



CURRICULUM
SPOTLIGHT:

Story Cues by Skillease

Overview of the Game

Story Cues is a fun and engaging sequencing card game designed for children ages 7 and up. The game encourages children to become “story detectives” as they search for clues, organize events, and figure out what happens next. Each set includes 10 entertaining stories with 5 cards per story, giving children many opportunities to practice comprehension, critical thinking, and social understanding in a playful, structured way. As players work through each sequence, they build language skills, strengthen reasoning abilities, and learn to notice important visual and social cues. The detailed manual also includes therapeutic strategies, extension activities, and sample critical-thinking questions for every story, making it easy to use in classrooms, therapy sessions, or small group settings.

Skills & Concepts Children Learn Through the Game:

- **Story Comprehension & Sequencing**

Children practice putting stories in the correct order by identifying what happened first, next, and last. As they connect events together, they strengthen comprehension, memory, and understanding of cause and effect.

- **Critical Thinking & Inferencing**

Children learn to look closely at pictures and details to notice hidden clues within the story. A muddy shoe, a surprised expression, or a missing object may help them predict what happens next and explain their thinking.



- **Social-Emotional Learning**

Many stories focus on everyday situations children can relate to, helping them explore feelings, friendships, and problem-solving. Children practice recognizing emotions, understanding different perspectives, and discussing appropriate social responses.

- **Expressive & Receptive Language Skills**

As children explain their sequencing choices and retell stories, they build vocabulary, sentence organization, listening skills, and conversational language. The game naturally encourages discussion and storytelling.

- **Flexible Thinking & Problem-Solving**

Story Cues helps children think beyond one possible answer. Children learn to consider different outcomes, revise predictions, and use reasoning skills when new information is introduced.

Sample Goals to Target While Using Story Cues:

- Given a 5-card sequence, the client will place the story cards in the correct order using visual cues.
- The client will identify important details within the story that help explain what is happening.
- When discussing a story, the client will describe how a character may be feeling and explain why.
- The client will retell a story using sequencing words such as “first,” “next,” “then,” and “finally.”
- During gameplay, the client will answer critical-thinking questions related to cause and effect.
- The client will generate possible solutions to social problems presented within the stories.
- The client will demonstrate perspective-taking by discussing another character’s point of view.
- The client will verbally explain reasoning for placing story cards in a specific sequence.
- The client will demonstrate flexible thinking by changing predictions when given new story clues. |
- The client will maintain cooperative participation and appropriate turn-taking during gameplay.

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