# Lilly's Garden of Growth Board Game Options of Play

## Individual Play in a Small Classroom Setting

Perfect incentive building game to be played with incredible individuals who experience issues such as ADHD, Autism, Sensory/Cognitive Disorders and the like. There are several Card options from which to choose, that'll help you decide what works best for your student's needs. Send them into their day with goals that CAN BE MET! When they achieve one of the three percentages, they can move ahead on the board one, two, or three spaces. Playing in The Garden's never been so fun!!

## Group Play in a Large Classroom Setting

Motivate the whole class!! This game can be played by all of the students in a classroom, as one collective player. Points from the Classroom Card must be achieved by the entire group in order to move forward on the board. The trick here is that EVERYONE must work together to assure the advance. At the end of the day in Community Circle, students can discuss points earned, calculate the percentages, and move forward the correct amount of spaces. When the class lands on or passes one of the three special icons, they may be rewarded with extra recess time or something along those lines. When they get To The Moon...perhaps it's time for popcorn and a movie! Peer pressure can be a positive thing when applied for the right reasons!

#### Individual Play at Home

#### SPECIAL NOTE

This game has been created to be diverse. You can play it the way it has been described, or you can modify it to play in a way that works best for you, your classroom, or your child. Go on...get creative!! Lilly the Lash is behind you!