

Hey Grown-ups!

This playbook is a great tool to help you introduce the toy and teach your child how to use it. Follow along together to help guide your child for a rewarding play experience.

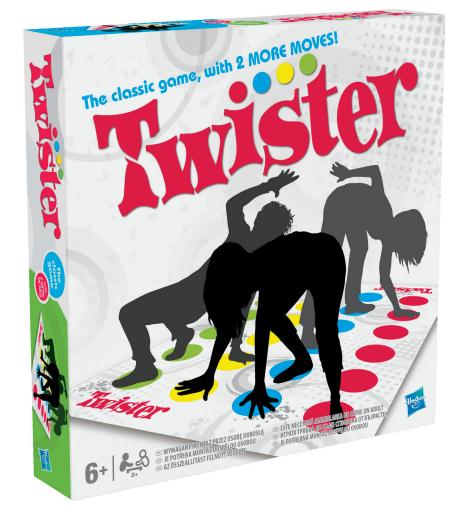
Keep in mind:

Since you know your child best, it is up to you to pick which products and resources are most appropriate for his or her level of ability. Make sure you supervise the play as needed, and don't modify the products.

Looking for more guidance for your child's play level? Please visit theautismproject.org for more information.



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The Twister® game has two parts.

A spinner:



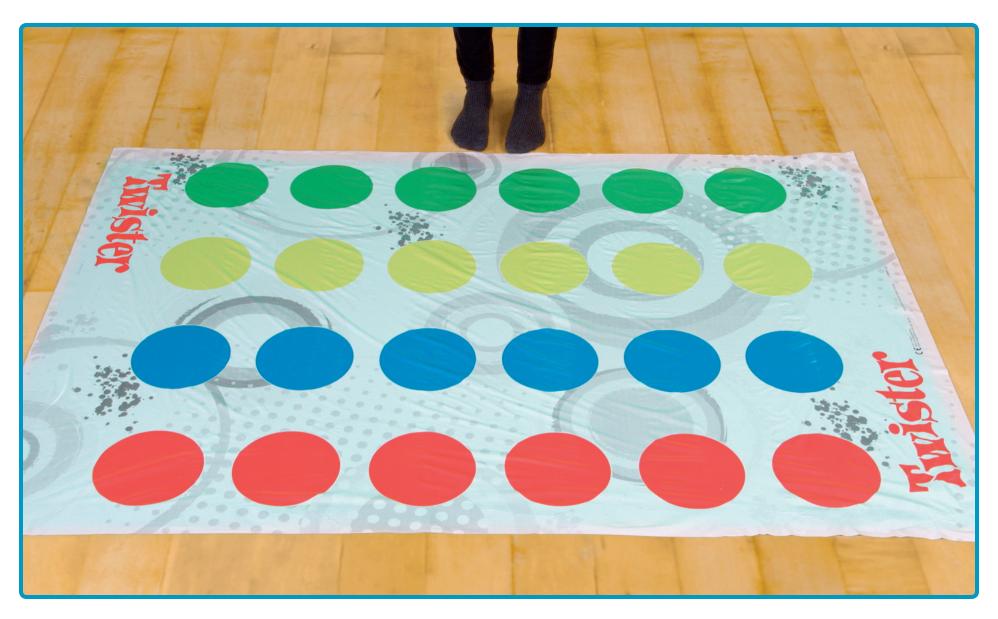
The spinner shows colors and body parts.

And a mat:



You can wear socks and stand on the mat to play.

You can count the circles on the mat.



There are 6 red circles. There are 6 blue circles.

There are 6 yellow circles. There are 6 green circles.

You can put your feet on the colored circles.

FIRST



Put your feet on two green circles.

THEN



Put your feet on two yellow circles.

You can put your hands on the colored circles.

FIRST



Put your hands on two blue circles.

THEN



Put your hands on two red circles.

Let's try all the parts together. Follow the steps.



Put your hands on two green circles.



Put your feet on two red circles.



Put your hands on two blue circles.



Put your feet on two yellow circles.

All done! TWISTER is fun!



EXPANDING PLAY

Hey Grown-ups!

