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**ABSTRACT**

Listed are 45 table, target, manipulative, active, and creative games with such developmental purposes as associative learning, tactile discrimination, and visual motor integration. Information includes the name of the item, distributor, price, description, and developmental purpose. (JYC)

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# PRACTICAL POINTERS

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## DEVELOPMENTAL PURPOSES OF COMMERCIAL GAMES

Fun, it is generally agreed, is the primary purpose of most recreational games found in toy and department stores today. What many buyers, particularly those working in recreation/therapeutic recreation settings with ill or handicapped individuals, do not realize, however, are the secondary benefits that can be derived from commercial games.

Commercial games can contribute to various aspects of the user's growth and development, including perceptual motor development, development of strength and agility, and enhancement of academic skills. Specific areas in which games have been known to have a positive effect are:

Associative Learning--the establishment of functional relationships between ideas, objects, or experiences. Matching games, such as lotto, encourage associative learning.

Auditory Memory--the ability to recall auditory stimuli correctly. Games that make a sound or come with a record may enhance auditory memory, if they require the player to remember a command or sound.

Eye-Hand Coordination--involves coordinating the functions of the eyes and hands in carrying out activities that use the hands. Target games, placement of playing pieces in precise locations, and even games involving bouncing, throwing, and catching balls require and can help develop eye hand coordination.

Fine and Gross Motor Control--developing ability to regulate actions of the small and large muscle groups. Games requiring precise movements and accuracy help to develop control of the fine and gross motor abilities. These include pick-up sticks (fine motor) and hula hoops (gross motor).

\* Definitions of these terms were taken from Instructional Materials Thesaurus for Special Education, Third edition. Columbus, Ohio: National Center on Educational Media and Materials for the Handicapped, The Ohio State University (43210), 1976.

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Fine and Gross Motor Skills--the use of small and large muscle groups. Many games can contribute to development of fine and gross motor skills, such as badminton and pitch back games (gross motor) and jacks and erector games (fine motor).

Laterality--developing the internal awareness of sidedness (right and left). Simon Says-type games and any game that directs users to use a specific hand or side of the body can help develop awareness of laterality.

Tactile Discrimination--the skill to identify various shapes, textures, or forms when presented tactually. Most games designed for blind persons rely on shapes or textures to convey information, and these games can also help sighted users to better develop their sense of touch.

Visual Motor Integration--ability to associate, organize, and sequence visual input with eye, hand, and finger movements. As with eye hand coordination, precision games tend to enhance this ability.

Visual Discrimination--skill to identify and choose between shapes, forms, and patterns when presented visually. Jig saw puzzles and shape puzzles can help individuals develop visual discrimination skills.

Visual Imagery--process of evoking a visual image of an object. This is generally developed by games that require the player to think ahead to the consequences of his/her actions, or mentally picture the finished product (as in puzzles) to choose the right course of action.

Visual Tracking--the process of fixating on and following a visual pattern or the movement of an object through space. Catching and hitting games, such as lacrosse and ping pong typically develop this ability, as do drawing and tracing games.

Mathematics skills, social skills, expressive skills, and specific sports skills may also be enhanced by choice of appropriate games. Many times, when games are presented to individuals and groups in a fun context, the players do not even realize that they are developing new skills and abilities.

### CHOOSING COMMERCIAL GAMES

There are no strict rules to follow in selecting commercial games that can enhance intellectual, social, physical, emotional, or perceptual development. Three general guidelines should always be considered when shopping for the right games for your program, however:

- .. The price is within your budget. \$3.95 might be too much for some; others have hundreds of dollars to work with.

The condition of the game is in accordance with its projected use. If lots of people, especially small children, will be using it, durability is a must; if elderly or visually impaired persons will be using it, print should be large and easy to read; when tots or motorically impaired individuals are in the program, large graspable pieces are necessary.

