

Childswork Childsplay.com

Toss & Learn Games

See page 3

NEW!



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shipping

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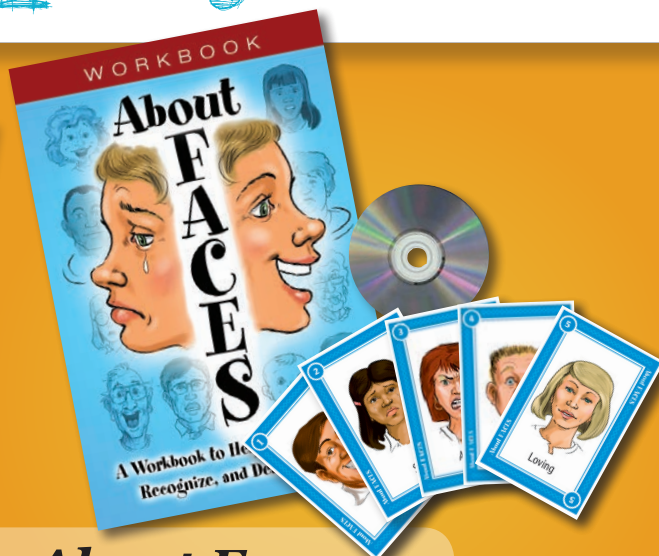
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Details on page 2

Childswork Childsplay.com

Play-2-Learn: GO FISH Card Games

See page 4



About Faces Card Game & Workbook

See page 7

NEW!

Rachel's Challenge

Board Game

See page 6



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Details on page 2

Smart Sharks

Card Games

See page 5



Table of Contents

New Products.....	3-8
Counseling Collections	9-25
Aspergers/Autism/Special Ed	26
ADD/ADHD/Impulse Control.....	27-30
Social Behavior & Friendship.....	31-35
Bullying & Anger Management.....	36-38
Behavioral Management	39
Conflict Resolution	40
Feelings & Emotions.....	41-44
Dealing with Difficult Times	45
Self-Esteem.....	46-47
Teenage Years	48-51
Professional Resources	52
Coupons.....	53
Index	54
Order Form	55



DISCUSSION AND IDENTIFICATION OF RUMOR SPREADING

Grades: Upper Elementary School - High School
Type of Form: Discussion and Worksheet
Category: Social Skills, Cliques, Communication

Begin with a discussion about spreading rumors. After the discussion, complete the questions below.

DEFINITION OF A RUMOR

A rumor is spreading specific information about something or someone that may or may not be true.

DISCUSS HOW A RUMOR IS SPREAD

By repeating a story to others that you do not know if it is true or false.

PROBLEMS WITH RUMORS:

- They could be extremely hurtful.
- They could potentially damage a relationship.
- The harmful effects could be long-lasting.
- The information could be untrue.
- It could be a waste of time.
- It could be a distraction from school.
- It could be a distraction from work.
- It could be a distraction from home.
- It could be a distraction from life.
- It could be a distraction from everything.

FREE

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for orders of \$50 or more

Use Code: **WBDK**

On standard, ground delivery in the continental U.S. only. Offer expires 1/10/15 and can't be combined with any other promotion.

CHOKING HAZARD WARNING:



When you see this symbol throughout the catalog it means the product contains small pieces and is not for children 3 and under.



CounselingFormsOnline.com

A Virtual Help, Inc. Company

Counselingformsonline.com gives you access to thousands of print-on-demand activity sheets, information sheets, exercises, assessment forms, and more to help children, teens, and adults. Our mission is to help busy counselors, therapists, teachers, and administrators by providing them with up-to-date, effective, and practical resources, all instantly available from any computer – at any time. The counseling tools cover, ADD/ADHD, anxiety, anger, bullying, grief, social skills, prevention, and many more topics.

- ✓ **FREE one month trial membership.**
- ✓ **About 2,000 counseling tools are currently available on the site.**
- ✓ **For individual or group use.**
- ✓ **New tools are added weekly.**
- ✓ **Ask about our money-saving district-wide licenses.**



COPING SKILLS CHARADES

Grades: Elementary School
Type of Form: Discussion and Activity
Category: Feelings, Stress

Begin with a discussion about coping skills. After the discussion, complete the questions below.

DEFINITION OF A RUMOR

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- It could be a distraction from home.
- It could be a distraction from life.
- It could be a distraction from everything.

HOW CAN I EXPRESS MY ANGER?

Grades: Elementary School
Type of Form: Worksheet
Category: Anger Management

Begin with a discussion about expressing anger. After the discussion, complete the questions below.

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- It could be a distraction from work.
- It could be a distraction from home.
- It could be a distraction from life.
- It could be a distraction from everything.

What subscribers are saying...

"There is simply no other site like this one! It's a busy counselor's dream come true."

-Robin S., LCPC, Counselor

"I never have to wonder what to do with my students. And they love the activities."

-David G., Ph.D. Psychotherapist

"A great source for therapeutic homework and parent hand-outs. Wow!"

