

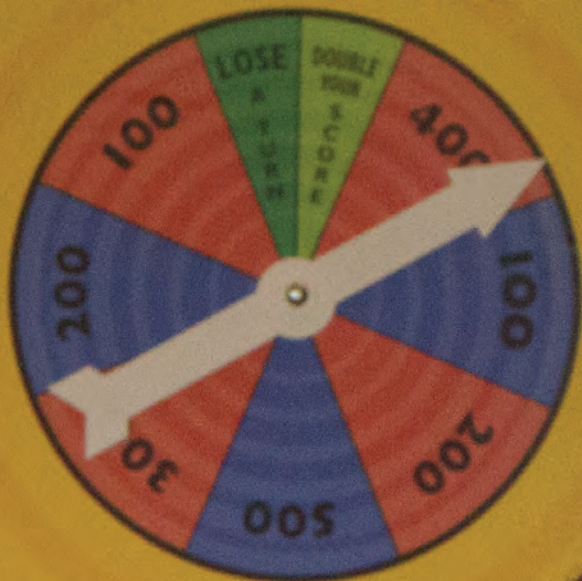
SPINCLUSION

CELEBRATING DIFFERENCES, INCLUDING EVERYONE



YOUTH & ADULT EDITIONS
INSTRUCTIONS

SPINCLUSION



Celebrating differences,
including everyone

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SPINCLUSION

Game Materials

- Spinclusion wheel
- Instruction booklet
- Question cards
- Definition Matching Game
- Blindfold
- 4 poster boards (Inclusion, Challenges, Definitions, Ground Rules)
- Score Sheet
- Certificate of Participation
- Certificate of Challenges

Posters

INCLUSION:

- All people are actively participating
- Everyone is valued for their contribution or how they participate
- Everyone is welcomed and respected

CHALLENGES:

1. To think positively rather than negatively about differences
2. To focus on people's abilities
3. To consider how people feel rather than how they look

DEFINITIONS:

Intellectual Disability

A person may learn new skills at a different rate. It is lifelong and can affect a person's social, emotional and daily living skills. (e.g. Down Syndrome).

Learning Disability

A person learns and understands instructions in different ways so a teacher needs to change or modify to accommodate the person's learning style. The accommodations will be required on an ongoing basis. (e.g. Dyslexia).

Physical Disability

This may affect a person's ability to walk, talk, hear, or see. The person may have had this disability since birth, or as a result of an accident or medical condition.

Brain Injury

A person's brain functions are damaged by trauma. (e.g. Amnesia).

GROUND RULES:

- Be respectful (no putdowns)
- One person speaks at a time
- Every team gets a turn
- There are no wrong answers if the challenges are being followed
- A penalty may be given to a team if the ground rules are broken



What Is Spinclusion?

Spinclusion is a fun, interactive game that encourages children, youth and adults to celebrate differences, and include everyone.

THE GAME:

1. Challenges everyone to think positively about all people
2. Reinforces the equity of all people with varying abilities and traits
3. Promotes safe environments
4. Fosters more positive interactions and discussions in classroom or group settings
5. Provides an opportunity to work in teams
6. Increases awareness about disabilities and differences
7. Encourages positive brainstorming in various scenarios
8. Increases sensitivity to other's situations and feelings
9. Encourages empathy and inclusion of all people

Facilitator Tips

- 1 to 1.5 hours is recommended for playing time
- Group numbers should not exceed 30
- Request that the group's leader or teacher is present to support ongoing learning from the session
- For larger groups, two Facilitators are recommended so you can take turns facilitating the group and keeping score
- The score sheet should not be viewed by participants during the game, so that the focus stays on the lessons of the game
- Ensure that everything is in the game - score sheet, leaves, friendship tree etc.
- Review spinclusion.ca for Facilitator Tips and instructional videos.



Instructions

PREP

Split the group into no more than five teams.

INTRODUCTION

Introduce the Facilitators and tell the group members that they are here to play a game called Spinclusion, it will encourage the participants to celebrate differences and include everyone.

Ask the group what “inclusion” means to them. Review the Inclusion poster. Review the other poster boards - Challenges, Definitions, and then the Ground Rules. After reviewing the definitions, turn the poster face down until after the Definition Matching Game.

TEAMS

Give each team 30 seconds to come up with a team name, such as a type of animal, and

ask them to come up with the animal’s sound. Other teams will guess their name based on the sound.

Mark each team name in order on the Score Sheet.

DECIDING WHICH TEAM GOES FIRST

Hand out one Definition Matching Game envelope to each team to determine who will go first. Ask them to wait until after the instructions before opening the envelopes. Tell them each envelope contains the type of disabilities and the definitions that were reviewed. The first team to match everything correctly goes first. Once you have determined which team goes first, proceed clockwise. Mark each team in order on the score sheet.

HOW THE GAME IS PLAYED

- A team member comes up and spins the wheel and lands on a point value
- The Facilitator chooses a question from the card deck and reads it to the group
- All teams work quietly in their groups to answer the question. (Answers can be written on scrap paper in point form to help teams remember their discussion.)
- The team that has spun presents all of their answers and chooses which Challenges fit the question. If they can do so, they will earn their points. (Review Challenge Poster).
- The remaining teams are given the opportunity to provide one answer that is different (after the spinning team has given all their answers). This will give them bonus points (half of the wheel score).
- Teams take turns spinning the wheel and answering questions.

Double Your Score – spin again and double the point value (e.g. 200 becomes 400).

Lose a Turn – Facilitator does not ask that team a question and moves on to next team (see spinclusion.ca for tips on Lose a Turn)

FINAL ACTIVITY

On the final round use the bonus question. Leave 15 minutes at the end for the bonus question. Read the bonus question “Name a famous person who has a disability”. Clarify that it needs to be a real person (alive or dead), and that you will be asking for the name of the person, why they are famous and what

is their disability. Tell the teams that you will only accept one answer per turn and duplicate answers are not accepted. Each correct bonus answer is worth 50 points. (Option: spin the wheel to see how much the bonus answers are worth).



AND LASTLY

Wrap up the experience by reviewing the challenges, and asking again how many people now understand the word “inclusion”.

WHO WON...

Don't offer the scores. Simply mention who was in 5th and 4th place etc. **Celebrate everyone's victory.**



CELEBRATING DIFFERENCES,
INCLUDING EVERYONE

WANT TO KNOW MORE?

- Visit our website and watch a video.
- Have us facilitate a game for you.
- Buy a copy of the game

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Where choices change the lives
of people with an intellectual disability



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