Purpose of the game is meaningful to and appropriate for individuals who will use it. Chronological age of users, not their mental age, should be the prime consideration in choosing games. It is not appropriate for mentally retarded adults to play children's games, when there are numerous adult games with simple rules and instruction. Skills of users must also be considered, so that games are chosen to help users develop or enhance needed abilities.

The table, target, manipulative, active, and creative games listed on the following pages represent only a very few commercial games with a purpose. These and similar items are available from local toy and department stores or, when a local supplier is not available, from the national manufacturer or distributor listed. In using this practical guide to commercial games with a purpose, realize that all prices quoted are approximate and may have changed since research was initially done. And--take a trip to your local toy store for many, many more excellent ideas.

## TABLE GAMES

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Dutch <sup>o</sup> Shuffleboard	U. S. Games 1393 Cypress Ave. Melbourne, FL 32935 \$63.00	Table-top shuffleboard game for 2-4. players.	Eye hand coordination; addition; visual motor integration; (can be placed on floor and played with feet, if player has no use of hands).
Tick Tack Toe	Gantt's Wood Things 111 S. Glenwood Ave. Orlando, FL 32803 \$2.00	Moveable tic tac toe pieces shaped like circles and squares; board has 2 sets of raised intersecting parallel lines forming 9 squares.	Tactic discrimination; problem solving; (enables visually impaired to play tic tac toe).
Peg Tic Tac Toe	J. A. Preston Corp. 71 Fifth Ave. New York, NY 10003 \$25.00	Conventional tic tac toe board with small holes for insertion of pegs.	Problem solving; fine motor control; visual motor integration; eye hand coordination.
Giant Tic Tac Toe	Constructive Playthings 1040 E. 85th St. Kansas City, MO 64131 \$1.75	Oversized playing pieces and game board for tic tac toe.	Problem solving; eye hand coordination; fine motor skills; (enables partially sighted, small children, or those with motor problems to play).
Peg Checkers	J. A. Preston Corp. 71 Fifth Ave. New York, NY 10003 \$45.00	Conventional checker board with small holes for insertion of pegged checkers.	Visual motor integration; fine motor control; problem solving.
Giant Checkerboard	J. A. Preston Corp. 71 Fifth Ave. New York, NY 10003 \$35.20	Oversized checker board (24" X 24") and 3-inch checkers.	Visual motor integration; fine motor skills; (enables partially sighted or individuals with motor problems to play checkers).

TABLE GAMES (continued)

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Touch Giant Beaded Dominoes	Ideal School Supply Co. Oak Lawn, IL 60453 \$6.00	Oversized dominoes (4 1/4" X 8 3/8") with large beaded raised dots.	Tactile discrimination; fine motor skills; visual discrimination; (enables visually impaired individuals or those with fine motor problems to play).
What Goes With What Dominoes	Childcraft Education Corp. 20 Kilmer Rd. Edison, NJ 08817 \$2.95	Cardboard dominoes with simple pictures instead of dots; similar pictures are matched.	Recognizing relationships; matching; associative learning; problem solving.
Down the Drain Game	Lakeside Industries Minneapolis, MN 55435 / \$4.00	Players attempt to retrieve plastic coins of varying denominations using fishing poles with magnets on ends.	Fine motor control; eye hand coordination; counting; addition.
Labyrinth Game	World Wide Games P.O. Box 450 Delaware, OH 43015 \$16.95	Steel ball is controlled in a maze by maneuvering tilt of playing board with 2 knobs.	Eye hand coordination; fine motor control; visual motor integration.
Keep Quiet	Kopptronix Co. Box 361 Stanhope, NJ 07874 \$7.00	Scrabble-type game in which playing pieces depict illustrations of fingerspelling language.	Fingerspelling; communication skills.
Community Experience Game	United Community Planning 14 Somerset St. Boston, MA 02108 \$7.50	Players are presented with alternate ways to deal with everyday situations; designed for mentally handicapped.	Daily living skills; community skills; social development.
Candy Land	Childcraft Education Corp. 20 Kilmer Rd. Edison, NJ 08817 \$3.95	Board game in which pieces are moved by matching colors rather than by counting.	Matching; color concepts.