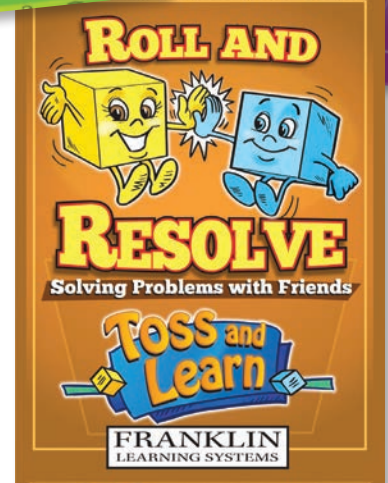
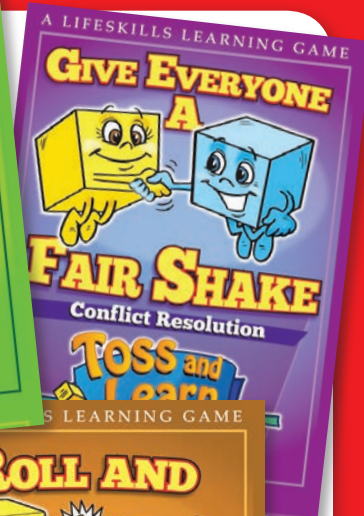
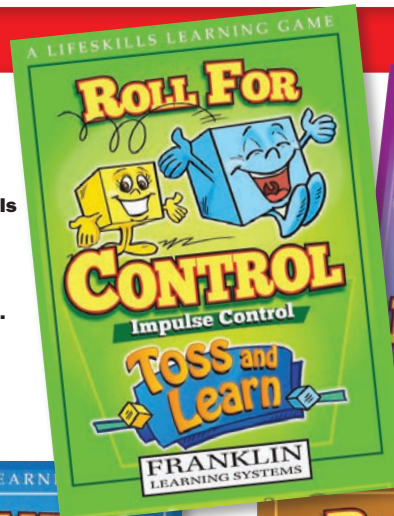
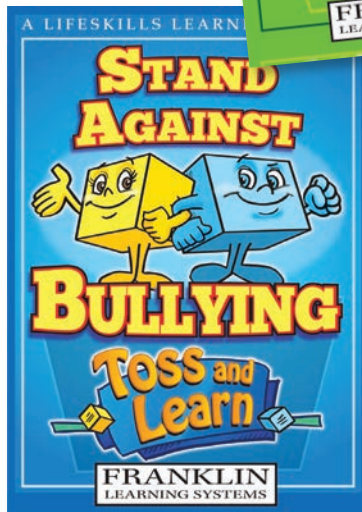
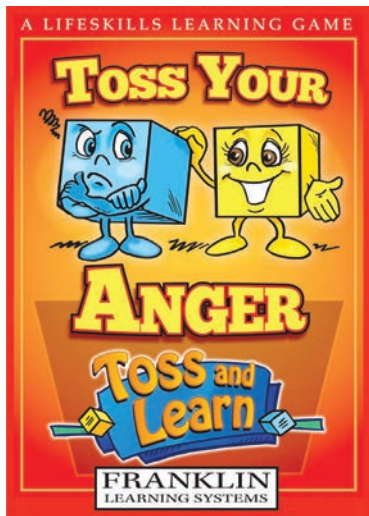
-Barbara C., LMHC, Clinic Director

"I know the counselors really love having this resource."

-Charlotte C., Director of Counselors

Toss and Learn Games

Grades 3-6. These innovative games help players learn important skills and apply them to commonly encountered situations. Each game comes with 4 polyurethane dice (2 blue and 2 yellow), 2 skill sheets, a packet of points, rules, and facilitator guidelines. The blue dice have situations, and the yellow dice have either questions or actions. Players roll a blue die and then roll a yellow die. Players apply the question or action on the yellow die to the situation on the blue die.



Roll for Control: Impulse Control

Skills learned include: thinking before you act; recognizing consequences of impulsive behavior; not acting on impulses; using self-talk to help combat impulsive urges; taking responsibility for your actions...and more!

CAM- 2168

\$29.95

Give Everyone a Fair Share: Conflict Resolution

Skills learned include: being a good listener; learning to show respect; trying for a win-win solution; taking responsibility for choices made; knowing when to walk away; learning not to blame others...and more!

CAM- 2169

\$29.95

Toss Your Anger: Controlling Your Anger

Skills learned include: being respectful; using positive self-talk; recognizing consequences; determining the right responses to anger; counting to ten and deep breathing techniques to relieve angry feelings...and more!

CAM-2170

\$29.95

Stand Against Bullying

Skills learned include: recognizing how to react to a bully's behavior; understanding the role of the bystander; practicing assertiveness techniques for the target; understanding when it's important to bring in a trusted adult...and more!

CAM-2171

\$29.95

Roll and Resolve: Problem Solving with Friends

Skills learned include: talking it out with friends; being fair to each other; being a good listener; learning to compromise; showing empathy; recognizing when to apologize; learning to forgive...and more!

CAM- 2172

\$29.95

SET OF ALL 5

CAM-2173A

~~\$149.75~~

\$133.95

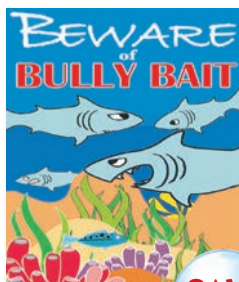
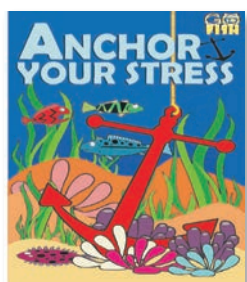
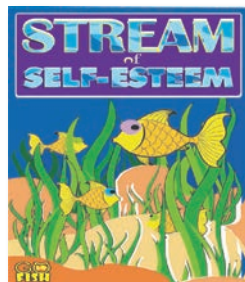
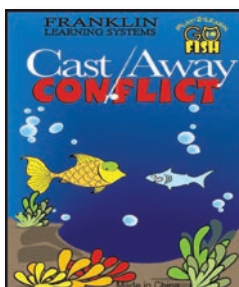
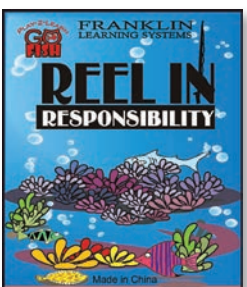
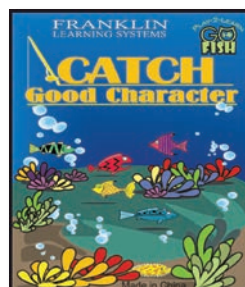
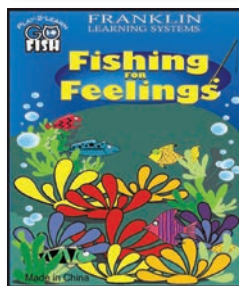
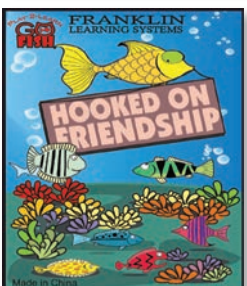
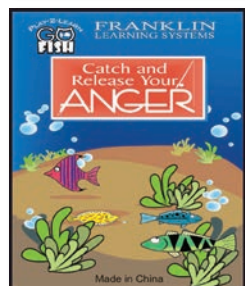
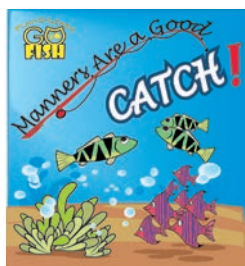
**SAVE
10%**

