



## Leisure Game Skills

**Objective:** To teach students to participate in leisure skills including beanbag toss, using indoor putting green, playing checkers, Jenga™, UNO™, using a Walkman, and playing croquet.

### Setting and Materials:

**Settings:** school, home, and/or community settings

**Materials:**

1. Checkers board game set
2. Two plastic containers (to hold partner's jumped checkers)
3. Jenga™ game
4. Indoor 7.3 m putting green
5. Two golf clubs
6. Eight solid colored beanbags (blue, yellow, green, red)
7. Teacher made laminated cardboard beanbag board with matching colored beanbag colors
8. Deck on UNO™ cards
9. Croquet set
10. Mp3 player

### Content Taught

<p style="text-align: center;"><b>Beanbag Toss</b></p> <ol style="list-style-type: none"> <li>1. Help take out game</li> <li>2. Position target with partner</li> <li>3. Choose first turn</li> <li>4. Pick up a beanbag</li> <li>5. Drop beanbag on matching color square</li> <li>6. Wait for partner to take turn</li> <li>7. Respond to partner's play</li> <li>8. Take next turn, repeating Step #4</li> <li>9. Shake hands with winner</li> <li>10. Help put game away</li> </ol>	<p style="text-align: center;"><b>Using Indoor Putting Green</b></p> <ol style="list-style-type: none"> <li>1. Help take out and set up equipment</li> <li>2. Choose first turn</li> <li>3. Place ball on green</li> <li>4. Grasp club</li> <li>5. Approach ball</li> <li>6. Hit ball toward hole</li> <li>7. Wait for partner to take turn</li> <li>8. Return to Step #5</li> <li>9. Shake hands with winner</li> <li>10. Help put equipment away</li> </ol>
<p style="text-align: center;"><b>Playing Checkers</b></p> <ol style="list-style-type: none"> <li>1. Take out game</li> <li>2. Set up board</li> <li>3. Choose color (cup of checkers)</li> <li>4. Set up minimum of 4 checkers on</li> </ol>	<p style="text-align: center;"><b>Playing Jenga™</b></p> <ol style="list-style-type: none"> <li>1. Take out game</li> <li>2. Open box</li> <li>3. Set up block tower</li> <li>4. Choose first turn</li> </ol>

<p>squares</p> <ol style="list-style-type: none"> <li>5. Choose first turn</li> <li>6. Move checker diagonally forward</li> <li>7. Wait for partner to take turn</li> <li>8. When possible, jump partner's checker</li> <li>9. Put jumped checker in cup</li> <li>10. Shake hands with winner when all of one partner's checkers are gone.</li> </ol>	<ol style="list-style-type: none"> <li>5. Pull out a block</li> <li>6. Place block on top of tower in appropriate direction</li> <li>7. Take turns pulling out blocks</li> <li>8. When tower falls, go back to Step #3 or proceed to Step #10</li> <li>9. Shake hands with winner</li> <li>10. When finished, put the game away</li> </ol>
<p style="text-align: center;"><b>Playing UNO™</b></p> <ol style="list-style-type: none"> <li>1. Take out game</li> <li>2. Turn dealt cards face up</li> <li>3. Choose first turn</li> <li>4. Put down a card of same number or color, or</li> <li>5. Draw one card if you don't have same</li> <li>6. Let other player(s) take turns</li> <li>7. Respond to partner's play</li> <li>8. Return to Step #4</li> <li>9. Shake hands with winner</li> <li>10. Put game away</li> </ol>	<p style="text-align: center;"><b>Using an Mp3 Player</b></p> <ol style="list-style-type: none"> <li>1. Hold the Mp3 player and place headphones on head</li> <li>2. Turn on Mp3 player</li> <li>3. Select desired song</li> <li>4. Locate and push "PLAY" button</li> <li>5. Adjust volume and listen</li> <li>6. Push "STOP" button when finished listening</li> <li>7. Turn off Mp3 player</li> <li>8. Take off headset and put Mp3 player away</li> </ol>
<p style="text-align: center;"><b>Playing Croquet</b></p> <ol style="list-style-type: none"> <li>1. Help take out equipment</li> <li>2. Help set up equipment</li> <li>3. Select a mallet</li> <li>4. Select a ball</li> <li>5. Choose first turn</li> <li>6. Place ball on floor</li> <li>7. Hit ball toward/through next gate</li> <li>8. Wait for partner to take turn</li> <li>9. Shake hands with winner</li> <li>10. Help put equipment away</li> </ol>	

### Teaching Procedures

1. Begin with an anticipatory set (i.e. "We had so much fun playing...yesterday!")
2. Give an attentional cue that requires a response from the student (i.e. "Student name, show me the checker box, or beanbag," etc).
3. Give the student the leisure task request indicated above and allow them to complete each step of the task analysis.
4. If the student gives an incorrect response within 4 seconds, interrupt the response, deliver the controlling prompt, and record the response from the student as a non-wait error.
5. Provide descriptive verbal praise for steps completed correctly.

6. Ignore incorrect responses or no responses.
7. If necessary in the sequence, you can complete the incorrect step out of the student's line of vision and then encourage them to continue with the leisure activity.
8. If the student does not respond to the task request given within 0-4 seconds, then record "no-response" for that step in the task analysis and give the next prompt.

### Evaluation

Record the number of steps in the task analysis that are completed correctly (within 0-4 seconds after the prompt given).

#### Lesson Plan Based on:

*Wall, M.E., Gast, D.L., & Royston, P.A. (1999). Leisure skills instruction for adolescents with severe or profound developmental disabilities. Journal of Developmental and Physical Disabilities, 11,193-219.*

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