What Do You Say... What Do You Do...™ in the Community?
A Social Skills Game!
Created by Nancy Crist & Rose Sheedy

Introduction

What Do You Say... What Do You Do...™ in the Community? is an engaging and entertaining board game for teaching and reinforcing important social skills that children need as they interact with their peers, family members, and community helpers. The social questions help improve reasoning, inferencing, pragmatic, narrative, and conversational skills. Challenge your students as they move in and around the community, collect tokens, and deal with everyday social situations.

Contents

- Colorful, foldable, 18″ x 18″ *Game Board*
- 390 color-coded *Community Situation Cards* (65 cards per Community area)
- 6 laminated cardboard *Community Characters*
- 144 laminated cardboard *Community Tokens* (24 of each color)
- 6 *Token Strips*
- Six-color *Die*

Object of the Game

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

Getting Ready to Play

1. Separate all of the *Community Situation Cards* into individual decks by community area (*Business/Government, Places to Eat, All Around, Medical, Outside,* and *Stores*). Shuffle each deck, and place in separate piles facedown near the players.

2. Place the *Community Game Board* on a table or the floor.

3. Place four or more matching colored *Community Tokens* on each of the colored community areas on the *Community Game Board* (green tokens on *Outside*, orange tokens on *Stores*, etc.).

4. Have each student choose a *Community Character* and give each a *Token Strip*.
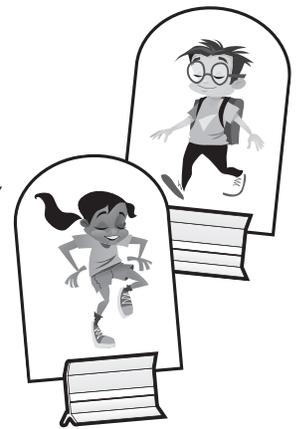
How to Play

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

2. Player One/Teacher reads the question on the card and Player One answers. If Player One answers the question appropriately, player takes a token from that *Area* and places it on the matching color of player's *Token Strip*. If Player One answers inappropriately, player does not receive a token.

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

3. **Good Behavior Cards** - Each *Community Area* has six (6) *Good Behavior Cards*. If a player answers a *Good Behavior Card* appropriately, player may take an extra turn and go to any color area, and draw a card. If player answers the question appropriately, player receives a token for that *Area* as well.

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, player receives a token that matches the color of the *Area*. 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!

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