



What Do You Say... What Do You Do...™ At School? A Social Skills Game!

Grades K-8
2-6 Players

Created by Nancy Crist and Rose Sheedy

Introduction

What Do You Say... What Do You Do...™ At School? is an engaging and entertaining board game for teaching and reinforcing important social skills that students need to have as they interact with their peers, teachers, and parents. The social questions are ideal for improving reasoning, inferencing, pragmatic, narrative, and conversational skills. Challenge your students as they tour the school, collect tokens, and deal with everyday social skill situations.

Contents

- A colorful, foldable 18" x 18" *Game Board*
- 144 laminated cardboard *School Tokens* (24 of each color)
- 390 color-coded *School Situation Cards* (65 cards per school area)
- 6 laminated cardboard *School Characters*
- 6 *Token Strips*
- A six-color *Die*

Object of the Game

To be the first player to collect all six different colored tokens by answering the social situation questions.

Getting Ready to Play

1. Separate all of the *School Situation Cards* into individual decks by school area (*Around School, Classroom, Lunchroom, Playground, Related Arts, School Offices*). Shuffle each deck, and place in separate piles facedown near the players.
2. Place the *Game Board* on a table or the floor.
3. Place four or more matching colored *School Tokens* on each of the colored school areas on the *Game Board* (purple tokens on the *Classroom*, red tokens on the *Lunchroom*, etc.).
4. Have the players choose a *School Character* and give them each a *Token Strip*.

How to Play

1. Player One rolls the colored die and draws a card from the pile that matches the color on the die. Player One/Teacher reads the name of the school area/room at the top of the card. Player One places his/her *School Character* in that area/room.

Please note: If players roll purple (*Classroom*) or green (*Playground*), they may go to the *Classroom* or *Playground* area of their choice.

2. Player One/Teacher reads the question on the card and Player One answers. If Player One answers the question appropriately, he/she takes a token from that area and places it on the matching color of his/her *Token Strip*. If Player One answers inappropriately, he/she does not receive a token and play continues in turn.

Players only need to collect one token from each area. If players roll the same color more than once, they should pick a matching color card, go to the correct area, and answer the question (but not receive a duplicate color token).

3. **Hall Pass Cards** - When a player draws a Hall Pass Card, if he/she answers the question correctly, he/she can collect a token of his/her choice.
4. The first player to collect all six different colored tokens wins. (If time runs out before any player collects all six colors, the player with the most different colored tokens wins.)

Game Options

Collect the Most Tokens - Do not use the *Token Strips*. Each time a player gives an appropriate answer, he/she receives a token that matches the color of the area/room. The player with the most tokens wins!

Cards, Cards, Cards - For a quick game or to focus attention, play using just the cards and tokens (without the *Game Board* and *Token Strips*). The player with the most tokens wins!

School Zone - To target social skills in a specific area of the school, just use one set of colored cards and the matching tokens (without the *Game Board* and *Token Strips*).

