



Should I or shouldn't I?: What would others think?

<https://libraries.phsa.ca/permalink/catalog113816>

Baudry, Dominique. San Jose, CA: Think Social Publishing Inc. , 2012. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: CF 110 BAU 2012

“ A game to encourage social thinking and social problem solving. Appropriate for pre-teens, teens, and young adults with and without autism spectrum disorders, ADHD, nonverbal learning disorder, and other social learning challenges.



Friendship island

<https://libraries.phsa.ca/permalink/catalog112809>

Chorney, Andrea, Rubenstein, Franklin, Clark, Paul (artist). Westport, CT: Discovery Toys , 2010. (Game) — 2 copies, 0 available

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: STACKS CF 110 CHO 2010

“ This game turns cooperating, negotiating and learning the importance of being a good friend into a win-win game. It aims to: develop critical thinking skills; express ideas and emotions in words; expand understanding of self and others; respect the ideas and differences of others; understand the co...



Boundaries baseball

<https://libraries.phsa.ca/permalink/catalog112573>

Franklin Learning Systems, Inc. Westport, CT: Franklin Learning Systems, Inc. , 2008. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: CF 110 BOU 2008

“ 2-6 players (more with team play). Players have a great time playing baseball as they learn to understand and respect boundaries: personal space and property boundaries, emotional boundaries, social boundaries, and NO as a boundary. For age 6+.



Social Inferences Fun Deck

<https://libraries.phsa.ca/permalink/catalog112004>

Prince, Audrey, Vaughan, Jack (illustrator). Greenville, SC: Super Duper Publications , 2006. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: JUNIOR FM 235 PRI 2006

“ *Social Inferences Fun Deck with Super Duper Secret Decoder has 63 social story cards to help students improve their inference-making skills. Students listen to/read the stories and choose the answer that represents a logical inference. There are three social skills sections.*



Story Prediction Fun Deck

<https://libraries.phsa.ca/permalink/catalog112003>

Prince, Audrey, Vaughan, Jack (illustrator). Greenville, SC: Super Duper Publications , 2005. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: JUNIOR FM 235 PRI 2005

“ *This Story Prediction Fun Deck with Super Duper Secret Decoder has 56 cards to improve your students' ability to predict what will happen next. Students listen to or read a story and choose the answer that makes the most sense for the story ending. Students can self-check answers with the Super Dup...*



Categories game

<https://libraries.phsa.ca/permalink/catalog110368>

Santa Rosa, CA: Oakmont Visual Aids Workshop , [2004]. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: JUNIOR FH 300 CAT 2004

“ *For low vision students. Labeled library pockets mounted ; on a cardboard with illustrated 3x5 cards to place in appropriate pockets.*



Tic-Tac-Toe

<https://libraries.phsa.ca/permalink/catalog110370>

Santa Monica, CA: Oakmont Visual Aids Workshop , [2004]. (Game) — 2 copies, [2 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: BRAILLE JUNIOR FH 300 TIC 2004

“ This Tic-Tac-Toe game has been designed as a tactile learning material for children with visual impairment.



Math Study Aid: Four forms with shapes: Squares

<https://libraries.phsa.ca/permalink/catalog110460>

Santa Rosa, CA: Oakmont Visual Aids Workshop , [2004]. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: JUNIOR FH 300 MAT 2004



Anger bingo for teens: An engaging and educational game about anger and ways to manage it

<https://libraries.phsa.ca/permalink/catalog104833>

Driscoll, Nancy Anne. [Plainview, NY]: Wellness Reproductions & Publishing , LLC , 2002. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CA 250 DRI 2002

“ Game to help address anger management issues for youth. This educational and engaging activity covers anger triggers, symptoms, causes, control, and prevention.



Maxwell's manor

<https://libraries.phsa.ca/permalink/catalog112038>

Logiudice, Carolyn, McConnell, Nancy. East Moine, IL: LinguiSystems , 2001. (Game) — 1 copy, 0 available

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: FM 235 LOG 2001

“ This game provides specific training in social language skills. Young students learn what is socially acceptable and what isn't as they help the loveable sheepdog, Maxwell, find his manor. It is for students with social and pragmatic deficits due to autism spectrum disorders, nonverbal learning dis...



