

# How~To Templates

## Board Game Visual Supports



Playing board games can be a wonderful social experience for individuals with an autism spectrum disorder (ASD) given the right supports. Once learned, board games are relatively easy ways to engage with other people because they are structured and rule-based. The process of learning how to take turns, follow the rules, and share materials, however, can be difficult for some individuals with ASDs. Using visual rules for board games can make the experience much more enjoyable and successful.

The visual rules are a simplified way to indicate to the individual with an ASD how to play a board game. Board games are a common way that children interact with one another, and they can be enjoyable for children with an ASD because they are generally structured with specific rules. It is important, however, that those rules be made very clear to the individual to ensure s/he knows the expectations.

### *To Use Board Game Visual Rules:*

1. Keep the visual rules in the board game box, so it's always available when needed.
2. When the game is opened, make sure the rules are taken out of the box and placed on the table.
3. Prompt the child to read through each step of the rules BEFORE the game begins, blocking any attempt to gain access to the materials of the game.
4. Then, go back through the visual rules step by step as the game progresses. By continually revisiting the visual rules, it will help the individual keep track of where s/he is in the game-playing process.
5. If the individual reaches a point where s/he does not need to constantly review the rules, it is still helpful to keep them stored in the box and placed on the table during game play, just in case the individual needs a little assist in remembering and following the rules.
6. It may also help to use Turn Cards with the visual rules. Information on Turn Cards is also available on the website.

### *To Make:*

1. Begin by selecting a board game that is the appropriate level for the individual. Good starting games include Memory and Bingo (supports for these games are provided here).
2. Write down every step of the game. It can help to have someone else follow the directions exactly as written to see if you've missed any steps. Then, add in any steps that you missed.
3. Use the templates provided here (or create your own), and fill in the squares with a combination of pictures and/or words for each step.
4. Laminate the rules, if possible.



[www.handsinautism.org](http://www.handsinautism.org)  
[hands@iupui.edu](mailto:hands@iupui.edu)  
Tel: (317)278-7839

  
Christian Sarkine  
Autism Treatment Center

Christian Sarkine Autism  
Treatment Center  
Department of Child  
and Adolescent Psychiatry  
702 Barnhill Dr., Rm. 4300  
Indianapolis, IN 46202  
For referrals, call 317-274-8162  
For research, call 317-274-8162  
Other resources: call 317-278-7839  
[www.iupui.edu/~psycdept/autism/](http://www.iupui.edu/~psycdept/autism/)


[rileyhospital.org](http://rileyhospital.org)

**Materials provided are samples only!**  
**They may need to be individualized to meet the particular needs of a person with an ASD!**

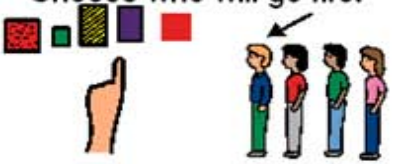
sample

### Memory Game


Put out all cards, picture side down




Choose who will go first




Wait while other people take a turn




On your turn, flip over 2 cards




If the cards are the same keep them




If the cards are different put them back



Wait while other people take a turn




When the cards are all gone, the game is all done!

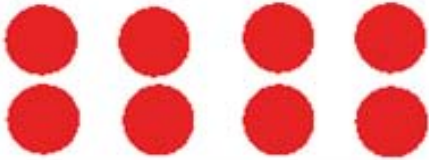


### Bingo

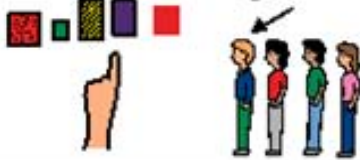
Give each person 1 bingo board




Give each person \_\_\_ red dots




Choose who will go first



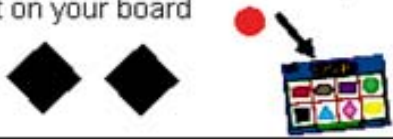
Wait while other people take a turn




Listen to other people



If you have something on your board that matches what was called out, put a red dot on your board



When someone fills their board with red dots, the game is all done



Template
