

Skills To Practice In The Twister Game Activity

Communication

- make choices between colours which the individual has to place an arm for foot on (using either a picture board or coloured paper choices)
- make choices between part of the body to be placed on various colours (using either picture board or picture choices)
- use the voice output device (e.g., Step-by-Step Communicator) to provide comments and questions, if using a spinner.

Fine Motor & Participation

- use a switch to run an adapted fan spinner with an AbleNet Powerlink, or use a battery interrupter with a small battery operated fan
- assist the student with set up and putting the materials back into the kit bag, to practice functional hand skills

Gross Motor Participation

- engage in the activity while standing in a standing frame to stretch legs
- where possible, have the student move to pick up the kit and bring it to a table (mobility in wheelchair)

Vision

- where appropriate, have the student work on vision skills as outlined by your vision teacher using the spinner and/or any pictures (eye contact, tracking, etc.)