



# Ivymount Programs

## Game Time

In Game Time, students are explicitly taught the skills needed to play structured and unstructured games with peers. The program reinforces many of the concepts from Unstuck and on Target!, although the course is not a prerequisite for participation. Participants are encouraged to apply cognitive flexibility scripts and strategies, such as Plan A/Plan B, Big Deal/Little Deal, Compromises, and Expect the Unexpected. The program helps children manage the common challenges of game playing, such as not going first, taking turns, and winning and losing gracefully.

**Student Profile:** This curriculum is most effective for elementary and middle school aged students who are on grade level academically, highly verbal, and able to access learning through a verbally based instructional format.

**Prerequisite:** Often students will do this AFTER the completion of Unstuck and On Target as the Unstuck language is used extensively.

**Program Length:** 12 weeks

**Parent Groups:** No parent group. Parent resources will be provided to facilitate a home connection.

**Dates:** This program is not being offered in the Fall 2022 Semester. Please check back in Spring 2023