TABLE GAMES (continued)

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Perfection	Constructive Playthings 1040 E. 85th St. Kansas City, MO 64131 \$11.00	Players try to fit plastic shapes into corresponding multishaped holes before time runs out.	Visual discrimination; visual motor integration; shape concepts.
Sesame Street Lotto Games	Milton Bradley Springfield, MA 01101 \$2.50	Players match lotto cards with pictures, numbers, letters, or shapes on master cards.	Number concepts; shape concepts; alphabet; recognizing relationships; matching.
Pooff	World Wide Games P.O. Box 450 Delaware, OH 43015 \$20.00	Players try to prevent game ball from going into side pockets of game board by squeezing rubber bulbs to create jets of air.	Manual dexterity; fine motor skills; visual motor integration.
Hee Haw	Cadaco 310 W. Polk St. Chicago, IL 60607 \$3.00	Game of animal recognition and sound association.	Auditory memory; listening; recognizing relationships; speech development.
Stay Alive	Milton Bradley Springfield, MA 01101 \$5.00	Challenging game in which players try to upset placement of opponent's marbles without upsetting their own; requires forethought.	Problem solving; visual imagery.

## TARGET GAMES

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Art Dart	Synergistics Research 30 W. 22nd St. New York, NY 10010 \$8.95	Velcro-covered plastic dartboard and darts.	Eye hand coordination; throwing skills.
Tic Tac Toss	Wolverine Sports 745 State Circle Ann Arbor, MI 48104 \$12.95	Bean bag toss at target screen using tic tac toe rules.	Eye hand coordination; throwing skills.
Bean Bag Game	J. A. Preston 71 Fifth Ave. New York, NY 10003 \$35.00	Bean bag toss game at target board with triangular and circular cut-outs.	Eye hand coordination; throwing skills; shape discrimination.
Hop Scotch Bean Bag	Wolverine Sports 745 State Circle Ann Arbor, MI 48104 \$18.95	Bean bag toss game using vinyl mat with numbered squares.	Eye hand coordination; throwing skills; counting.
Bullseye Ramp Game	Wolverine Sports 745 State Circle Ann Arbor, MI 48104 \$17.95	Ramp with holes cut into a bullseye target, into which plastic balls are rolled.	Eye hand coordination; fine motor control; addition.
Easy Score Floor Shuffle-board Game	Wolverine Sports 745 State Circle Ann Arbor, MI 48104 \$21.95	Played by hitting a puck with a golf putter on a heavy-duty playing surface.	Eye hand coordination; fine motor control; addition.
Bonus Board & Scoop Golf	World Wide Games Box 450 Delaware, OH 43015 \$4.85	Paddle, which has nine holes cut in it and a ball attached by a braided cord; object is to catch ball in highest numbered holes.	Eye hand coordination; counting; addition; visual tracking.



TARGET GAMES (continued)

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Ring a Clown	Cadaco, Inc. 310 West Polk St. Chicago, IL 60607 \$3.30	Rocking ring-toss game.	Eye hand coordination; visual tracking.
Bulls Eye Ring Toss	Flaghouse, Inc. 18 W. 18th St. New York, NY 10011 \$8.95	Bullseye target board with pegs projecting to catch rings thrown by players.	Eye hand coordination; throwing skills.

MANIPULATIVE GAMES

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Giant Tinkertoy	Lakeshore Materials 16463 Phoebe Ave. LaMirada, CA 90637 \$38.50	Extra large set of 52 wooden rods (5" to 29") and 38 spools (2" to 7" diameter).	Manual dexterity; fine motor skills; creativity; (enables those with fine motor problems to play).
Nut 'n Bolt Learner	Lakeshore Materials 16463 Phoebe Ave. LaMirada, CA 90637 \$12.50	Four sizes of real nuts and bolts imbedded in a hardwood board.	Manual dexterity; fine motor control.
Large Knobbed Puzzles	J. A. Preston 71 Fifth Ave. New York, NY 10003 \$50.00	Large hardwood puzzles with knobs on each piece.	Visual discrimination; recognizing relationships; manual dexterity; fine motor skills.