If your child is fairly familiar with how to use this kind of toy, this playbook is a great tool to help expand their play experience and encourage them to try it for themselves.

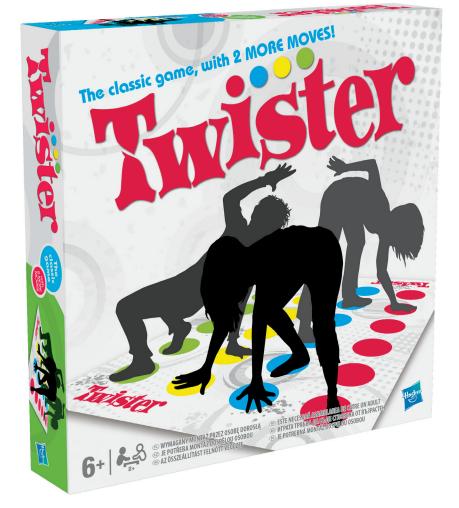
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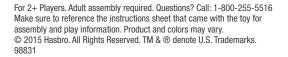
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RIGHT HAND

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LEFT FOOY

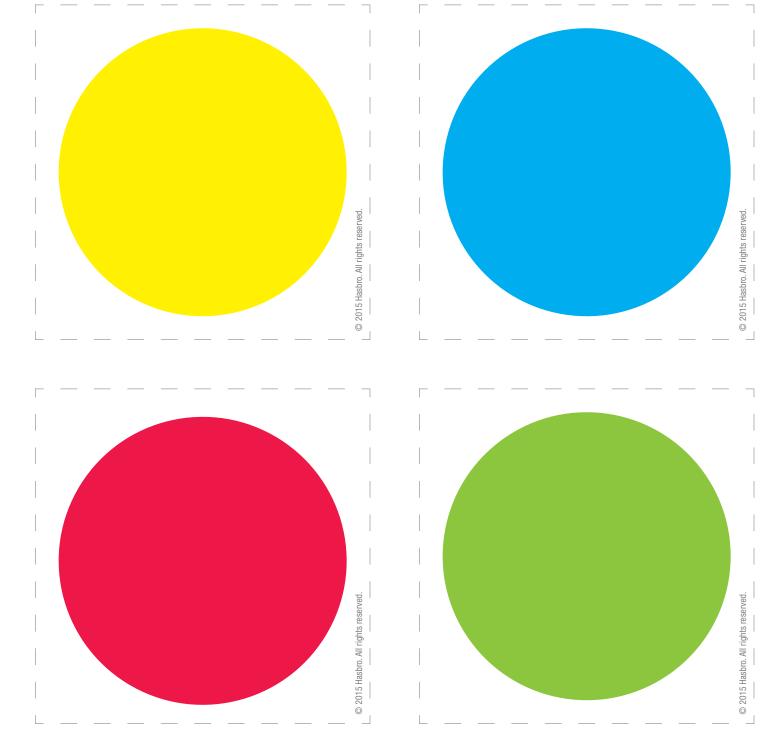
RIGHT FOO7

Hey Grown Ups! Print on cardstock and cut out each card. Use with the Toybox Tools Twister playbooks. Visit ToyboxTools.com for more information.

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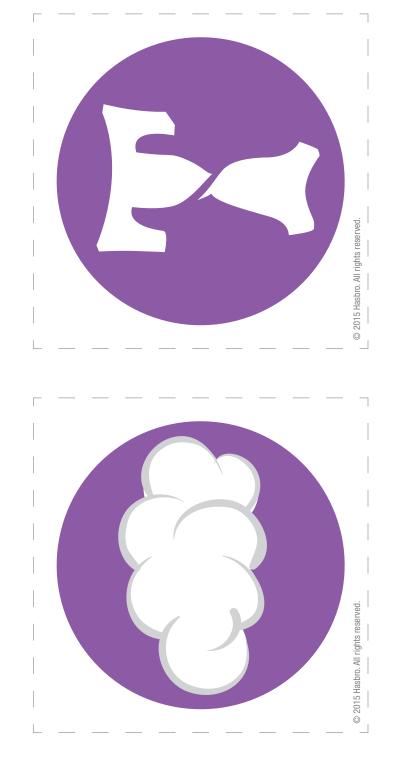
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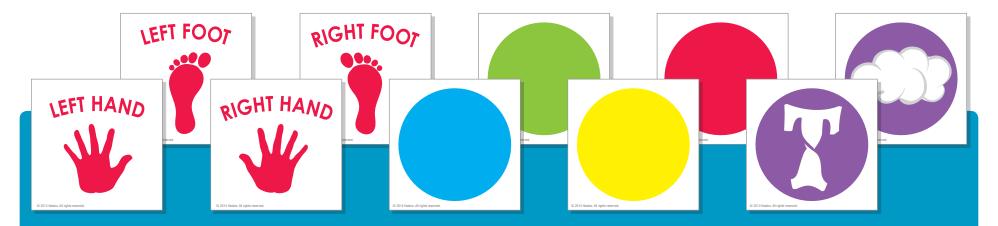




