**RESOURCES FOR GAMES AND ACTIVITIES:**

* FACIAL EXPRESSIONS
  + Do 2 Learn: <https://www.do2learn.com/>
  + Autism Games: <http://www.autismgames.com.au/game_memotion.html>
  + Let’s Face It Games: <http://web.uvic.ca/~letsface/letsfaceit/?q=activities>
  + Facial Expressions for Kids: <https://www.parentingscience.com/facial-expressions-for-kids.html>
  + Board Game: Guess Who? and Faces
    - Have students only ask questions about the facial expression
  + For additional information on teaching facial expressions using the TSM see:
    - Lierheimer, K., & Stichter, J. (2011). Teaching facial expressions of emotion.*Beyond Behavior, 21*(1), 20-27. Retrieved from <http://proxy.mul.missouri.edu/login?url=https://search.proquest.com/docview/1037907270?accountid=14576>
* SHARING IDEAS
  + Edutopia: <https://www.edutopia.org/discussion/12-fun-speaking-games-language-learners>
  + The Center for Teaching & Learning: [http://www.humber.ca/centreforteachingandlearning/instructional-strategies/teaching-methods/classroom-strategies-designing-instruction/activities-and-games.html#ScrollHere](http://www.humber.ca/centreforteachingandlearning/instructional-strategies/teaching-methods/classroom-strategies-designing-instruction/activities-and-games.html)
  + Games: Heads Up, Headbands, Taboo, Catch Phrase, etc.
  + These games are naturally setup that there has to be one speaker and one listener
* CONVERSATION
  + The Center for Teaching & Learning: [http://www.humber.ca/centreforteachingandlearning/instructional-strategies/teaching-methods/classroom-strategies-designing-instruction/activities-and-games.html#ScrollHere](http://www.humber.ca/centreforteachingandlearning/instructional-strategies/teaching-methods/classroom-strategies-designing-instruction/activities-and-games.html)
  + Can use peer models
  + Busy Teacher: <http://busyteacher.org/14077-improve-conversational-skills-5-best-ways.html>
  + Games: Jenga, Connect 4, Checkers, Kerplunk, etc.
  + Have students take a turn in the conversation while taking their turn in the game
* FEELINGS AND EMOTIONS
  + Do2Learn: <http://do2learn.com/activities/SocialSkills/EmotionAndScenarioCards/EmotionAndScenarioCards.html>
  + Inside Out Mixed Emotions Improv: <http://bkfkeducation.com/wp-content/uploads/2015/08/Mixed-Emotions-Improv.pdf>
  + Games: Pie Face, Wet Head, Kerplunk, Operation, Heads Up, Sorry, etc.
  + Have students play a game that naturally causes changes in emotion so students need to use self-control strategies
* PROBLEM SOLVING
  + Wrike Problem Solving Activities: <https://www.wrike.com/blog/top-15-problem-solving-activities-team-master/>
  + Icebreaker Ideas: <https://icebreakerideas.com/problem-solving-activities/>
  + Room 241 Problem Solving Activies: <https://education.cu-portland.edu/blog/classroom-resources/5-problem-solving-activities-for-the-classroom/>
  + Games: Clue, Ticket to Ride, Monopoly, Cashflow, Would You Rather etc.
  + For additional information on teaching problem solving see:
    - O'Connor, K. V., & Stichter, J. P. (2011). Using problem-solving frameworks to address challenging behavior of students with high-functioning autism and/or asperger syndrome.*Beyond Behavior, 20*(1), 11-17. Retrieved from http://proxy.mul.missouri.edu/login?url=https://search.proquest.com/docview/964189182?accountid=14576

The Autism Speaks website offers several autism specific apps and technology. There list is searchable based on the skill you want to work on. See: <https://www.autismspeaks.org/autism-apps>