New Products



Play-2-Learn: GO FISH Card Games

Grades K-2 and grades 3-5. Based on the popular card game, Go Fish, these games help youngsters improve social and emotional skills in the following areas: Anger, Friendship, Feelings, Character, Responsibility, and Conflict. There are two decks of 50 cards in each game; one for each grade level. The games differ from classic go fish in that players must answer a question before they can accept a requested card. Instead of numbers on the cards they all have fun fish names and pictures. Rules sheet and facilitator guidelines included.



Go Fish: New Fish in School **NEW!**

CAM-2163 \$14.95

Go Fish: Manners are a Good Catch **NEW!**

CAM-2136 \$14.95

Go Fish: School of Success **NEW!**

CAM-2137 \$14.95

Go Fish: Swimming Toward Self Control **NEW!**

CAM-2138 \$14.95

Go Fish: Catch and Release Your Anger

CAM-1817 \$14.95

Go Fish: Hooked On Friendship

CAM-1818 \$14.95

Go Fish: Fishing for Feelings

CAM-1819 \$14.95

Go Fish: Catch Good Character

CAM-1820 \$14.95

Go Fish: Reel in Responsibility

CAM-1821 \$14.95

Go Fish: Cast Away Conflict

CAM-1822 \$14.95

Go Fish: Stream of Self-Esteem

CAM- 2018 \$14.95

Go Fish: Anchor Your Stress

CAM- 2019 \$14.95

Go Fish: Beware of Bully Bait

CAM-2020 \$14.95

**SAVE
10%**

SET OF ALL 13 CAM-2164A ~~\$194.35~~ \$173.95



New Products



Smart Sharks Card Games

Grades 5-8. A new series of challenging and fun card games for middle school students. Based on the popular card game 21, players learn key skills while they try to get as close to 21 as possible without going over. These games use different "smart" sharks to deliver the skill sets in an effective way that middle schoolers can relate to. The scenario based cards represent the typical issues faced by middle school students on a daily basis. These games are a must have for middle-school aged children trying to deal with the demands of their peer group and challenges in school and after-school activities. Each game comes in a sturdy box with a deck of 52 cards, facilitator's guide, rules sheet, and a color foldout of the skills taught in the game.

LEADERSHIP: It's NOT for Guppies

Will help players improve their leadership skills and develop an understanding for the key concepts in becoming a good leader. Good leaders focus on moving the group towards accomplishing their goals and keeping the group members motivated. This game teaches those critical skills. Leadership skills taught in the game are outlined on a color foldout. Players apply these skills to specific, realistic scenarios found on the cards.

CAM-2127 \$14.95

Dive into SOCIAL NETWORKING: Netiquette Essentials

Designed to teach players safe and respectful techniques while using social media sites. The perceived safety of the computer causes significant disinhibition of foolish, mean, self-defeating, and risky behavior. This game will help to teach kids to use Facebook, Twitter, and other social networking sites responsibly. A set of guidelines is outlined on a color foldout, and players practice applying these guidelines to realistic situations likely to be encountered on the social networking scene.

CAM-2128 \$14.95

STRESS Can Mess with You

Helps players learn to deal with stressful situations that are common in the middle school years. Shifting friendships, the start of dating, as well as financial problems at home can cause a great deal of stress. This game focuses on rational thinking and problem solving to alleviate stress and anxiety. Players also practice stress reduction techniques such as self-talk and relaxation techniques. Players will read the scenario cards, identify the areas that may cause them stress, and improve their ability to cope with stress by using the guidelines that are included in the game.

CAM-2129 \$14.95



Take a Chomp Out of ANGER

Will help players learn to understand the feelings behind their anger and will help them to deal with anger in an appropriate way. Players learn a set of anger control skills which are outlined on a color foldout. Skills include ways of delaying a response in order to give time to think and problem solving skills that will enable players to achieve their goals without using aggression. The skills empower players to resolve angry feelings so that they can achieve healthier relationships with others. They practice applying the skills to realistic scenarios on the cards.

CAM-2130 \$14.95

Art of the Deal: CONFLICT RESOLUTION Tips

Helps players learn strategic and respectful ways for resolving conflicts effectively. This game teaches players how to strive for win-win solutions where both parties to the conflict achieve many of their goals. This game comes with a color foldout that summarizes tactics that are fair (likely to resolve conflicts) and tactics that are unfair (likely to exacerbate conflicts). Players diagnose the use of unfair tactics in the cards and practice applying the fair tactics to the scenarios in the cards.