Some children may need help with right and left.

Small stickers on the child's hands and/or socks indicating "L" or "R" might be helpful.

For some children, it might also be helpful to eliminate the right/left direction and just say "hand" or "foot."



These cards can help visually reinforce the directions given by the spinner.

Use them on a first/then board, or simply hold them up when calling out a move.

Find printable cards here! http://toyboxtools.hasbro.com/tools

You can get ready to play Twister[®].

FIRST



Take off your shoes. Keep your socks on.

THEN



Stand at the top of the mat.

Listen to the directions from the spinner person. The spinner person might say, "Left foot blue."

FIRST



First, watch your friend put their left foot on blue.

THEN



Then, you can copy your friend. Left foot blue. Listen to the directions from the spinner person. The spinner person might say, "Right hand green."

FIRST



First, watch your friend put their right hand on green.

THEN



Then, you can copy your friend.
Right hand green.

Last turn! Listen to the directions from the spinner person. The spinner person might say, "Left hand yellow."

FIRST



First, watch your friend put their left hand on yellow.

THEN



Then, you can copy your friend. Left hand yellow.

Playing TWISTER with a friend is fun!



Hey Grown-ups!

If your child is ready to try playing with others, this playbook is a great tool to teach them how to incorporate basic social and imaginative play into this activity.

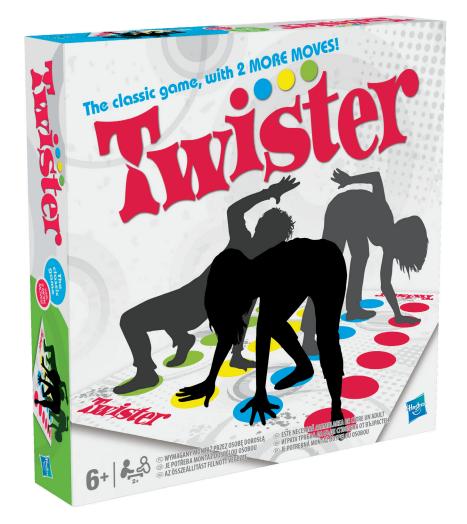
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RIGHT HAND