MANIPULATIVE GAMES (continued)

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Puzzle Patterns	Synestructics, Inc. 9559 Irondale Ave. Chatsworth, CA 91311 \$4.99	Nonjigsaw puzzle that always fits together in infinite number of ways.	Creativity; fine motor skills.
Rhombones	Synestructics, Inc. 9559 Irondale Ave. Chatsworth, CA 91311 \$3.99	Building blocks that can be balanced, stacked, or bridged.	Manual dexterity; fine motor skills; creativity.
Pyramid	Gantt's Wood Things 111 S. Glenwood Ave. Orlando, FL 32803 \$2.00	Modern puzzle consisting of 4 interlocking pieces that form a pyramid.	Problem solving; visual imagery.
Soma	Parker Brothers Salem, MA 01970 \$3.50	3-dimensional puzzle of small cubes that fit together as a large cube.	Problem solving; visual imagery.
Geometric Block and Patterns Set	J. A. Preston 71 Fifth Ave. New York, NY 10003 \$30.05	Large wooden geometric blocks with cardboard patterns to follow in placement of blocks.	Following directions; visual discrimination; fine motor skills; visual motor integration.

## ACTIVE GAMES

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Funnel Ball	New Toys 3271 N. Cramer St. Milwaukee, WI 53211 \$282.00	Players shoot basketball at a large funnel, which returns ball via one of 4 differently colored chutes.	Gross motor skills; eye hand coordination; throwing skills.
Simon Sez	Cadaco 310 W. Polk St. Chicago, IL 60607 \$10.50	Record and special device randomly give movement commands to players; picture cards are also included.	Listening; visual motor integration; body image.
Playbuoy	Peter's Playbuoy 8758 Cable Line Ravenna, OH 44266 \$10.95	Consists of 4 handles at the end of 2 20-foot nylon lines with a plastic buoy in the center; players spread the handles to pass buoy back and forth.	Physical fitness; visual tracking; gross motor skills.
Swivel	Milton Bradley Springfield, MA 01101 \$5.95	Players are connected by ropes with a swinging apparatus suspended in center; players swivel hips to knock over pins with swinging apparatus.	Physical fitness; gross motor control; visual motor integration; agility.
Twister	Milton Bradley Springfield, MA 01101 \$4.95	Consists of plastic floor mat with different colored circles; a coded spinner tells players to move left or right hand or foot into circle of certain color.	Agility; balance; body image; color concepts; laterality.

### ACTIVE GAMES (continued)

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Hoop-X	Mosier Materials Box 3036 San Bernardino, CA 92403 \$4.95	Players pass a hoop back and forth using a breast stroke motion with 2 wooden sticks.	Agility; visual tracking; gross motor skills.
Water Marbles	Cosom Airlake Industrial Park P.O. Box 701 Lakeville, MN 55044 \$4.00	Players toss polyethylene marbles of different colors into plastic hoop floating on water.	Swimming skills; eye hand coordination; throwing skills; color concepts.

### CREATIVE GAMES

<u>ITEM</u>	<u>DISTRIBUTOR</u>	<u>DESCRIPTION</u>	<u>DEVELOPMENTAL PURPOSE</u>
Design Stamps	Creative Playthings Princeton, NJ 08540 \$5.50	Wooden cubes with 24 rubber shapes can be used to stamp pictures, pattern, & designs.	Creativity; shape concepts; fine motor control.
Line-O-Art	Milton Bradley Springfield, MA 01101 \$9.00	Illustrations may be copied or developed using turntable, straight edge, and colored pens.	Creativity; fine motor control; art skills.
Color-Cut-Create	Acadia Press 438 Alder St. Scranton, PA 18501 \$4.00.	Notepad of puzzles to color, cut out, and put together.	Creativity; art skills; fine motor control; recognizing relationships.