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
Non-therapeutic games to advance treatment goals
Address disruptive behavior disorders
Play techniques and bibliotherapy for anxiety and depression

Strategies for Elementary School (6 to 11 years old)
Engage children immediately
Collaborate with parents
Selection and use of therapeutic games
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Reluctant clients and withdrawn clients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
Selection and use of therapeutic games
Storytelling

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

Questions?
Call customer service at 800-844-8260

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
For locations and maps, go to www.pesi.com, find your event, and click on the seminar title.

Play, Play Therapy, and Games
Proven Strategies to Engage Children in Therapy

MERRILLVILLE, IN
Wednesday, March 15, 2017
CARMEL, IN
Friday, March 17, 2017
FORT WAYNE, IN
Thursday, March 16, 2017

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Over 2/3 of the Seminar Covers Strategies

- Create stories that engage children and achieve therapeutic goals
- Foster emotional competence and social skills
- Overcome resistance
- Game activities using everyday materials

MERRILLVILLE, IN
Wednesday, March 15, 2017
FORT WAYNE, IN
Thursday, March 16, 2017
CARMEL, IN
Friday, March 17, 2017
**70 Play Activities for Better Thinking, Self-Regulation, Learning & Behavior**

By Lynne Kenney, Psy.D. & Rebecca Comizio, MA, MA-ED, NCSP

Packaged with worksheets, handouts, and guided scripts with step-by-step directions, this definitive resource will put you to the top of your play game. With over 70 activities designed to improve thinking, self-regulation, learning and behavior, your tool kit will be full and your creative brain will be inspired to craft your own meaningful exercises. Play now, Play later… with 70 Play Activities for better brain function and learning.

**Self-Regulation Interventions and Strategies: Keeping the Body, Mind & Emotions on Task in Children with Autism, ADHD or Sensory Disorders**

By Teresa Garland, MOT, OTRL

Keeping children bodies, minds and emotions on task just got easier with this new book from self-regulation expert Teresa Garland. Featuring more than 200 practical and proven interventions, this guide offers strategies for helping children gain more control over their lives.

The Social and Emotional Competence Game Card for ADHD, Asperger’s, Anxiety, Depression & Bipolar Disorder

By Gary G. F. Yorke, Ph.D., Licensed Psychologist

The Social and Emotional Competence Game Card Set (Reserved) can be used with the Social and Emotional Competence Game or as a stand alone card game. The goal is to educate players about a specific disorder and provide skills for managing the disorder. There are five decks of cards, one for each disorder: Anxiety, Depression, ADHD, Asperger’s, and Bipolar Disorder. Blank cards are included so that counsellors/tutors can write in their own questions or comments.

The game includes 5 sets of cards (54 cards each in set), directions, and a bag of chips.

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**How to Register**

**ONLINE**

Please complete entire form! (If you notify us of a seminar change) please print a Oprah “_multipage” on reverse side of form.

Email: info@pesi.com

PHONES

**800-844-8260**

Please have credit card available

**800-554-9775**

Please have credit card available

**MERRILLVILLE, IN**

March 15, 2017  **11:00AM**

Hilton Garden Inn

77758 South Street - 46410

(219) 769-7100

**FORT WAYNE, IN**

March 16, 2017  **11:00AM**

Holiday Inn Ft. Wayne-IPFW & Coliseum

411 Paul Shaffer Drive - 46260

(260) 482-3800

**CARmel, IN**

March 17, 2017  **11:00AM**

Hilton Garden Inn

3090 Pennsylvania Street - 46032

(317) 581-9400

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**PAYMENT OPTIONS**

- Check or money order
- Visa, Mastercard or Discover
- Fax or mail registration form
- Call to register and pay by credit card
- Register online at www.pesi.com

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**Special Group Discounts**

Groups of 5 or more: Call 800-844-8260 for discounts.

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**CEUs**

**INDIANA EDUCATORS:**

6.0 Professional Growth Points are available for this program.

**OTHER PROFESSIONS:**

(3.0-5.0) continuing education clock hours for this intermediate course. A certificate will be issued for partial attendance.

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**Instructor:**

Gary G. Yorke, Ph.D., Licensed Psychologist

He has presented workshops on storytelling, Game, and author of

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**Course Level:**

Intermediate

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**Course Objectives:**

After completing the course, the participant will be able to:

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**Description:**

Keeping children bodies, minds and emotions on task just got easier with this new book from self-regulation expert Teresa Garland. Featuring more than 200 practical and proven interventions, this guide offers strategies for helping children gain more control over their lives.

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**Cost:**

$179.99 (includes all materials)

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**Registration:**

Advance registration required.

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**Cancellation Policy:**

Advance registration required.