CAM-2131 \$14.95

Hang in There: RESILIENCE

Teaches players that resilience is one of the crucial character strengths needed for success in school, sports, career and life in general. By learning from past mistakes instead of allowing failure to take over, players will learn key strategies to persevere creating greater self-esteem and confidence. Players will learn that everyone can acquire new skills and strategies to become more resilient. They will learn how resiliency facilitates meeting goals and challenges as well as specific skills for maintaining the motivation to bounce back after temporary setbacks. These skills are outlined on a color foldout.

CAM-2132 \$14.95

Dive into NEW WATERS

Helps players learn to adjust to a new school environment. They may worry about making friends, their academic progress, asking for help, or who they will sit with at lunch, etc. This game helps middle school students successfully deal with these common fears and pressures by providing coping skills and techniques that work.

CAM-2165 \$14.95

Don't Drown in DRAMA

Helps players deal with the transitions that happen during middle school and the "drama" often experienced by those changes. Middle school is often a dramatic and emotional time for girls. It is a time of transition in many areas changing bodies, raging hormones, shifting friendships, and conflicting feelings about who they are and who they feel they should be. Peer pressure and the desire to fit in can be overwhelming. This game helps to teach girls to better cope with these emotional challenges.

CAM-2166 \$14.95

SET OF 8 CAM-2167A \$119.60 \$105.95

SAVE 11%

New Products



Emotional Intelligence Workbooks

Ages 12-18. A "must-have" collection for anyone who works with teens. Includes activities for use in individual or group counseling sessions.

TEEN LIBRARY (SET OF 10 WORKBOOKS)

CAM-2161A

~~\$162.50~~

\$137.95

SAVE 15%

The Executive Functioning Workbook for Teens **NEW!**

Written by a licensed school counselor, it will provide teens with the skills needed to get organized, retain information, communicate effectively, and perform well in school and everyday life.

CAM-2158

\$16.95

The Self-Esteem Workbook for Teens **NEW!**

Teens will learn to develop a healthy, realistic view of themselves that include honest assessments of weaknesses and strengths, and they will learn to respect themselves, faults and all.

CAM-2159

\$15.95

The Bullying Workbook for Teens **NEW!**

42 step-by-step self-help activities designed to help teens learn anti-bullying tips and strategies; manage emotions such as anxiety, fear, anger, and depression; and learn constructive communication skills to help them express their feelings.

CAM-2160

\$16.95

Don't Let Your Emotions Run Your Life for Teens

This book gives teens the tools to manage mood swings, control angry outbursts, and get along with others.

CAM-1940

\$16.95

Coping with Cliques

This workbook will help girls overcome feelings of isolation and rejection and develop the self-esteem that will make being left out of a clique seem not so tragic after all.

CAM-1484

\$16.95

The Social Success Workbook for Teens

Includes 40 activities to help teens learn to read social cues, understand emotions, and avoid meltdowns.

CAM-1485

\$14.95

What's Eating You?

Helps teenage girls to have a positive view of their bodies, understand how eating behaviors develop, and recognize the relationship between emotions and eating patterns.

CAM-1486

\$16.95

The Anxiety Workbook for Teens

Gives teens a collection of tools to control their anxiety and face their day-to-day challenges.

CAM-1487

\$14.95

Beyond the Blues

Includes 40 illustrated activities to help teens be more assertive, find ways to make friends, handle conflicts, and deal with difficult feelings.

CAM-1488

\$14.95

Stopping the Pain

Helps teens explore the reasons behind the need to hurt oneself and focus on more positive ways to deal with issues of stress and control.

CAM-1489

\$16.95

Rachel's Challenge Board Game **▲**

Grades 3-12. Rachel's Challenge is a series of student empowering programs and strategies that help students and adults to combat bullying and reduce feelings of isolation and despair. The programs are based on the writings and life of 17 year-old Rachel Scott who was the first student killed at Columbine High School in 1999. This Rachel's Challenge game is an outgrowth of the success of the Rachel's Challenge programs. The game board prominently displays the four cornerstones of Rachel's philosophy: Kindness, Acceptance, Positive Influence, and Journaling and Goal Setting. Players join their links to create a chain of kindness around the game board. Card questions encourage players to discuss their experiences, thoughts, and feelings about important character issues. 2-5 players.

CAM-2124

\$49.95



About Faces

Ages 4 & up. Recognizing the feelings of others is a vital skill for all social interaction. Although words, tone of voice, and gestures are also important, the most reliable way to learn the feelings of others is through observing facial expressions. Many children, including those on the autism spectrum, have trouble "reading" the feelings from observing facial expressions. The About Faces card game includes 52 cards with faces representing thirteen different feelings. By practicing matching the feelings and the faces, children learn to read facial expressions, which is a critical social interaction skill. The About Faces Workbook contains the same 52 faces, together with quotations representing the feelings expressed in the faces and open-ended questions designed to help children link expressions with feelings. Both products help children recognize, express, and explore their feelings and the feelings of others. Workbook includes CD to print out individual pages of the book.

About Faces Card Game **CAM-2149** **\$18.95**

About Faces Workbook **CAM-2150** **\$24.95**

ABOUT FACES CARD GAME & WORKBOOK SET **CAM-2151A** **~~\$43.90~~ \$34.95**

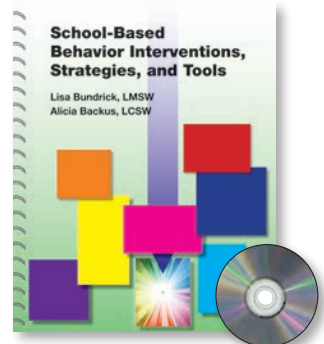
SAVE 20%



School-Based Behavior Interventions, Strategies, and Tools Book w/CD

Grades K-12. Provides teachers, school social workers, psychologists, and counselors with information on mental health and behavior and practical interventions to help students succeed. It includes easy-to-use forms, checklists, and charts to record interventions, progress, and concerns. A section just for school social workers, psychologists, and counselors includes forms to make documentation easier. This book can serve as a go-to guide for any educator who wants assistance in developing behavior interventions or documenting information regarding student concerns. 120-pages, CD includes reproducible material, spiral-bound.

