### Objectives

1. Describe strategies for engaging children and their parents in therapy while maintaining a therapeutic environment.
2. Define social and emotional competence and learn how to use a variety of interventions to foster social and emotional competence.
3. Explain how games make therapy accessible and productive and understand how to use a variety of games to facilitate therapy, overcome resistance, foster emotional and social competence skills, and make sure clients have fun when they come to their session.
4. Describe bibliotherapy and develop storytelling skills that can be used to mirror our client’s healthy development and coping skills, and to model and suggest strategies for addressing problems.
5. Show how to select activities for specific presenting problems.
6. Summarize and review the use of popular, commercially available games (e.g. Candy Land), and games specifically created for therapy.

### Outline

#### Let’s Play Games!
Use games diagnostically and therapeutically
Select games for specific diagnoses and symptoms
Games to establish rapport
Maintain a therapeutic attitude while encouraging clients to have fun

#### The Intersection of Play, Play Therapy, and Games
Establish therapeutic goals collaboratively
Select materials specific to the client’s symptoms and behaviors
Teach skills and alternative behaviors
Facilitate interpretations and connections
Reinforce appropriate behaviors in sessions

#### Strategies for Young Children (3 to 6 years old)
- Brief therapy strategies
- Parent training
- Cooperative games
- Storytelling games
- How to use non-therapeutic games
- Address disruptive behavior disorders
- Play techniques and bibliotherapy for anxiety and depression

#### Strategies for Elementary School (6 to 11 years old)
- Engage children in the first and second sessions
- Collaborate with parents
- Selection and use of therapeutic games
- Storytelling
- Structured activities for ADHD, Anxiety, Depression and ODD
- Suggestions for non-therapeutic games

#### Strategies for Middle School (11 to 14 years old)
- Engage middle school children in the first and second session
- Reluctant clients and withdrawn clients
- Angry and passive aggressive clients
- Clients/students with weak social skills
- Structured activities for ADHD, Anxiety, Depression and ODD
- Collaborate with parents
- Selection and use of therapeutic games
- Storytelling
- Non-therapeutic games

#### Strategies to Engage Children and Parents
- Engage parents, before, during, and after the initial visit
- Educate parents about play therapy
- “Homework” interventions
- Communication games

#### Special Issues in Child Therapy
- How much self-revelation is OK
- Disruptive behaviors, cheating and frustration
- Resistance to game play
- Include siblings, parents, friends

#### Live Seminar Schedule
- 7:30 Registration/Morning Coffee & Tea
- 8:00 Program begins
- 11:50-1:00 Lunch (on your own)
- 4:00 Program ends

#### Questions?
Call customer service at 800-844-8260

#### Guarantee
Your satisfaction is our goal — and our guarantee! If you are not satisfied with this seminar, we'll make it right.
This dynamic and engaging workshop is perfect for adding play therapy strategies and techniques to your repertoire. Dr. Yorke will provide practical and engaging strategies to use immediately, for children with ADHD, depression, anxiety, ODD, and more.

Dr. Yorke will also cover strategies to work with preschooolers. The strategies and techniques you'll learn in this workshop include storytelling, therapeutic board games, rating scales, Thumbnails, paper and pencil games, checkers, noncompetitive games, communication games, popular children’s games such as Candy Land and Don’t Break the Ice®, and bibliotherapy. The strategies and techniques taught in this workshop are suitable for children with a wide variety of challenges, including anger, anxiety, depression, non-compliance, disruptive behavior, and social skill deficits. A detailed course handbook will provide additional information about techniques and strategies discussed in this workshop, as well as additional resources.

Target Audience: Play Therapists • Counselors • Social Workers • Psychologists • Educators • Speech-language Pathologists • Occupational Therapists

This activity consists of 6.25 clock hours of continuing education credit. Paperback: $26.99* (distributed at seminar—free shipping!)

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GARY G. YORKE, PH.D., LICENSED PSYCHOLOGIST, is a licensed psychologist and has been in private practice in Austin, Texas for over 20 years. He and his wife co-founded the Austin Behavioral Health Center (which may be available), a certificate to attend another semester, or receive a tuition refund less a $30 cancel fee. Substitutions are permitted at any time. If you contact us before the event date, you can exchange for a DVD or CD/digital download for a nominal fee. walk-ins are welcome but admission cannot be guaranteed. ADA needs: Telephone: 800-844-8260. Check tuition: $30 tuition: if you are interested in being our registration contact. Dr. Yorke is the creator of My First Therapy Game, The Social and Emotional Competence Game Card and, and of My Meditation Workbook. He has presented workshops on storytelling, ADHD, child therapy, assessment, Bipolar disorder, Asperger’s Disorder, and the use of games in child and play therapy.