

My Turn, Your Turn: Small Group Game

a 30 minute social skills lesson for a group of 4

SUBJECT	Social Skills
AGES	6-9
GROUP	4 students
DATE	

80%
TARGET

The goal, from the IEP. During a structured group game, the student will wait for their turn and take it when named, with no more than one verbal prompt, in 4 of 5 opportunities.

Today's objective. Students will wait for and take their turn in a four player animal matching game using a visible turn marker.

1

WARM-UP

Read the taking turns social story together

Practice passing the turn marker around the circle once.

5

MIN

ENGAGEMENT

○○○○

2

DIRECT INSTRUCTION & MODELING

Model a full turn: take the marker, flip a card, pass the marker on

Model waiting: hands on spot, eyes on the player whose turn it is. Show the countdown strip and how it shrinks while we wait.

6

MIN

CHECKS

○○○○

3

GUIDED PRACTICE

Play one round with the teacher narrating every turn change

Cue waiting students to the countdown strip before they call out. Award a token for each turn taken when named.

9

MIN

TRIALS

○○○○○○○○○

4

INDEPENDENT PRACTICE

Play a second round with the marker doing the talking

Teacher steps back and records prompts per opportunity.

7

MIN

CORRECT / TOTAL

○○○○○○○○
○○○○○○

5

CLOSURE

Count tokens together

Each player names one friend who waited well. Put the game away as a team.

3

MIN

NOTES

IF THE PLAN NEEDS A RESET

REINFORCEMENT

Token per successful turn. Choosing the next game when the board fills. Specific praise for waiting

SENSORY

Waiting is easier with a fidget in hand; keep the wait visual where everyone can see it.

PREP & MATERIALS

stage this before the students arrive

MATERIALS

- ☐ Animal matching game with large cards
- ☐ A turn marker that passes hand to hand
- ☐ Token boards with five spaces
- ☐ Visual countdown strip for waiting
- ☐ Taking turns social story

VOCABULARY

My turn · Your turn · Wait · Pass · Next

SUPPORTS STAGED

Visual Countdown · Token Board · Social Story ·
Positive Reinforcement · Timers

DIFFERENTIATION

the same lesson at three levels

MORE SUPPORT

Shrink the group to two players, add a first-then board showing first wait, then my turn, and hand the marker directly.

ON LEVEL

Wait and take turns in a four player game with the marker and one or fewer prompts.

MORE CHALLENGE

Add a rule change mid-game, reverse turn order, and have the student explain whose turn comes next.

ACCOMMODATIONS

- ☒ Fidget available while waiting
- ☒ Shortened rounds before a movement break
- ☒ Seat with the countdown strip in view
- ☒ Consistent seat in the circle

MODIFICATIONS

How will the task or materials be changed?

A student working on requesting joins to practice asking for the marker with a card instead of tracking turn order.

ASSESSMENT & DATA

the data window is independent practice

ASSESSMENT TYPE

- ☒ Observation ☐ Checklist ☐ Work Sample
- ☒ Data Collection ☐ Other

WHAT SUCCESS LOOKS LIKE

The student waits through others' turns and takes their own when named, one or fewer prompts, 4 of 5 opportunities.

Accuracy goal: 80%

QUICK TALLY ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

STUDENT	TRIAL 1	TRIAL 2	TRIAL 3	ACCURACY	PROMPT LEVEL

GENERALIZATION

How will we practice this skill in other settings?

Use the same turn marker at snack time for passing out napkins and during morning circle jobs.

HOME CONNECTION

How can families support this skill at home?

Send home the social story and suggest one short family game using any object as the turn marker.

EXTENSION

Ideas to extend learning further.

Students teach the game to a buddy class pair, explaining the waiting rules in their own words.

AFTER THE LESSON

What worked and what should change?

Keep rounds short on day one. The marker matters more than the game; any game the group likes works.