

Rush Hour



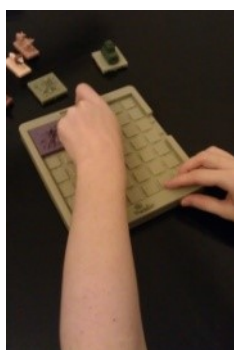
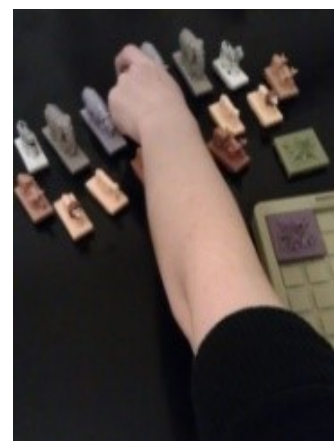
As well as developing two-handed play this game gives the helper hand practice in:

Thumb/finger grasping

Holding

Reaching

Releasing

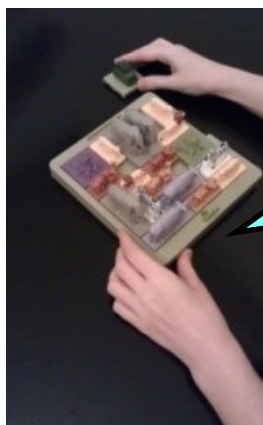


There are lots of ways to play this game. Whichever way you choose to play, you should try to make sure that the pieces on the table are mostly on the helper side and a comfortable arm's stretch reach away. This will help to encourage your child to stretch his/her helper hand to grasp the pieces.

He/she will also need to hold the board steady with one hand and place the piece using the other.

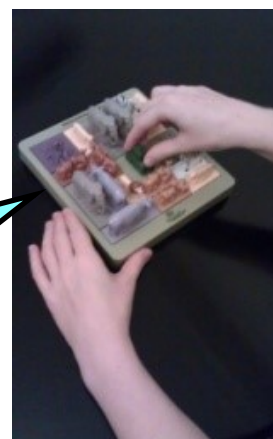
1. Try to fit all the pieces on the board at once

This might not be as easy as it sounds, your child will need to make sure that there are enough spaces in the correct shape to fit the last piece.



Uh-oh! Not enough space for the last piece here...

That's better, all of the pieces fit now.



2. Take one of the cards and make the pattern shown on it.



Position all of the pieces in the pattern on the card

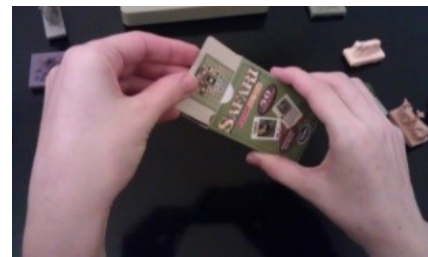
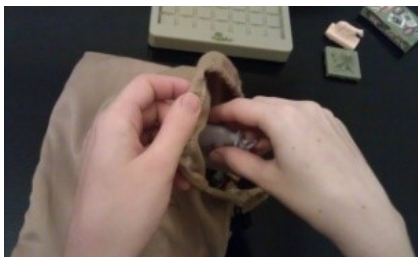


Slide the pieces along on the board. Be careful, some of them only move in one direction...



When you have cleared a path you can drive the out the exit!

3. When your child has made the pattern, he/she can move the pieces around to drive out the exit on the side of the board.



4. At the end, your child should put all of the pieces back into the bag, holding the bag in one hand and the pieces in the other.
5. Encourage your child should to pinch the black toggle to close the bag with the drawstring and then put away the cards .

We hope your child has lots of fun finding the solution to this puzzle!

<http://research.ncl.ac.uk/hemiplegiaresearch-fungames>