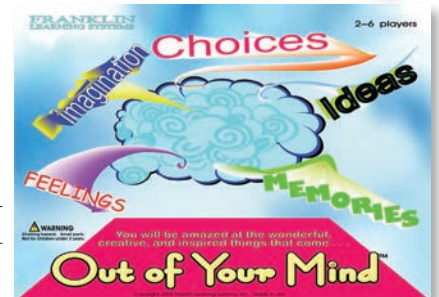
CAM-2141 **\$39.95**



Out of Your Mind Board Game ⚠️

Grades 1 - Adult. One of the greatest problems in helping children is the difficulty of knowing what is really going on in their minds—the thoughts, the feelings, the fears, the desires. Out of Your Mind provides a safe environment where players will feel comfortable talking about their thoughts and feelings. Players will enhance their communication skills, their listening skills, and their decision making skills. They will improve their ability to understand others and experience empathy. Activities are designed to make sure that all this takes place in an atmosphere that is emotionally safe and supportive. Game components stimulate players to talk about themselves and learn important skills in the process.

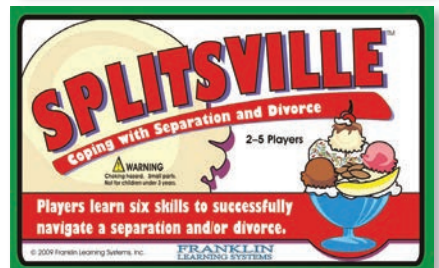
CAM-2134 **\$49.95**



Splitsville Card Game ⚠️

Grades 1-5. Introduces children to the six skills they will need to successfully navigate a parental separation. The game uses ice cream sundae pieces to teach important coping skills. At the start of the game and along the way they read poems on road signs that bolster confidence and set a positive, optimistic tone to the game. Players start with a sundae cup and add all parts of the sundae by spinning and answering questions in each category. Each delicious topping helps teach an important coping skill, and each topping is represented by a deck of cards. 2-5 players.

CAM-2135 **\$34.95**



Stress Quest Board Game ⚠️

Ages 5 to 11. Stress Quest is a therapeutic board game, designed to teach coping skills to manage stress and anxiety. The game is great for school counselors and therapists in all settings. It comes in a sturdy bag so that a counselor can transport it easily. Children connect with the playfulness of the beach theme and enjoy the physical aspect of the game that the yoga component interjects. The game offers coping skills in various scenarios and challenges players to practice their skills at each turn and especially if sent to the time-out chair. 2-6 players.

CAM- 2146 **\$54.95**



New Products

The Cyberbully Board Game ⚠️

Ages 11 and up. This game deals effectively with the problems of cyberbullying while promoting Internet safety. Players gain practical strategies to handle and prevent all forms of cyberbullying. Starting from the center of a black hole in cyberspace and working their way out toward "cyber freedom," players answer questions and collect cyber chips along the way. 2-4 players/teams.

CAM-2125

\$44.95

Cyber Spinner, Cyber Spinner Key, 4 player pieces, 60 question cards, 85 cyber chips, 6-sided die



Remote Control Worry Control Card Game ⚠️

Grades 1-9. This game uses cognitive behavioral therapy to help combat anxiety. Its use of relaxation techniques like muscle relaxation, deep breathing, and visualization are some of the strategies employed to help relieve anxiety. Players use remote control symbols which focus on three essential skills for controlling anxiety: POWER ON for positive self-talk, PAUSE for identification of a desired relaxation technique, and REWIND to describe a time in the past when worry/stress was successfully overcome. The game contains two decks of 40 cards, one for elementary school students and one for middle school students. 2-5 players.

CAM-2126

\$24.95



Sand Tray Therapy Package ⚠️

Now it's easy to get started with Sand Play/Sand Tray therapy.

NOTE: Some of the items in this kit are not toys, and are recommended for sand tray therapy only. Kit should be used under adult supervision.

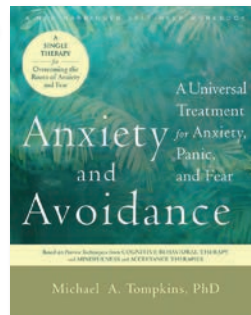
Kit includes:

- Sky Blue Sand Tray
- 25 Pounds of White Sand
- Pretend Family of Eight
- Dog
- Cat
- Fire Department, 10 pc set
- Sports Ball Set
- Two Houses
- Soldier Set
- Mini Insect Set
- Down on the Farm Play Set
- Mini Aquatic Play Set
- Knight & Dragon Set
- On the Road Vehicle Set
- Six Baby Bottles
- Six Beer Cans
- Two Wine Bottles
- Three Liquor Bottles
- Six Fence Pieces
- Two Bridges
- Four Jets
- 5 Piece Diecast Vehicle Set
- Diecast Tank
- Fairy Fantasies Toob
- Space Toob
- Wild West Toob Set
- Dinosaur Toob Set
- Trees Toob
- Community Workers/ People Toob
- Venomous Creatures Toob
- Wild Animal Collection Toob

Package with African American Dolls	CAM-2152A	\$289.95
Package with Asian Dolls	CAM-2152B	\$289.95
Package with Caucasian Dolls	CAM-2152C	\$289.95
Package with Hispanic Dolls	CAM-2152D	\$289.95

Anxiety and Avoidance: A Universal Treatment for Anxiety, Panic, and Fear

By: Michael A. Tompkins PhD



Tompkins presents a universal protocol to help you cope with anxiety, panic, and fear, regardless of your particular mental health diagnosis. This universal protocol is based on David H. Barlow's "unified protocol," and is a cognitive behavioral approach. Tompkins also draws on mindfulness-based therapies such as acceptance and commitment therapy (ACT). The book includes present-moment awareness (mindfulness) techniques, motivational tools for overcoming experiential avoidance, and cognitive tools for reframing anxiety and fear. 192-pages.