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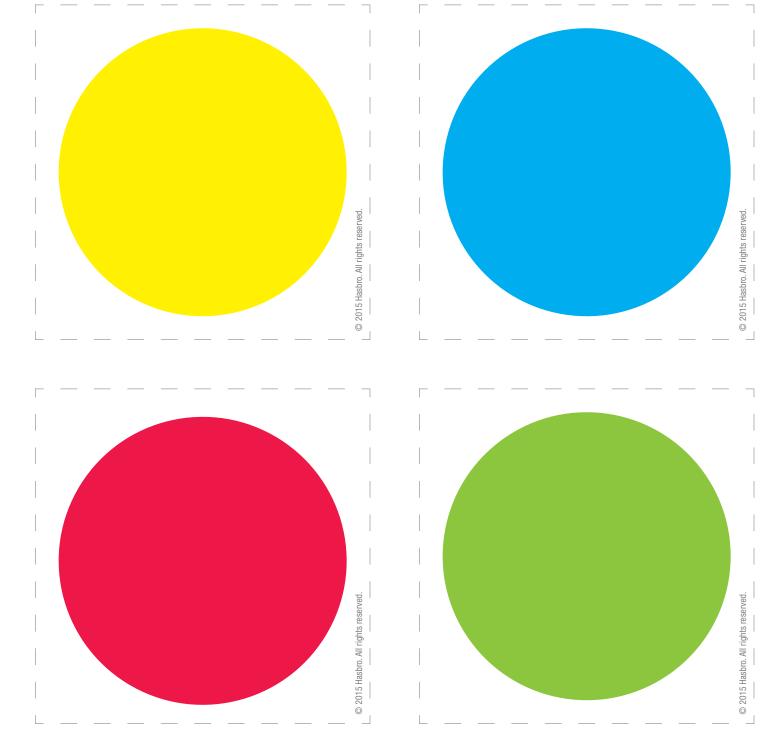
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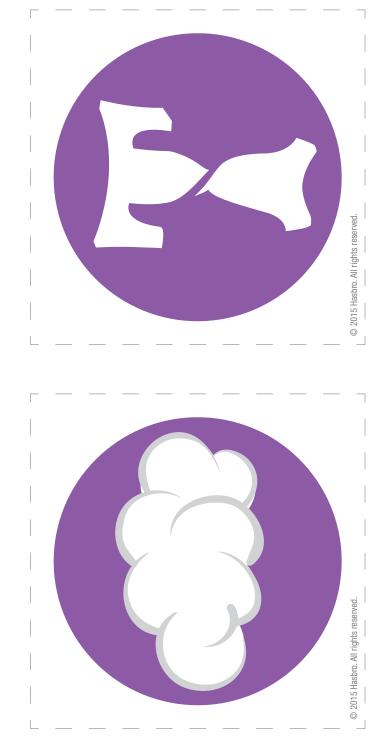
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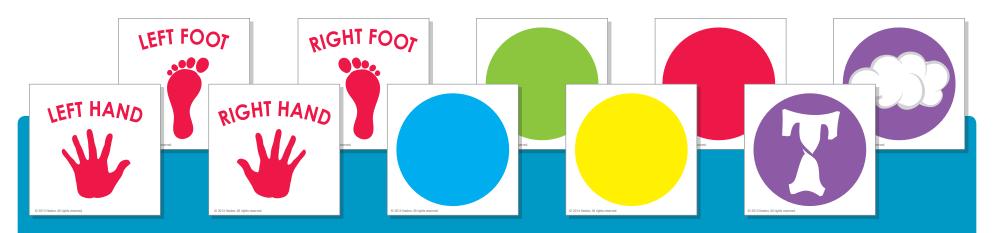




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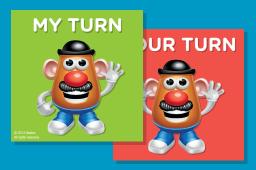






These cards can help visually reinforce the directions given by the spinner.

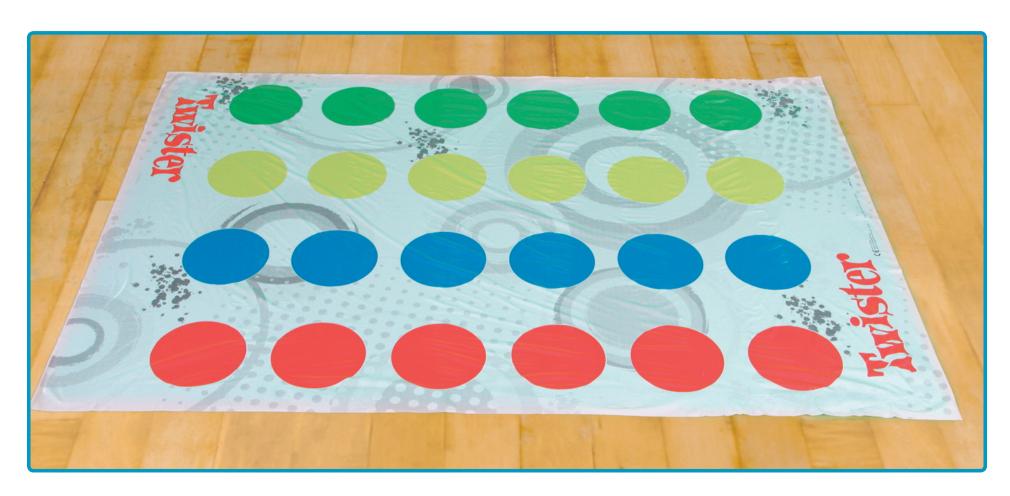
Use them on a first/then board, or simply hold them up when calling out a move.



