



# Welcome

Rogers treats children, adolescents and adults with:

- OCD and anxiety disorders
- Depression and mood disorders
- Eating disorders
- Posttraumatic Stress Disorder
- Addiction



**800-767-4411**  
[rogershospital.org](http://rogershospital.org)



# Cooperative Games That Teach

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WSCA

# Learning Objectives

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At the end of the presentation, participants will be able to:

1. Identify skill deficits and develop strategies to improve social skills while address learning resistance and conflict management.
2. Build skills through practice.
3. Teach children to self-manage behaviors and transfer the skills into different situations through the support of teachers.

# Objectives

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Are we going to the same place?

- Interactive
    1. PEEP
    2. Challenge Myself
    3. Learn to do what is hard for me
  - Using games as a teaching tool makes learning fun but it takes practice to have goals accomplished
  - Reflection
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# Activities

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Don't worry –

You will get a copy of all the activities at the end of the session.

If I give them to you now – you will have the “answers” to the activities before we do them

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# Potential Supplies

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- Parachute (sheets work well too)
- Soda bottle (any size will do)
- Tape (masking tape is best because it has the easiest clean up)
- Raccoon Circle (rope works well too)
- Two colored bandanas (or other designation)
- Collapsible tent pole (or similar object) – will need at least two
- Object to use to step on (bandanas work)
- Paper (regular size)
- Scissors
- Solution Folder (never know when you will forget)

# Choosing the Right Activity

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It is the facilitators responsibility to call a “time out” to discuss or even discontinue an activity if it becomes emotionally or physically unsafe at any point!!

1. Know your group
  2. Know yourself
  3. Know your goals
  4. Know the activity
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# 1. Know your group

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- How well do they know each other?
  - What different people are in the group?
  - What issues does this group have?
  - What roles do the individuals play?
  - What topics or issues do you want to avoid?
  - What stage of group development are they in?
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## 2. Know Yourself

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- What is my ability level?
- What is my comfort level with the group, the activity, and the issues that may come up?
- Will I be prepared to handle problems – emotional and physical?

# 3. Know Your Goals

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- What issues do you want to bring out?
  - What outcomes do you hope to see?
  - Are your goals for the group different from their goals for themselves?
  - Is this the right time to try to achieve this goal or address this issues?
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## 4. Know the Activity

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- Can you clearly explain the activity?
  - Is it appropriate to this group given all you know about them?
  - Is this activity emotionally safe for this group?
  - Is the physical space you will be using physically safe for this activity?
  - Have you thought about and are you prepared for the possible outcomes and issues?
  - Will this activity achieve the goal you are pursuing?
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# Skill Building

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- Cooperation
- Communication
- Friendship

# Activity Leadership and Paths

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- Add creative twists
  - Praise the positive behavior
  - Support and help them grow
  - Manage the undesirable in a positive way
  - Provide extra support to those who need it
  - Keep everyone safe: physically and emotionally
  - Participate and be present – assess your own flexibility, adaptability, and fun
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# No Prop Games

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- Weird Walking
- Whoosh Ball!!
- Hog Call
- Lap Sit
- Would you rather?
- What if?
- Clusters
- Elbow Tag
- Giants, Trolls, elves

# Few Prop Games

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- Inside Out
  - Blind Square
  - Car Keys
  - Feelings Baseball (or frogs)
  - Crossover
  - Books – “I Can Do It”
  - Helium Stick
  - No Way!!! (depends on the age of the child)
  - Pencils / Noodles
  - Product – Ability
  - Question Ball
  - Traffic Jam
  - Chocolate River
  - Balloon Build –Team Creature
  - Culture Shock
  - Toothpaste
  - Support Circle
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# Creative Twists

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What games do you want to talk about?

How can we adapt your favorite game to your population/age?



# Thank you

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