

Creating a Simulation for Handicapped Children The Playing Card Game to Teach Numbers

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This is a timed activity. It is important that you stay within the allotted time.

You and the other members of your group are an instructional design team. Your task is to design a new instructional game. Your game will be used with educable handicapped children to teach number concepts. Your primary artifact for this game is a deck of ordinary playing cards. You may also incorporate into your game anything else that you happen to have with you.

At the conclusion of this task another design team will play your game. Your team will not be allowed to provide any verbal instructions to the other team. So you will have to write out specific instructions that will relate the playing procedure to the other team.

The following specifications must be included in your game:

- a) You must use the playing cards that are provided. (You don't have to use all 54.)
- b) You must write out a clear set of instructions with no more than *5 steps*.
- c) Your game must teach a number concept(s).
- d) Your game must be playable with at least two persons.

The following considerations might assist you in designing your game:

- a) An instructional game teaches. A recreational game does not necessarily teach.
- b) Games that are successful motivate the player through the use of competition and/or cooperation.
- c) Good games, like good instruction, provide feedback to the player.
- d) Quite often we confine our thinking when dealing with a new problem.. We impose constraints upon ourselves that really do not exist. Such restrictions limit our ability to creatively deal with new problems.

Time Schedule

20 minutes—Decide on the design of your game. You may select any number concept to focus on. You can presuppose any degree of prior learning on the part of the students.

10 Minutes—Write a description of your game on the **Game Instruction Sheet**. Be explicit yet concise. You will not be allowed to answer questions regarding your game when it is played by another team. No more than 5 steps are allowed in your instructions.

20 Minutes—Switch **Game Instruction Sheets** with another design team. Play the other team's game. Fill out the **Game Feedback Sheet** and return it to the other team.

15 Minutes—Take a break. Use this time to discuss the **Game Feedback Sheet** your team has received.