CAM-2162

\$19.95



Play Therapy Deluxe Starter Package ⚠️

This package is a terrific way to begin building your play therapy collection, or just add to your existing set of tools.

Kit includes:

- The Feelings Playing Cards
- Thoughts and Feelings Sentence Completion Game
- The Social and Emotional Competence Game
- Mini Feeling Poster
- Fold and Go Dollhouse
- My Art Case

SET

CAM-2153

\$149.95



The Talking, Feeling, & Doing Collection

Ages 4-15. The complete collection of *The Talking, Feeling, & Doing* products includes all the tools professionals need to develop a therapeutic focus and initiate intervention. Based on the technique of mutual storytelling, these highly developed tools help elicit responses from kids that will serve as a point of departure for meaningful psychotherapeutic exchanges. Whether playing the game, engaging in the activities from the workbook, having fun with the ball, or joining in with the card sets, this collection affords kids a non-threatening opportunity to express themselves and begin to address their concerns.

COLLECTION CAM-393285 ~~273.50~~ \$209.95

Board game, counseling ball with pump, workbook, book, card games, tote bag.

Board Game

Ages 4-15. The first published therapeutic game by Richard A. Gardener, M.D., is still one of the most popular counseling tools used with children in therapeutic settings. A child's responses while playing the game will reveal the psychological issues that are most important to him or her. Three types of cards offer prompts that will engage the child and, through their responses, reveal directions for therapeutic intervention. 2-6 players.

This game is intended for use by mental health professionals.

CAM-350266 \$54.95

Game board, 324 cards, spinner, pawns, dice, chips, instructions.

Counseling Ball

Ages 6-10. *The Talking Feeling, & Doing Ball* is filled with prompts to help kids learn to express themselves. Great for use with a group, the ball can also be used one on one with a therapist or counselor to "get the ball rolling" in a session. Ball comes deflated. Pump required. Inflation size is approximately 8 inches. Deflated 8" ball, instructions

Ball CAM-390403 \$22.95

Pump  CAM-1004699 \$5.95

Workbook

Ages 6-10. A fresh approach to helping counselors reach children, this workbook covers 25 of the most common concerns of kids such as divorce, teasing, lying, and more. There are three activities for each topic in this unique workbook which can be played as a reward-based game as well.

CAM-389535 \$29.95

108-page workbook, chips, die, sand timer.

The Psychotherapeutic Use of the Talking, Feeling, and Doing Game and Other Projective Techniques

Counselors. This classic volume by Dr. Richard A. Gardner, M.D. is filled with clinical vignettes, showing his most widely used technique — mutual storytelling. In addition, he fully describes how to use "easy-to-create" games that will prompt children to reveal their feelings. The book also gives examples of how to make the most when playing the best-selling *Talking, Feeling, & Doing Game* with children. 297-pages.

CAM-367160 \$39.95



SAVE 23%

FREE
Canvas Bag
with purchase of
the collection.
\$19.95 Value!



Card Games

Ages 6-12. Each of these sets of cards thoroughly addresses a single topic and can be played with *The Talking, Feeling, & Doing Game* or as a stand-alone game. In much the same way as the game, the cards prompt children to reveal the issues uppermost in their minds. 2-4 players.

Teasing Card Game	CAM-1005165	\$23.95
Good Behavior Card Game	CAM-1005163	\$23.95
Anger Card Game	CAM-1005162	\$23.95
Shyness Card Game	CAM-1005166	\$23.95
Divorce Card Game	CAM-1005164	\$23.95

CARD GAMES SET CAM-370387 ~~\$119.75~~ \$106.95

Five card games each containing: 33 Talking cards, 33 Feeling cards, 33 Doing cards, die, 100 chips, instructions


SAVE 10%

Mix & Match Counseling Balls

Get great discounts when you buy any 6 or more!

The player who catches the ball reads aloud the instruction nearest his or her right thumb and does what it indicates. Counseling balls teach important skills, and they can also serve as great icebreakers for people who do not know each other, who are shy, or who have difficulty functioning in a group. Balls come deflated. Pump required. Inflation size approximately 8 inches. Balls are latex free.

1-5 BALLS	\$22.95 EACH
6-11 BALLS	\$18.95 EACH
12+ BALLS	\$16.95 EACH

Color Key
Grade level:

Elem, Middle, High



YOU & ME BALL
CAM-385062



THE BULLYING STOPS HERE BALL
CAM-1015711



ANGER CONTROL BALL
CAM-385063



ANGER STRATEGIES BALL
CAM-383535



TEST TAKING TIPS BALL
CAM-1015708



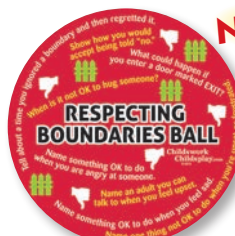
CHARACTER STRENGTH BALL
CAM-2112



I AM PROUD BALL
CAM-383530



STOP, RELAX & THINK BALL
CAM-385059



RESPECTING BOUNDARIES BALL
CAM-2113



THE SOLUTION BALL
CAM-390405



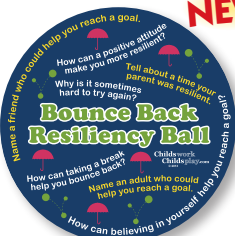
SELF-CONTROL BALL
CAM-2118



GOOD SPORT BALL
CAM-1015709



SOCIAL SKILLS BALL
CAM-383533



BOUNCE BACK RESILIENCY BALL
CAM-2111



POSITIVE ATTITUDE BALL
CAM-385056



WARM-UP BALL
CAM-383527



SOCIAL MEDIA SAVVY BALL
CAM-2120



THE TALKING, FEELING, & DOING BALL
CAM-390403



CHOKING HAZARD WARNING:

When you see this symbol throughout the catalog it means the product contains small pieces and is not for children 3 and under.

