

DO YOU LIKE - GAME RULES

Purpose

This game encourages players to think about the other players. Specifically about what other players would like to do, not like to do, or have tried. This ***perspective taking*** is also known as ***Theory of Mind (TOM)***. Understanding that other people have their own thoughts and desires is a very important social language skill for children to develop. In addition to targeting perspective taking, this game also includes opportunities to ask personal questions and store information about others in your memory. And finally, it encourages children to reflect on their own preferences and interests.

Instructions

- 2-4 players.
- Supply your own game pieces to move on the board. One piece per player.
- All players begin on their own *START* space.
- Players will be asking questions to the player on their left. Players may only answer questions with one of the five options written in the spaces: “I can’t stand that”, “I don’t like that”, “I don’t mind that”, “I like that”, “I love that”.
- Youngest player goes first.
- The player (Asker) comes up with a question to ask the player to his left. He is trying to think of a question that the other player will answer, “I can’t stand that”. If he succeeds, then he moves his piece to the next space *CAN’T STAND*. If the player to his left answered anything else, then the Asker stays on the *START* space.
- Players must answer all questions honestly. Once a player has provided an answer, he must offer the exact same answer if asked that question again.
- Play moves clockwise. The next Asker repeats what the previous Asker had done, trying to come up with a question that the player to his left will answer “I can’t stand that”.
- Each player takes one turn, regardless of success obtaining the answer they were seeking. Play continues to move clockwise.
- Once a player moves his piece to a new space, his next question is designed to elicit the answer in the next space going up the board. This pattern continues until the player reaches the *LOVE* space.
- On any turn when the Asker does not receive the response he was seeking, he moves his piece back to the *START* space. Players may repeat questions already asked on their next attempt up the board. This requires Askers to *remember* the answers received to their questions on earlier turns.
- The first player to reach the *LOVE* space wins the game.

LOVE

LIKE

DON'T MIND

DON'T LIKE

CAN'T STAND

START

LOVE

LIKE

DON'T MIND

DON'T LIKE

CAN'T STAND

START

LOVE

LIKE

DON'T MIND

DON'T LIKE

CAN'T STAND

START

LOVE

LIKE

DON'T MIND

DON'T LIKE

CAN'T STAND

START

WOULD YOU EVER - GAME RULES

Purpose

This game encourages players to think about the other players. Specifically about what other players would like to do, not like to do, or have tried. This ***perspective taking*** is also known as ***Theory of Mind (TOM)***. Understanding that other people have their own thoughts and desires is a very important social language skill for children to develop. In addition to targeting perspective taking, this game also includes opportunities to ask personal questions and store information about others in your memory. And finally, it encourages children to reflect on their own preferences and interests.

Instructions

- 2-4 players.
- Supply your own game pieces to move on the board. One piece per player
- All players begin on their own *START* space.
- Players will be asking questions to the player on their left. Players may only answer questions with one of the five options in the spaces: “I would never do that”, “I probably would not do that”, “I would try that”, “I have tried that”, “I love / would love to do that”.
- Youngest player goes first.
- The player (Asker) comes up with a question to ask the player to his left. He is trying to think of a question that the other player will answer, “I would never do that”. If he succeeds, then he moves his piece to the next space *WOULD NEVER*. If the player to his left answered anything else, then the Asker stays on the *START* space.
- Players must answer all questions honestly. Once a player has provided an answer, he must offer the exact same answer if asked that question again.
- Play moves clockwise. The next Asker repeats what the previous Asker had done, trying to come up with a question that the player to his left will answer “I would never do that”.
- Each player takes one turn, regardless of their success obtaining the answer they were seeking. Play continues to move clockwise.
- Once a player moves his piece to a new space, his next question is designed to elicit the answer in the next space up the board. This pattern continues until the player reaches the *LOVE* space.
- On any turn when the Asker does not receive the response he was seeking, he moves his piece back to the *START* space. Players may repeat questions already asked on their next attempt up the board. This requires Askers to *remember* the answers received to their questions on earlier turns.
- The first player to reach the *LOVE* space wins the game.

LOVE

HAVE TRIED

WOULD TRY

PROBABLY NOT

WOULD NEVER

START

LOVE

HAVE TRIED

WOULD TRY

PROBABLY NOT

WOULD NEVER

START

LOVE

HAVE TRIED

WOULD TRY

PROBABLY NOT

WOULD NEVER

START

LOVE

HAVE TRIED

WOULD TRY

PROBABLY NOT

WOULD NEVER

START