Use the turn-taking cards to visually communicate whose turn it is to play.

Find printable cards here! http://toyboxtools.hasbro.com/tools

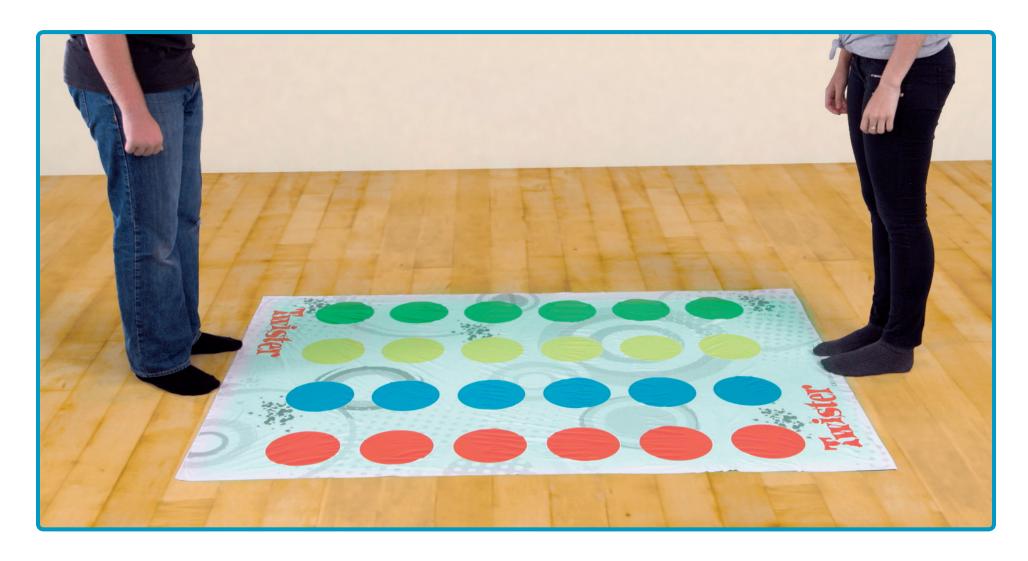
Twister® is a fun game you can play with your friend. Let's play TWISTER!



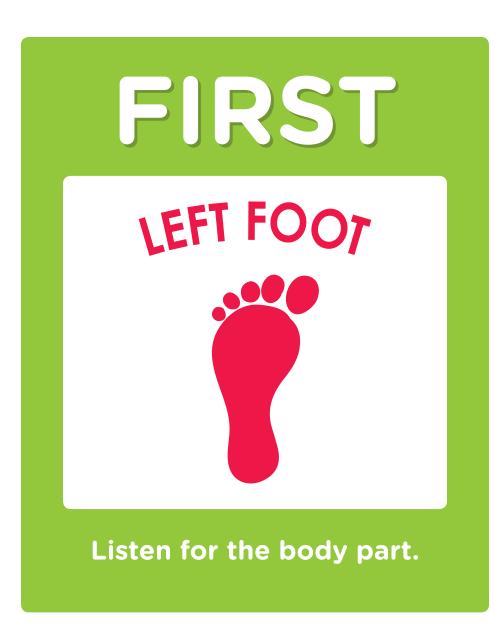
When you are moving, your body might touch your friend's body on the mat. That is okay and part of the game. Everyone is safe and having fun.

Ready to play?

You can stand on one side of the mat. Your friend can stand on the other side of the mat.



You and your friend can have fun when you take turns. You can use the turn-taking cards to help remember whose turn it is. On your turn, you can listen to the directions from the spinner person and do what they say.