Circle of friends: A fun game that shows you how to make and keep friends

<https://libraries.phsa.ca/permalink/catalog105971>

Hamilton, Cindy. Plainview, NY: Childswork/Childsplay , 1999. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CF 300 HAM 1999

“ A cooperative game that teaches and reinforces behaviours that help people build lasting friendships with others. As they play the game, players learn they must make choices about their behaviour and that these choices will influence their success in making and keeping friends.



What's Up?

<https://libraries.phsa.ca/permalink/catalog112039>

Logiudice, Carolyn, McConnell, Nancy. East Moine, IL: LinguiSystems , 1999. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: FM 235 LOG 1999

“ Students role-play and practice what to say in social interactions and engage in short conversations with this language-based game for social skills. They learn to identify appropriate responses in situations relevant to them. Youth/adolescents like the strategy, fast pace, and competitive play in ...



Social skills game

<https://libraries.phsa.ca/permalink/catalog105814>

Searle, Yvonne, Streng, Isabelle. London, UK: Jessica Kingsley Publishers , 1998. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: STACKS CF 110 SEA 1998

“ A fun and interactive game that has been developed for children and adolescents who experience difficulties with relationships. It is non-threatening, and focuses on a positive and fun group experience. It will enable participants to explore different interaction styles within a safe environment,...



Walk the walk: A game for treatment of children who have sexual behaviour problems

<https://libraries.phsa.ca/permalink/catalog110977>

Hunter, Della. Regina, SK: Walk the Walk Productions , 1998. (Game) — 1 copy, [1 available](#)

Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: GK 880 HUN 1998

“ This board game is a therapeutic tool to be used with children between the age of 6 and 11 who have sexual boundary problems, exhibit intrusive sexual behaviours with other children, are impulsive and who are difficult to engage in treatment. Suitable for children who are developmentally delayed o...



"Say and Do" Pragmatic Game Boards

<https://libraries.phsa.ca/permalink/catalog112005>

Gill, Kim, De Ninno, Joanne. Greenville, SC: Super Duper Publications , 1998. (Game) — 1 copy, 0 available

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: JUNIOR FM 235 GIL 1998

“ Ready...set...let's interact! Encourage your students to improve their social communication skills with these fun, colorful game boards. Choose from 10 game boards targeting these pragmatic skills: Giving information; Persuasion; Requesting; Telephone etiquette; Greetings and politeness markers; Feelin...



No more bullies

<https://libraries.phsa.ca/permalink/catalog104809>

Nass, Marcia, Nass, Max. [Sacaucus, NJ]: Childswork/Childsplay, LLC , 1998. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: BE 965 NAS 1998

“ A fun and safe way to learn to deal with bullies. This game deals with the problem of bullying. Players create a puzzle that `transforms` the bully into a nice guy. Along the way, bullies discover alternate ways to behave, while victims learn how to deal with bullies. For 2-4 players. For ages 5-12.



The attitude bag

<https://libraries.phsa.ca/permalink/catalog105990>

Bureau For At-Risk Youth. [Plainview, NY]: Bureau For At-Risk Youth , 1996. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: STACKS GK 800 ATT 1996

“ This game includes 25 two-sided cards which playfully illustrate positive and negative attitudes and are intended to reinforce positive attitudes, behaviours and feelings in children.



The feelings bag

<https://libraries.phsa.ca/permalink/catalog106007>

Bureau For At-Risk Youth. Plainview, NY: Bureau For At-Risk Youth , 1996. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: STACKS GK 720 FEE 1996

“ This game includes 40 cards which playfully illustrate common feelings and are intended to reinforce positive feelings in children (K-Grade 5).



