

# **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 the 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 run fan
- assist the student with set up and putting away 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.)