

Special Bulletin



D.O.F. The Destroyer of Fun has escaped and is finding his way into social thinking groups everywhere!

BEWARE: He is invisible and likes to hang out where there are games, sports, or anything that involves competition.

Let's figure out what his powers are so we know when he shows up and what *Superflex Strategies* to use to defeat him!

D.O.F. Likes to prevent us or others from having a fun time while playing games. This may include:

- ☞ *Not letting us compromise with others*
- ☞ *Insisting that we go first or have a specific color during a game*
- ☞ *Not being flexible to try new games; only sticking to the games that you know*
- ☞ *Changing the rules midway through the game or adding new rules that make the game more complicated*
- ☞ *Makes you think problems are huge and gets you to have big reactions*
- ☞ *Using mean or unfriendly words or mean tone*
- ☞ *Cheating/Peeking at another's card*
- ☞ *Bragging*

Can you think of others?

But wait...Superflex can help by:

- ☞ *If you do not get to have something your way during the game, ask yourself, "how big a problem is it?" If a tiny problem, then what is a tiny response : let it go, compromise or negotiate, or pick your next favorite color*
- ☞ *Helping to change our brains and the way we think about things so that way we can come up with fair ways to compromise: rock, paper, scissors; roll dice, or everyone just picks a number not already chosen*
- ☞ *Switching our brain to see that choosing a new game can be fun as long as the kids around are all having fun*
- ☞ *Being flexible and telling ourselves that we tried our best and had fun playing with our friends*
- ☞ *Using our words to communicate how we are feeling if we are mad about something*
- ☞ *Complimenting others about the great game they had*

Can you think of others?