whom are playing this game, on separate pieces of paper. The child who begins has to pull a name out of the cookie jar, try to recognize the name and then tell the group whose name was selected from the jar, before continuing the chant. Each child should have a turn at selecting a child’s name from the cookie jar and try to recognize their friends name.
- Another alternative, instead of writing each child’s name and putting it in the “cookie jar”, just write the first letter of the children’s names on separate pieces of paper. When a child pulls out the paper, they have to guess by the first letter written, which child has stolen a cookie.

19. Name of Game: *I Went to the Park*

Appropriate Age: 5 year +

Categories: Language, Cognitive, Social and Emotional development, it’s a Family game.



Development Milestones That Can Be Achieved:

- Re-tell a story.
- Names familiar objects/animals.
- Pays attention for longer period of time.
- Enjoys telling stories.
- Easily understood while talking.
- Understands order and process.
- Knows what common objects are used for.
- Comprehends fantasy from reality.
- Able to understand and follow rules.

Children Requirements:

This game can be played in a small or large group of children.

Materials:

- No materials needed.

What to do:

- Sit the children in a circle. The first child begins the game by saying an activity that they could do at the park -

“I WENT TO THE PARK AND I CLIMBED A TREE.”

- The next child thinks of an activity that they would do at the park, then repeats the previous child’s activity -

“I WENT TO THE PARK, I PLAYED FOOTBALL AND I CLIMBED A TREE.”

- The third child continues –

“I WENT TO THE PARK, FED THE BIRDS, I PLAYED FOOTBALL AND I CLIMBED A TREE.”

- The game continues around the circle with each child trying to remember all the activities, which have been mentioned.

Hints & Tips:

- Instead of “I went to the park”, you could change the theme. For example, “I went to the zoo”, “I went to the beach”, “I went to the circus”. Each time the theme changes, the children have to think of various activities or things they would see, corresponding to that particular theme.

20. Name of Game: Sack Races

Appropriate Age: 5 year +

Categories: Physical, Social and Emotional development, Group Outdoor / Party game.



Development Milestones That Can Be Achieved:

Co-ordination.

Balance.

Strength.

Speed.

Compare physical abilities with others.
Understands and follows rules.
Co-operates easily with others.

Children Requirements:

This activity is for an individual child or can be played in small/large group of children.

Materials:

- Sacks -available from fruit shops
- Old pillow cases can be used.
- Masking tape.

What to do:

- Make starting and finishing lines (you could do this by adding masking tape on the grass/surface).
- The players each have a sack / pillow. They get into it feet first and line up.
- The aim of the game is to jump, holding onto the sides of the sack / pillow up to the finishing line.

Hints & Tips:

- If playing with a large number of children, this can be done in relay races.
- Make sure that this game isn't played on a slippery surface. Best played on the grass.
- To make it more challenging, add a track that the children have to follow to get to the finishing line.



NOTE:

Here are few adaptations that one can make while handling Special needs children:

1. For children with Hearing Impairment, almost all of these games can be played but in auditory mode of games visual cues have to be provided.
2. For MR children depending on their cognitive abilities the instructions and mode of playing games can be simplified.
3. Autistic children can be given more of sensory development games in a group. Still a lot of things can be thought in this direction. Teachers can add on some more creative ideas into this small and first step.