

## This week at the Center:

Groups focused on commercially available games. This might sound familiar because every 9<sup>th</sup> 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. Rummikub



1. This game is like rummy but with tiles. No speech is required, but it will work your thinking, visual scanning, organizing, sequencing and planning skills.
2. For 2-4 players but better with more players.
3. To make it easier, don't worry about melding with 30 points on your first hand. To make it harder, play by the rules.
4. You can find videos on YouTube to help you learn how to play!

### 2. Hedbanz



5. This game comes in multiple versions. I like the kids' version because it has pictures so participants do not have to read.
6. The goal of this game is to get the person with the card on their head to guess the picture / word.
7. This game can be played using gestures, single words, phrases and sentences.

### 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!

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### 3. Scrabble Slam



1. This game requires no speech, but you can practice your talking by reading each word aloud and you definitely work on spelling.
2. Start with a four letter word and on each turn, one letter of the word is changed to make a new word. Make, Take, Tame, Time, Dime.....
3. To make it easier, just deal out 5 cards to start with and replace a card every time each player plays until all cards are dealt out. Play in organized rounds, not in a speed fashion. To encourage independence, if someone is having trouble, hold up the card in the word and SEE if it looks right. Don't forget, each card has 2 options. We typically don't use the blanks, but feel free to deal out all the cards and use the blanks to make it harder.