

# Jabbers

## Gifts 'n Giving

*A Game for Self-Advocates!*



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7420 SW Bridgeport Road  
Suite 210  
Portland, OR 97224  
[www.theriotrocks.org](http://www.theriotrocks.org)

**Great for  
Self-Advocacy  
Meetings!**

# Jabbers

## Gifts n' Giving


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**Jabbers Gifts n' Giving** helps people to think about what gifts they have that they can give to somebody else. We are not referring to material things that they already have, like a movie DVD or furniture. We are thinking about what a person can give of themselves to somebody else. The idea is then to match up what players have to give with what others may need. Using this game in tandem with **Jabbers Dreams n' Goals** works great!

**Who can play?** **Jabbers Gifts n' Giving** is meant for self-advocates. Self-advocates are people with disabilities who speak up in their own way for themselves and others. But anyone can play. Parents, family, friends, staff can join in too. It's easy. As few as two people can play but this game works best in a group of three or more. The more people involved, though, the harder it is to be sure that each player gets a chance to think through what he or she can give.

**How do we play?** Each player gets a game card that shows 20 colorful icons within numbered boxes spread across the page. Players must also have access to stickers that will come into play later.

There are 20 statements, each referring to a particular item that someone may give. Nineteen (19) topics cover different giving areas. The 20<sup>th</sup> topic is an "open" item where each player can write in something specific to themselves that was not already covered. The idea is for a Group Leader to raise each topic one at a time and facilitate a discussion about the topic. Participants are encouraged to **Jabber** away!

The Group Leader starts by reading the first topic and encouraging discussion -- **Jabber**. As the jabbering winds down, each person decides if the topic represents a gift that they can give to someone else. If it does, the player puts a  sticker in the spot found inside the appropriate numbered box. The Group Leader works players through all 20 topic areas. Have FUN but watch the clock! Time moves fast once the **Jabbering** starts!

At the end of the game each player has a game card with stickers placed in boxes where they felt they have a dream or a goal. Most usually have stickers in more than one box.

**What happens after?** Now players can think harder about the gifts they have to offer and get more specific about what exactly they have to give. They may need help talking it all through and deciding on what they are willing and able to do for others. Afterwards, they can develop an action plan to begin giving. Ideally, what people say they can give will be matched up with what others say they need in life or to relevant community events.

In this game every player is a winner for taking a step towards living the life they want.

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Developed by Riot Works

Riot Works is an organization whose mission is to promote self-advocacy and self-determination. Riot Works is also involved with publishing *The Riot!*, a national e-newsletter for self-advocates. For more information about *The Riot!* and how to contact us go to: [www.theriotrocks.org](http://www.theriotrocks.org).

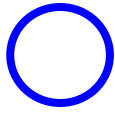
# Jabbers

## Gifts 'n Giving

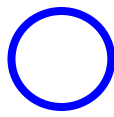
### 20 Topic Statements

- 1.** I can watch kids or babysit.
- 2.** I can work in a garden or yard. I can help till soil, plant seeds, weed, rake or mow.
- 3.** I can do housework, like vacuuming or washing dishes or laundry, or cleaning up a house.
- 4.** I can bake or cook up some great things to eat for somebody.
- 5.** I have a car so I can give someone a ride now and then.
- 6.** I can help someone with their schoolwork, like math or English or whatever.
- 7.** I can make something for someone (e.g., woodwork, a painting, sewing, knitting).
- 8.** I can teach someone a skill I have (e.g., sewing, fishing, computer, video gaming).
- 9.** I can help take care of someone's pet (e.g., dog, cat, bird, snake, gerbil, lizard).
- 10.** I can help somebody with something they need to do, like pack up and move, organize a party, clean out a garage or some other big thing that needs doing.
- 11.** I can be an advocate and help someone speak up at a meeting or stand up for themselves.
- 12.** I can be a buddy to someone by keeping them company, going out on a walk, going to a movie, going swimming or just talk.
- 13.** I can volunteer to help out with an event in town, like a park clean up day or "Fun Run."
- 14.** I can volunteer to help out with something our group is doing, like a fund-raiser, put out a mailing, make a newsletter or just help out with office work.
- 15.** I can help out with building or repairing something (e.g., building a ramp or shed, home repair, painting).
- 16.** I can volunteer at a soup kitchen or food pantry to serve food to others that are hungry.
- 17.** I play music, so I could play music at a group meeting or event, or be the DJ.
- 18.** I can help someone with their grocery shopping, carry grocery bags and put stuff away.
- 19.** I can show someone how to use public transportation so they can get around.
- 20.** *I can ...* \_\_\_\_\_

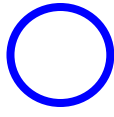
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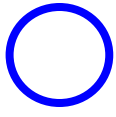
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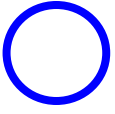
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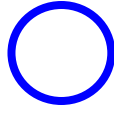
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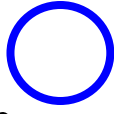
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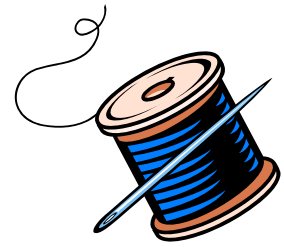
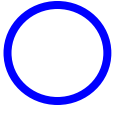
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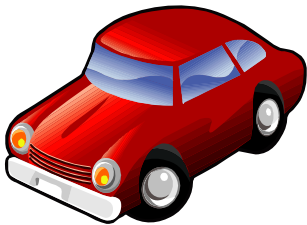
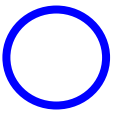
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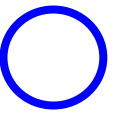
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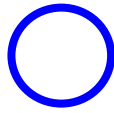
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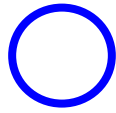
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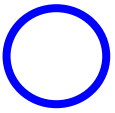
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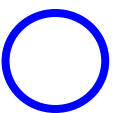
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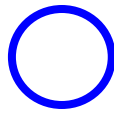
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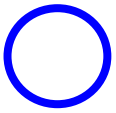


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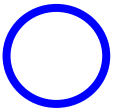


I can...

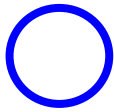
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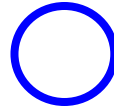
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