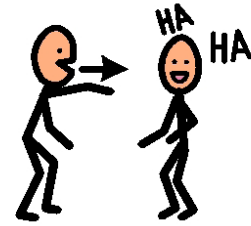


5.5 The 'Trick or Treat' Game

A few friends get together and take turns to tell each other jokes. The friends vote and if most of them like the joke, the Player will get a treat! However, if the joke is voted as rubbish - a trick or forfeit lies in store!



Communication Aims

- Locate jokes on your Talker;
- Use 'comic timing' to ask the question and give the punch line to the joke appropriately;
- Use non-verbal skills e.g. eye-contact, pauses, facial expression to help make the other Players respond to your joke and enjoy it.

How to Play:

Who: at least 2 or more Players, with a Helper to facilitate.

- Get the Players together and decide which Player is going to be 'the joker' first;
- The joker tells their joke to the other Player(s) or 'audience.' The 'audience' responds appropriately by saying e.g. who's there? for a knock-knock joke;
- Once the joke has been told, the other Players vote whether they think the joke deserves a 'trick' or a 'treat';
- The 'majority' of the voters win and the joker then either chooses a 'treat' from a prize box or similar e.g. a sweet, key-ring, stickers or has a trick played or forfeit to do e.g. the forfeits could be communication related e.g. find/tell us 5 things that start with 'b', tell us something that makes you laugh, tell us all the people who live in your house as quick as you can etc.

What You Need

- Lots of jokes programmed onto the AAC device(s);
- Suitable vocabulary to respond the jokes;
- A box of 'treats' or small prizes;
- Cards with suitable 'forfeits' written on.

Vocabulary

- A selection of 'knock knock' jokes and 'pun-style' jokes e.g. *What do whales eat - I don't know-Fish and Ships;*
- Set vocabulary phrases and 'heckles' programmed for the game e.g. *That's dreadful, That's a good one, Hurry up, My turn, Boo! Very funny, Trick, Treat, Can I have that one on my Talker?;*
- The starter lines - *What do whales eat?* and the punchlines- *Fish and Ships* clearly laid out on a page for 'the joker';
- The responses for 'the audience'- *I don't know* for puns and *Who's there? for the knock-knock jokes.*

Hints and Tips

- Make sure you lay the joke out clearly on the page so that the joker can easily see which starter line goes with which punch line. You could colour code both parts of the joke (e.g. light yellow for starter and dark yellow for punch line) or have all the starter lines on one side of the screen and all the punch lines on the right side, or both of the above;
- 'Engineer' the situation to be as much fun as possible e.g. pretend the joker is on a stage (or play the activity in the hall for effect).

Extension - Have a 'Michael McIntyre' style presenter to introduce 'the acts' and include the game in a talent contest or end of term show - this is great for confidence building.