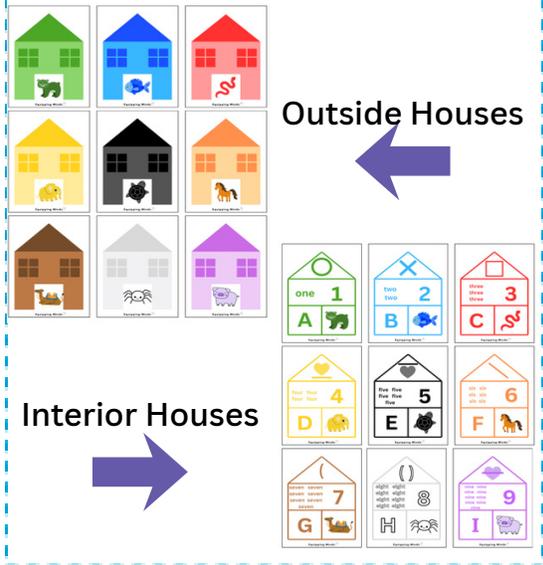These games are adaptations and extensions of **Equipping Minds Cognitive Development Curriculum (EMCDC) and Brown N-Back Code.**
The nine Code Cards will be one of each color; You should start with the solid houses (outside houses), and then use the other side (house interior) as the student advances.

Outside Houses

Interior Houses

All games are for one or more players.
Most Important Rule…HAVE FUN!!!
Ask, "What do you see?"
Start with what they know.
Model what you want them to do.
Take turns initially and use language.
Say, "I see red on red."
If nonvocal, you voice what they are doing.
Words of encouragement and helpful phrases
"We will do this together. I will help you."
"Let's stop and think." "I like how you're thinking."
"Hard is GOOD!" "Struggling well."
"I see you…. What do you see yourself doing?"
Say, "CHECK" rather than "no" or "wrong."

Use the Equipping Minds Program for five days a week, 30 minutes a day, for optimal results. *Instructional Video Course on the Equipping Minds Website under the SHOP.*
https://equippingminds.com/shop/

Refer to the Instructions in EMCDC
Sorting: Level 1
Lay down all Code Cards In order, starting with the Outside Houses.
Ask the student: "what do you see on each card?"
State the color/animal on each card.
Have the student organize the houses by color, and then by animal.

Sorting: Level 2
Lay down all code cards In order, this time with the Interior Houses face up.
Ask the student: "what do you see on each card?"
Have the student explain what Is on each card (animal, letter, number, word(s), symbol, color).
Have the student organize by each element.
For an added challenge, change the element you are sorting by as you play.

Sorting: Level 3
Lay down all code cards In order, this time with the Outside Houses facing up.
Have the student organize by various elements by recalling which elements belong to which colored house (circle on circle, two on two, C on C, etc.)
Review the elements as needed to assist the student.
For an added challenge, change the element you are sorting as you play.