

Board Games for Co-Operation

- Concept Kids – E
- Concept – M, S
- Menara* – M, S
- Codenames – M, S
- 5-Minute Dungeon – M, S
- Magic Maze* – M, S
- Hanabi – M, S

Board Games for Communication

- Guess Who – E
- QuickPick* – E
- The Nasty 7 – E, M
- Leg Los* – E, M
- La Boca* – E, M, S
- Farben – E, M, S
- DixIt – E, M, S
- Just One – M, S
- Cockroach Poker* – M, S
- Spyfall – M, S

Board Games for Sensory Input

- Drop It* – E
- Make N' Break* – E
- Clack* – E, M
- Labyrinth* – E, M, S
- Illusion* – E, M, S
- Menara* – M, S
- Dimension* – M, S

Board Games for Planning Ahead

- Bugs in the Kitchen* – E
- Ticket to Ride: First Journey* – E
- Labyrinth* – E, M, S
- Battle Sheep* – E, M, S
- Qwirkle* – E, M, S
- Tsuru* – E, M, S
- Planet* – M, S
- Mahé* – M, S

Board Games for Thinking On Your Feet

- Make N' Break* – E
- Clack* – E
- Spot It – E, M
- Speedy Words – E, M
- Anomia Kids – E, M
- Once Upon a Time – E, M, S
- Anomia – M, S
- Bananagrams* – M, S
- Magic Maze* – M, S

Board Games for Emotional Regulation

- Drop It* – E
- Yahtzee* – E, M, S
- Apples to Apples* – E, M, S
- Menara* – M, S
- Cockroach Poker – M, S
- Liar's Dice* – M, S
- Codenames – M, S

E – Early Years, M – Middle Years, S – Senior Years

Games marked with a * are suitable for non-verbal players

Choosing a Game

- Complexity vs skill level of players
- Time to play
- What you want to teach
- Interests of players

Modifying Rules

- Simplifying
 - Take out difficult or unnecessary rules
- Number of players
 - Play in teams
 - Change winning conditions or number of pieces each
- Time
 - Change winning conditions
 - Eliminate lengthening rules
- Co-operative vs. competitive
 - Play in teams
 - Work together to get a high score
- Avoiding elimination
 - Change winning conditions
 - Make the game shorter

How to Teach a Game

1. Set it up before you start explaining
2. Explain the story (if applicable)
3. Say how to win
4. Give a brief overview of all steps/options for a turn
5. Go into more detail about turn options
6. Say how the game ends
7. Remind about the winning condition
8. Ask if there are any questions
9. Check back periodically

Autism Resources

- Autistics United Canada – autisticsunitedca.org
- Autistic Self Advocacy Network – autisticadvocacy.org
- Autistic Women & Nonbinary Network – awnnetwork.org
- Ask An Autistic – youtube.com/user/neurowonderful