

# S pin a Shape: Games

*Games are an opportunity for the children to interact with their peers and learn to take turns. The Spin a Shape game is a good way to work on shape concepts because the puzzle pieces are in the basic shapes of a circle, square, oval, and so on. Children combine the puzzle pieces to form a transportation puzzle.*

## Here's what you'll need

1. Spin a Shape game by Diset®
2. Small table or bench with two chairs

## Getting ready

1. Position the two chairs across the table from one another to encourage social interaction and eye contact.
2. Set the game out on the table.

## Activity

1. Give each child one transportation puzzle from the game.
2. Talk to each child about their puzzle (e.g., what it is, the colors and shapes it has).

3. Remove the puzzle pieces and place them in front of the children.
4. Show the children how to stabilize the spinner with one hand, while isolating a finger on the other hand for spinning the arrow.
5. Each child takes a turn spinning for a shape, then finds the correct shape among their pieces and puts it in the puzzle form.
6. Continue the game until each child's puzzle is complete.

## Tip

- *When first introducing this game, remove only a few of the puzzle pieces from the form so children can easily see the whole and the parts. As the children experience success, more pieces can be removed.*



# Trying Another Way

## Here's what you'll need

1. LITTLE Step-by-Step communicator
2. Picture communication symbol of a game
3. All-Turn-It® spinner with large blank overlay
4. Heavy black marker

## Getting ready

1. Record messages like the following on the LITTLE Step-by-Step.
  - “My turn to spin”
  - “I’m playing Spin a Shape”
  - “What shape did you get?”
2. Place the game symbol on the LITTLE Step-by-Step.
3. Use the heavy black marker to draw the shapes from the game on the blank overlay.
4. Using the cable that comes with the LITTLE Step-by-Step, plug one end of the cable into the jack labeled “Toy/Apl.” on the LITTLE Step-by-Step.
5. Plug the other end of the cable into the jack labeled “switch” on the All-Turn-It spinner.



## Activity

1. The children take turns activating the LITTLE Step-by-Step. They hear the message and the arrow spins and then stops, pointing to one of the shapes drawn on the overlay. The children find the matching piece among their own, and put it in the form.

OR...

2. One child activates the LITTLE Step-by-Step to spin the arrow and play the message, and another child puts the puzzle piece in the form.
3. Continue until all the puzzles are complete.

