

# Social Skills – Running Game

Hume Valley School Speech Language Pathology Department

## TARGET VOCABULARY:

**Verbs:** feel, push, run, help, ask, wait, tell, pack up

**Adjectives:** feelings – angry, sad, happy, scared, worried

**Concepts:** social skills

## HOW TO PLAY:

- You will need a space with room to run. This can be inside or outside.
- Stick the 'yes' card on one side of the room, and the 'no' card on the other side.
- Read the social situation on the page below. Your child will run to 'yes' or 'no' to show if they think the situation is okay (yes) or not okay (no).
- When your child makes a decision ask them why they have chosen this one.
- If your child isn't sure or needs help you can ask them some extra questions or give them clues to help them understand.

## WHEN PLAYING WITH THE CARDS USE SENTENCES LIKE THESE:

- "That's right! Helping your dad is a good choice"
- "Why is not okay to hurt people?"
- "What could you do instead?"
- "I think it is okay to ask your friend if they are okay."
- "I like it when my friends are nice to me."
- "How do you feel when someone gets angry with you?"
- "I like how you are doing great listening."

## NOTE:

- You can make up your own situations for your child to listen to



**YES**



**NO**

## Situation example- read the situation then ask your child "is this okay or not okay?"

1.	Someone takes your ball. You get angry and hit them.
2.	You help your dad with the shopping.
3.	Your mum is on the phone and you want to talk to her. You wait until she is finished.
4.	Your dad has asked you to do your schoolwork. You throw your work in the bin.
5.	You see your friend is sad and you ask them if they are okay.
6.	Your teacher asks you to help. You say no.
7.	You are feeling angry. You ask to take a break.
8.	Your brother/sister takes your toy. You tell your parents.
9.	You pack up your toys after you finish playing with them.
10.	You see someone playing with a toy you want. You take it away from them.