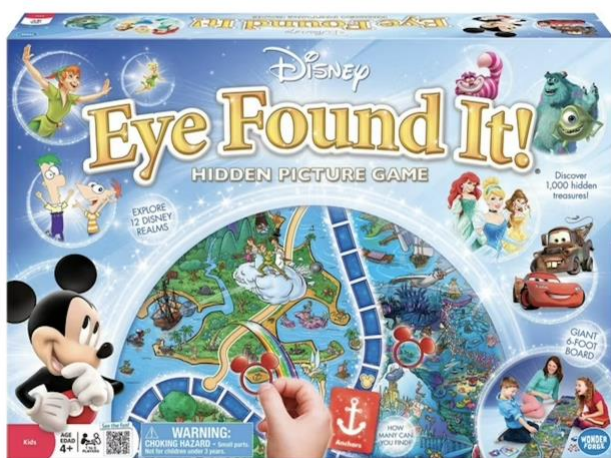


游戏案例

根据教学经验与观察，我们将桌面游戏分为五类，每一类选取一个实际案例，并配以教师如何引导特殊需求儿童以及促进典型发展同伴参与的教学方案。

Based on practical use, we categorize games into five types. Each is illustrated with a specific case study, along with how teachers can guide neurodiverse children and activate peer facilitation.

1. 合作与观察类 / Cooperative and Visual Scanning Games



案例游戏：Disney Eye Found It

目标技能：共同注意力、轮流合作、社会回应

教师引导策略：

- 引导 ASD 儿童参与集体任务，如与同伴共同指认目标图案
- 鼓励表达：“我找到了___！”、“你也看见了吗？”
- 分配典型发展儿童担任“观察搭档”角色，引导语言模仿与行为模仿

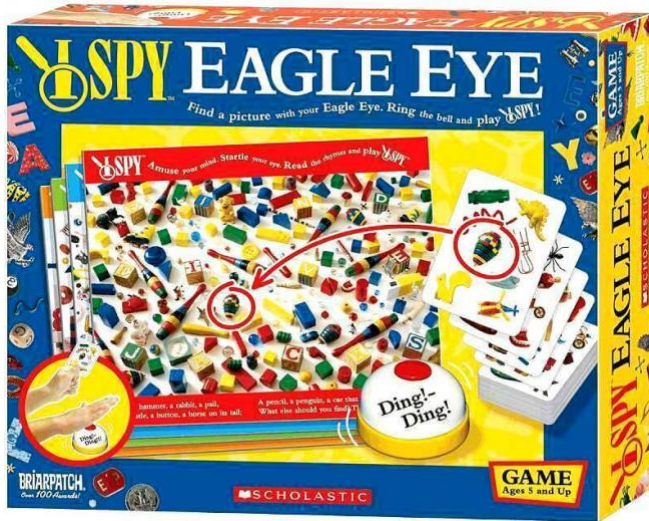
Game Example: Disney Eye Found It

Target Skills: Joint attention, turn-taking, cooperative response

Teacher Strategy:

- Encourage ASD children to engage in shared visual tasks with peers
- Model and scaffold phrases such as “I found ___!” or “Did you see it too?”
- Assign peer partners to lead visual pointing and verbal imitation.

2. 注意力与非语言沟通类 / Attention and Nonverbal Communication Games



案例游戏：I Spy Eagle Eye

目标技能：视觉注意、肢体表达、轮流等待

教师引导策略：

- 提供图卡结构化提示句型：“你找到了什么？”
- 对于冲动型行为引入“轮流棒”制度
- 鼓励使用非语言交流方式，如指认、眼神接触

Game Example: I Spy Eagle Eye

Target Skills: Visual attention, body language, turn-taking

Teacher Strategy:

- Use visual cue cards and prompt structured questions
- Introduce turn-taking tokens to reduce impulsivity
- Encourage nonverbal communication like pointing and eye contact.

4. 自我控制与轮流等待类 / Self-Regulation and Turn-Taking Games



案例游戏：Gumball Grab

目标技能：轮流、等待、自控力

教师引导策略：

- 使用轮流视觉板帮助孩子知道自己何时操作
- 对于 ADHD 儿童使用“倒数卡”帮助冷静等待
- 建立社交反馈机制，如“你做得真稳！”“谢谢你等我”

Game Example: Gumball Grab

Target Skills: Turn-taking, patience, impulse control

Teacher Strategy:

- Visual rotation boards clarify sequencing
- Countdown tools support ADHD children to regulate waiting
- Encourage social reinforcement after each turn.

5. 输赢情绪调节类 / Win-Lose Emotional Regulation Games



案例游戏：Rubik's Race

目标技能：规则意识、情绪调节、接受结果

教师引导策略：

- 活动前讨论“如何面对输赢”的语言表达：如“我下次再努力！”
- 提供“情绪卡”教孩子表达失落或兴奋的情绪
- 教师以模仿和夸张语言带动全体练习共情语言

Game Example: Rubik's Race

Target Skills: Rule-following, emotional modulation, win-loss acceptance

Teacher Strategy:

- Pre-game scripting of phrases for winning/losing moments
- Emotion cards guide children to name their feelings
- Teacher modeling and repetition fosters group empathy language.