Counseling Collections



LESS STRESS BALL
CAM-385060



BUILDING TEAMWORK BALL
CAM-2117



HELPING, SHARING, AND CARING BALL
CAM-385057



BUILDING EMPATHY BALL
CAM-2114



BEST BEHAVIOR BALL
CAM-1015706



CONSIDERATION COUNTS BALL
CAM-2119



MOTIVATING ME BALL
CAM-383529



SAFETY BALL
CAM-1015710



CONFLICT RESOLUTION BALL
CAM-2116



I CAN COPE BALL
CAM-383532



CYBER BULLYING BALL
CAM-2115



HEALTHY CHOICES BALL
CAM-1015707



**BERENSTAIN BEARS
GOOD BEHAVIOR BALL**
CAM-1511



**BERENSTAIN BEARS
KEEP YOUR COOL BALL**
CAM-1512



**BERENSTAIN BEARS
FRIENDSHIP BALL**
CAM-1513



**BERENSTAIN BEARS
TALK ABOUT FEELINGS BALL**
CAM-1514



PUMP SOLD INDIVIDUALLY

CAM-1004699

\$5.95



Color Key
Grade level:

Elem, Middle, High

Toy 'n' Ball Tote

For Clinicians and Teachers. Made from durable nylon this versatile tote is perfect for carrying or storing toys or balls. Handles allow for easy carrying and a zipper top helps keep contents from falling out. Folds flat for storage. 19" diameter x 20".

Tote

CAM-389418

\$29.95

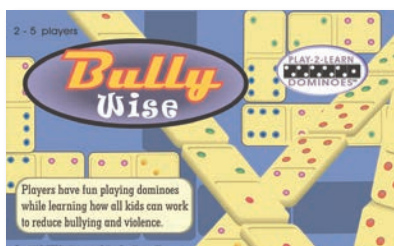
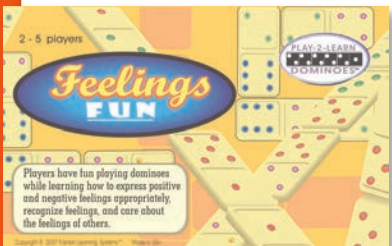
Play-to-Learn Dominoes ▲

by Franklin D. Rubenstein

Ages 5-12. These 8 domino games are a great, fun way to teach children social and life skills, as well as how to take positive action in their lives. Before playing a domino, players pick cards and answer questions or practice skills associated with teach game's topic. Games include four specific decks of cards (that relate to the theme of the game), and a domino game. 2-5 players.

SET OF 8 GAMES CAM-2017A ~~\$199.60~~ \$174.95

SAVE
12%



Friendship

Ages 5-10. In this game, players have fun playing dominoes while learning how to make new friends, be a good friend, and resolve conflicts in a win-win way. Card decks included: Ups and Downs cards; Four W's cards (Who, What, Why, When); Having Fun cards; Making Friends cards.

CAM-15664 \$24.95

Anger Control

Ages 5-10. Players have fun playing dominoes while learning to manage their anger and problem solve in a thoughtful, assertive, and respectful way. Card decks included: Angry or Not cards; Skills cards; Action cards; My Anger Stories cards.

CAM-15665 \$24.95

Feelings Fun

Ages 5-10. Players have fun playing dominoes while learning how to express positive and negative feelings appropriately, recognize feelings, and care about the feelings of others. Card decks included: Understanding the Feelings of Others cards; Four W's (Who, What, Why, When); Action cards; Talk About a Time cards.

CAM-15666 \$24.95

Bullywise

Ages 5-10. Players have fun playing dominoes while learning how all kids can work to reduce bullying and violence. The cards turn the players into experts on bullying. Card decks included: Target Expert cards; Bystander Expert cards; Bully Expert cards; Getting Help cards.

CAM-15667 \$24.95

Character Strength

Ages 5-10. Players have fun playing dominoes while learning how to express positive and negative feelings appropriately, recognize feelings, and care about the feelings of others.

CAM-2016 \$24.95

Empathy Counts

Ages 7-12. Teaches young people to understand the concept of empathy, to be empathetic, and to take positive actions towards others based on empathy, all while playing dominoes and having fun! Card decks included: Friendship cards; Activities and Hobbies cards; At School cards; All About Myself cards.

CAM-1018 \$24.95

Building Character

Ages 5-10. Kids learn how to build character in 5 areas: Respect, Honesty, Fairness, Caring, and Responsibility.

CAM-1505 \$24.95

Conflict Cruncher

Ages 5-10. Players learn how to resolve conflicts in a win-win way as they have fun playing dominoes.

CAM-1506 \$24.95



Counseling Collections

Dillon and Friends

Dillon and His Exceptional Friends is a book series featuring animals with various conditions aimed at educating children ages 4-8. The stories explain medical conditions in kid-friendly language in hopes of demystifying perceived differences to readers so they can comfortably and freely interact with others who are unlike themselves without fearing the unknown. Educating children early in life will help them appreciate diversity and acceptance. 16-pages.