Goose game of feelings

<https://libraries.phsa.ca/permalink/catalog105813>

Blue Heron Productions. Nelson, BC: Blue Heron Productions , 1995. (Game) — 2 copies, [2 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CA 200 GOO 1995

“ *Goals: To provide a playful opportunity for children to explore and express their feelings while creating an informal structure for personal story telling, focusing on the emotional life. When a player lands on a Feeling Word Square, he or she makes a comment or tells a story about that feeling to ...*



Play it safe

<https://libraries.phsa.ca/permalink/catalog105815>

Blue Heron Productions. Nelson, BC: Blue Heron Productions , 1995. (Game) — 2 copies, [2 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: BE 100 PLA 1995

“ *Goals: This game facilitates discussions about dangerous or potentially dangerous situations (including motor vehicle safety, fire safety, traffic safety, violence from peers and abuse) to help familiarize a child with a wide variety of unsafe situations. Strategic thinking and creative problem so...*



Snakes and ladders: A moral journey

<https://libraries.phsa.ca/permalink/catalog105816>

Blue Heron Productions. Nelson, BC: Blue Heron Productions , 1995. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CE 280 SNA 1995

“ *Goals: This adaptation of the ancient game of Snakes and Ladders, can be used to aid discussions of values. The concepts at the bottom and top of the ladders and head and tail of the snakes are linked (i.e. ignorance is linked to trouble while patience is linked to success).*



The ungame, kids version: The world's most popular self expression game

<https://libraries.phsa.ca/permalink/catalog105926>

Zakich, Rhea. Las Vegas, NV: Talicor Inc. , 1995. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: CF 200 ZAK 1995

“ *The Ungame creates a safe place for self-talk, self-discovery, and promotes fairness. It also raises self-esteem, while discouraging criticism, sarcasm and judgements. Deck #1 contains lighthearted topics and is recommended to be used first. Deck #2 contains more serious topics and works best a...*



The dragon game

<https://libraries.phsa.ca/permalink/catalog105932>

Blue Heron Productions. Nelson, BC: Blue Heron Productions , 1995. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CE 250 DRA 1995

“ *Goals: To encourage storytelling about feelings associated with anger. The dragon leads players to discover warning signs of anger, the dangers of anger and also good reasons to be angry and good ways to dealing with anger. As well, The Dragon Game encourages story telling about the different types...*



In control: A book of games to teach self-control skills

<https://libraries.phsa.ca/permalink/catalog112552>

Shapiro, Lawrence E. New York, NY: Childswork Childsplay , 1995. (Game) — 1 copy, 0 available

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: JUNIOR CF 110 SHA 1995

“ *This book of six games helps children learn self-control skills using a multimodal approach. Each game concentrates on a specific skills, including: ; -Controlling Emotions ; -Controlling Impulsivity ; -Using Positive "Self-Talk" ; -Organizing and Planning ; -Concern for Others ; -Social Entry ; Fo...*



Community picture bingo

<https://libraries.phsa.ca/permalink/catalog105978>

McFarlane, Lana, LePage, Pamela. McFarlane-LePage Educational Products , 1994. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: FM 275 MCF 1994

“ *Community picture bingo provides a fun, interactive easy way to improve community activities knowledge in a non-threatening environment. With materials for 20 players, this game can be used to supplement independent living and community-based classes.*



Let's see about me and my friends: A game to help children develop important social skills

<https://libraries.phsa.ca/permalink/catalog106002>

Childswork/Childsplay. Plainview, NY: Childswork/Childsplay , 1994. (Game) — 2 copies, [2 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CF 300 LET 1994

“ *Teaches kids to make and keep friends. This fun-filled game uses a developmental perspective to teach children the skills they need to get along with their peers. Children get to practice social skills through fun play activities using Pick-up Sticks, Cat's Cradle, Ball Play, and Jacks.*



Behavior skills: Learning how people should act, game 8

<https://libraries.phsa.ca/permalink/catalog105951>

Haugen, Janie. Oxon, UK: PCI Educational Publishing , 1992. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CF 110 HAU 1992

“ *The object of this game is not to win or lose, but to help players learn what behaviour is acceptable and what behaviour is not acceptable. The game facilitator will direct players to learn means of controlling their own behaviour, as well dealing with the behaviours of others.*



