



Step-by-Step™
GamePlay



All-Turn-It®
Spinner



SoundingBoard™

Game	Devices	How to Use	Creating Levels
<p>Sorry!®</p>	<p>Step-by-Step GamePlay & SoundingBoard</p>	<p>Use SoundingBoard to choose a game & which color student wants to be.</p> <p>Use GamePlay to simulate cards.</p>	<p>Use less pieces for easier/shorter game.</p> <p>Level 1: Record only simple cards “move forward 3 spaces” & GamePlay will cycle through messages at random.</p> <p>Level 2: Record all of the cards in a deck* (five 1’s, four 2’s...) & GamePlay will cycle through at random, but won’t repeat already played messages.</p>
<p>Chutes & Ladders ®</p>	<p>All-Turn-It Spinner & SoundingBoard</p>	<p>Use SoundingBoard to choose a game & which piece student wants to be.</p> <p>Use All-Turn-It Spinner to simulate dice.</p>	<p>No levels</p>
<p>Guess Who?®</p>	<p>Step-by-Step GamePlay & SoundingBoard</p>	<p>Use SoundingBoard to choose a game.</p> <p>Use GamePlay to ask questions.</p>	<p>Record questions on GamePlay using desired level (2 or 3)</p> <p>Level 2: GamePlay will randomly cycle through questions & won’t repeat.</p> <p>Level 3: Student can select desired question by interrupting.</p>
<p>Candy Land®</p>	<p>Step-by-Step GamePlay, All-Turn-It Spinner, & SoundingBoard</p>	<p>Use SoundingBoard to choose a game & which piece student wants to be.</p> <p>Use All-Turn-It Spinner to simulate cards.</p> <p>Use GamePlay to simulate cards.</p>	<p>Level 1: Use All-Turn-It Spinner with only ‘color’ cards, no ‘special’ cards.</p> <p>Level 2: Use GamePlay on Level 2, same as Sorry, to record multiple messages of ‘color’ cards & only one of ‘special’ cards*</p>



*If deck of cards is too long to fit on GamePlay (or for easier recording) cut deck into two or three parts & GamePlay will continue to cycle through (Level 2).