

This week at the Center:

Groups focused on commercially available games. This might sound familiar because every 9th week is games week! One member asked "Is this really therapy?" My answer...YES! All games require language (reading, writing, listening or talking). Many require you to use numbers, logic, planning, and memory. Lastly, you could have to keep track of turns, rules, markers and points. Another reason for games week is that we hope that families try out a game over break. It's a FUN way for families to spend time together and depending on the game is selected; the person with aphasia may be on very even footing.

What's right for you?

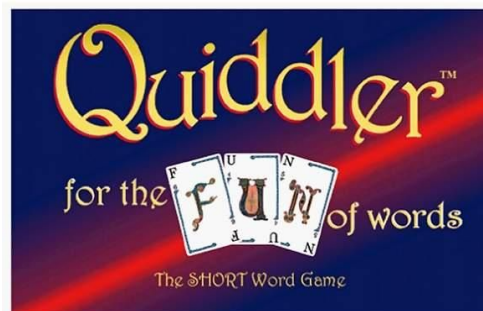
Finding a language task that is at the right difficulty level and is interesting is the key! Don't get bogged down in where the tasks you pick falls in the task order of complexity. You want practice that is engaging AND at a level that you get a language workout but not so frustrating that you give up! The Intersection is available to everyone at the Center so it covers a wide range of abilities. Pick what works for you today!!

A word about the name:

The Intersection is where home meets the Center. So many wonder what happens behind closed doors or how do I help at home or are lost as to where to even begin. Check out the Intersection for ways to keep using your language at home and keep moving on your road to recovery.

Favorite Games:

1. Quiddler



1. This game is played in rounds. It starts off with 3 letter words, then 4 letter words....up to 8 letter words.
2. Players can make two 3 letter words or one 4 letter word and a two letter word to use all 6 cards.
3. To make it harder, keep score and use the bonus points. To make it easier, ignore the points.
4. One word of caution....the graphics in the middle of the card are awful. I just ignore them and encourage everyone to look at the printed letter in the corner.

2. Pickles to Penguins



5. This is a game of association. Players verbalize the connection between the pictures. For example, they are both animals.

Member Portal:

This is available on our website in the **Member Portal**.

Password: survivor

Supported Conversation:

We all need help! Many members at the Center benefit from their conversational partner giving them some help. This means always encourage use of gestures, or use of a communication book, have paper nearby for writing or drawing, and give choices. When you don't understand, say so!

Questions or suggestions:

This is a work in progress! Email me (Melissa) with questions or concerns. I am happy to help!

msr@strokecomebackcenter.org

6. I suggest relaxing the rules on this game. Allow players to make any association such as color, starts with the same first letter, function etc.
7. You could also play with no words at all. Each player plays a card and the other players vote with thumbs up /down if they will allow.
8. This game has great pictures! Change the game and play it like charades where each player has to gesture the picture or sort through the cards and play Pictionary where each player has to draw what's on the card or play like Taboo where you describe what's on the card, but can't say the word.
9. Lastly, use it to practice naming or spelling. Cover the words at the bottom and only show one letter at a time as needed or use them as a model and copy or read aloud!

3. Left, Right or Center



1. This game requires no speech!
2. We play with pennies instead of chips. Practice counting, and the concepts of right, left or center. This can be played with 2 people, but a bigger group makes it more fun.
3. I play by the rules and only start with 3 pennies each, but you could use more but each round goes faster with fewer pennies. You can practice saying "One to the right" or "Right" or nothing at all and just move the pennies.
4. The winner can count the pot and see how much they won! Change your pennies in for silver!