Looking good: Learning to improve your appearance, game 5

<https://libraries.phsa.ca/permalink/catalog105952>

Haugen, Janie. Oxon, UK: PCI Educational Publishing , 1992. (Game) — 3 copies, [3 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: GL 205 HAU 1992

“ *Creative, fun-to-play format that focuses on skills needed to assist individuals move toward independence. Game 5 teaches grooming and personal hygiene (body and hair), and clothing needs.*



Let's talk about touching: A therapeutic game

<https://libraries.phsa.ca/permalink/catalog105986>

Johnson, Toni Cavanagh. South Pasadena, CA: Toni Cavanagh Johnson , 1992. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CE 610 CAV 1992

“ *Designed especially for sexualized children and children who molest other children. The goal of the game is the prevention of sexual abuse by children and to children. Suitable for individual, group or family therapy and should be used in therapeutic settings only.*



Friendzee

<https://libraries.phsa.ca/permalink/catalog121382>

LinguiSystems , 1992. (Game)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: JUNIOR FM 235 FIG 1992

“ *The questions are based on social situations for children aged seven to eleven years.*



Good behaviour game

<https://libraries.phsa.ca/permalink/catalog106789>

Childswork/Childsplay. Plainview, NY: Childswork/Childsplay , 1991. (Game) — 2 copies, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CF 110 GOO 1991

“ *Description: Encourage good behavior through game play. This game teaches children the importance of good behavior and the consequences of misbehavior before they actually misbehave. Adults learn and practice two of the most effective forms of discipline for children: token reinforcement and time-o...*



Grooming picture bingo

<https://libraries.phsa.ca/permalink/catalog105954>

McFarlane, Lana, LePage, Pamela. McFarlane-LePage Educational Products , 1990. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Family Support & Resource Centre
Call Number: STACKS GK 205 MCF 1990

“ *Grooming Picture Bingo provides a fun, interactive easy way to improve personal hygiene knowledge in a non-threatening environment. With materials for 20 players, this game can be used to supplement independent living and health classes.*



Mad sad glad game

<https://libraries.phsa.ca/permalink/catalog105957>

Peak Potential. Colorado: Peak Potential, Inc. , 1990. (Game) — 4 copies, [4 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: GK 720 MAD 1990

“ *Feelings can be very difficult to describe, define and to demonstrate. The Mad Sad Glad game attempts to make the very challenging task of teaching feelings and their associations both interactive and fun, in a non-judgemental setting. The game comes accompanied by both basic and advanced emotion ...*



Clothing picture bingo

<https://libraries.phsa.ca/permalink/catalog105979>

McFarlane, Lana, LePage, Pamela. McFarlane-LePage Educational Products , 1986. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: FM 275 MCF 1986

“ *Clothing Picture Bingo provides a fun, interactive easy way to improve clothing and dressing knowledge in a non-threatening environment. With materials for 20 players, this game can be used to supplement independent living, health and community-based classes.*



Stacking the deck: A social skills game for adults with developmental disabilities

<https://libraries.phsa.ca/permalink/catalog105936>

Fox, Richard M., McMorow, Martin J. Champaign, IL: Research Press , 1983. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: CF 110 FOX 1983

“ *The Stacking the Deck program is an excellent evaluation tool designed to be used with any available game board to teach appropriate social skills to individuals with mental disabilities. Persons with disabilities can learn new skills, and increase existing ones while practicing appropriate social...*



Pumpkin puzzles

<https://libraries.phsa.ca/permalink/catalog110141>

Wright, Suzette Frere. Louisville, KY: American Printing House for the Blind , [0000]. (Game) — 1 copy, [1 available](#)

Audience: Patient or Public
Agency: BC Children's and Women's
Location: Sunny Hill Education Resource Centre
Call Number: JUNIOR FH 300 WRI 000

“ *This set includes two puzzles. These show the Littlest Pumpkin and another jack-o-lantern face of a different shape.*