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Kiddos' Restaurante

(A game for practicing Executive Functioning Skills!)

Game Instructions: This game can be played in a variety of ways and modified for almost any age and need. Print out all the "To Go Menu" slides, the server menu page, and the pages of the menu items. All menu items are labeled so you or your child can cut the items out (**visual-motor, bilateral skills eye-hand coordination**), with labels intact, and have your child organize the menu items into the appropriate menu category (**organization, categorization**). (All menu category labels are provided on page 16 under the silverware.) This will make the items easier to find later. Ways to play:

1. Your child will be the server and you will check off each item you want from the menu. Be sure to mark off the appropriate dishes/silverware, too. Your child will look over your order and either highlight, circle, or underline each item on their server menu (**visual-motor, attention to detail, scanning, initiation, planning**). Your child will go find all the items you ordered and bring them back to you (**initiation, attention, working memory**). Your child might think it's fun if you switch and take turns so your child can order while you're the server.
2. You can also work on **flexibility and perseverance** by changing your order before your child finishes transferring the order to the server menu or after they've returned with the items.
3. You can cut out and use the separate list of menu items as cards and randomly pull out 3-5 items from the deck of cards. Show the cards to your child and either say the menu items or have your child repeat them. Now, your child will go get the items without having a list to look at (**working memory**).
4. Add simple dollar amounts to each menu item to work on **math skills** with your child (for example, adding cost of order for total owed or subtracting sum of the order from the amount of money you have for amount due back-can use Monopoly for this).
5. By marking off only food items, or parts of food items (i.e. hamburger or bun, but not the rest of the burger items or dishes needed) your child can problem solve to determine what other things you need or ask what else you would like to have on your burger (**flexibility, communication skills, self-control, working memory**).
6. If you have another person to play you can have a race for who gets the correct items the fastest or you can set a timer and just race to beat the clock (**time management, planning, working memory**).