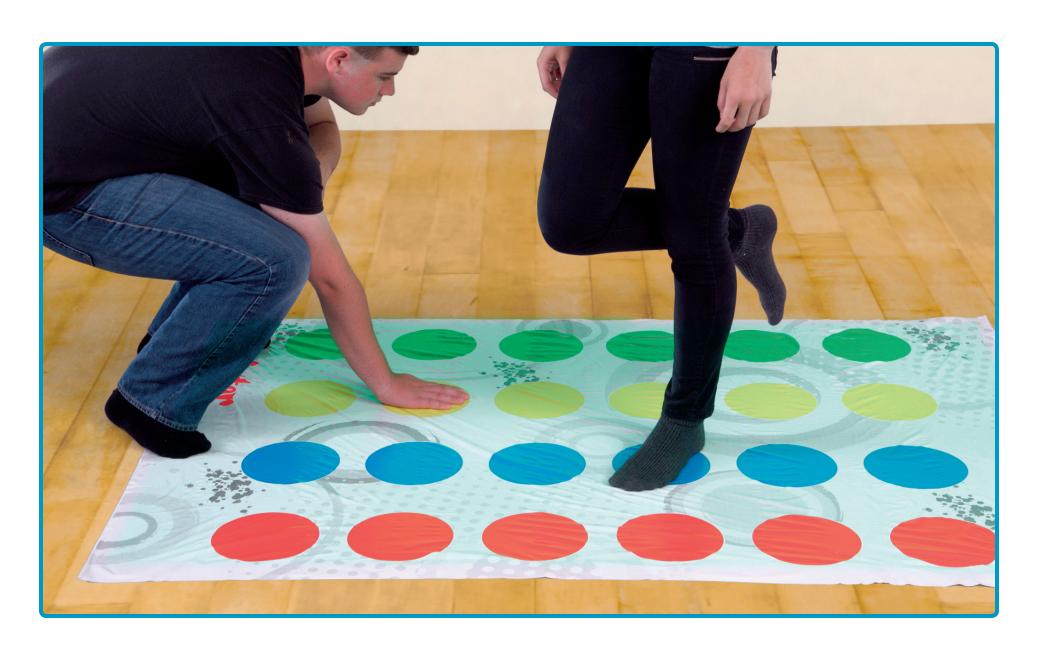


THEN



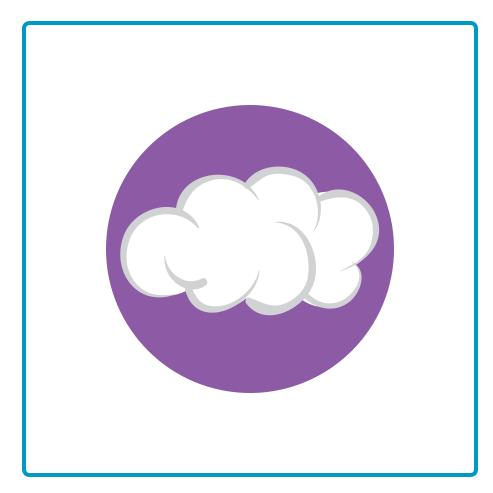
Put your hand or foot on the place you hear.

Then, your friend can have a turn.

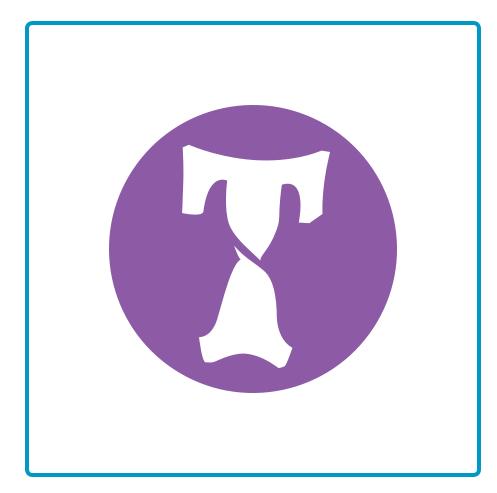


You can stay at your place and try not to fall.

Wow, you did a great job! Now let's try adding in the special circles.



means your body part goes in the air.



means that the spinner person makes up a silly direction.

You are all done!
You can high-five your friend and say, "Great job!"



Playing Twister with a friend is fun!