Dillon the Dolphin: Educating Children About Cerebral Palsy	CAM-2025
Ella the Elephant: Educating Children About Asthma	CAM-2026
Tommy the Turtle: Educating Children About Anxiety	CAM-2027
Shelly the Seagull: Educating Children About Depression	CAM-2028
Stacy the Shark: Educating Children About Autism	CAM-2029
Danielle the Duck: Educating Children About OCD	CAM-2030
Sammy the Seal: Educating Children About ADHD	CAM-2031
Willow the Walrus: Educating Children About Down Syndrome	CAM-2032

\$8.95 each

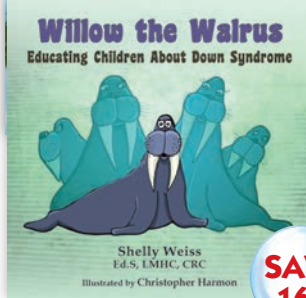
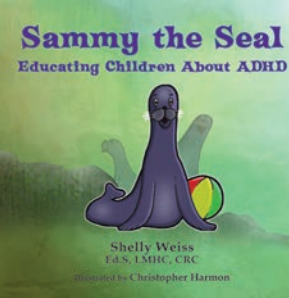
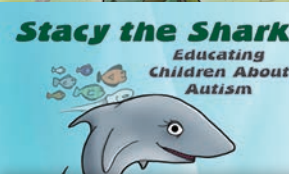
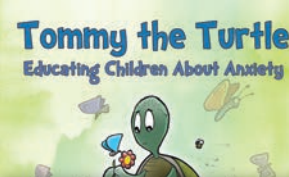
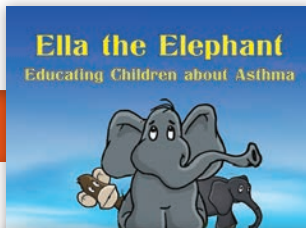
CAM-2033A

SET OF 8 BOOKS

~~\$71.60~~

\$59.95

**SAVE
16%**



stepping on UPTM with Michael Pritchard

• Bullying • Cyber-Bullying • Character • SEL/Life Skills

Stepping Up to Bullying DVD **CAM-1713** **\$139.95**
(Dealing with Bullies; Standing Up, Not Standing By; Reaching Out to Victims; Building Bully-Free Schools/Communities)

Stepping Up to Cyber-Bullying & Web Safety DVD **CAM-1714** **\$139.95**
(Being Safe and Secure on the Web; Protecting Yourself from Cyber Bullying; Online Rumors, Texts, and Gossip; Helping and Caring in a Digital World)

Stepping Up to Character DVD **CAM-1715** **\$139.95**
(The Power of Respect; Making Responsible Choices; Using Good Judgment; Being True to Yourself)

Stepping Up to Life Skills DVD **CAM-1716** **\$139.95**
(Controlling Your Anger; Resolving Conflicts Creatively; Learning to Bounce Back; Choosing to Do your Best)

4-PART DVD SERIES
CAM-1717A

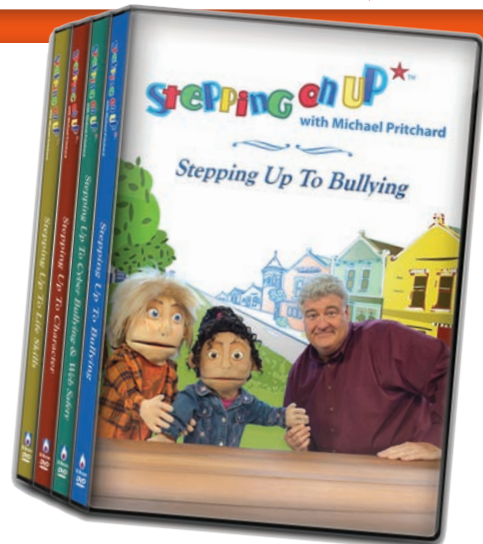
~~\$559.80~~

\$499.95

**SAVE
10%**

AWARDS

Gold Remi • CINE Golden Eagle •
Pegasus - Award of Distinction
• Silver Davey • Gold Aurora • Teacher's
Choice • 2012 Parents' Choice



Grades 3-6. Stepping On Up with Michael Pritchard provides teachers, librarians, and counselors with a lively and powerful catalyst for group discussion and an invaluable enhancement to any character education, life skills, or anti-bullying curriculum. Each of the four programs includes 4 lessons, presenting real-life problems in a warm-hearted, humorous skit performed by Michael Pritchard and our lovable, zany puppet characters. The problem-solving format sparks student discussion in guided brain-storming sessions with Michael bringing his trademark insight and caring humor to the research-based solutions.

Counseling Collections



Reproducible Games

Dr. PlayWell's Send-Home Games Collection

Ages 6-12. For years, counselors have told us that they want to lend their games to parents but worry about getting them returned. This is an important issue because kids need daily repetition to learn new skills. Our Send-Home Games have solved this problem! Each game comes with a CD containing a miniature version of the game board and the cards to print out and send home. Now you can make as many copies of these great games as you like to give to parents or teachers. 2-4 players. Each game includes: Game board, 4 sets of cards (96 total), 4 pawns, die, 50 chips, instructions, CD.

COLLECTION CAM-1016848 ~~\$164.85~~ **\$139.95**

Three games: Dr. PlayWell's The Don't Stress Game, Dr. PlayWell's Think Positive Game, and Dr. PlayWell's Best Behavior Game

SAVE 15%

Dr. PlayWell's Best Behavior Game™

Behavioral problems account for as many as 50% of all referrals to counselors, and games have been shown to be one of the best ways to turn around non-compliant or oppositional kids. This game uses a multi-modal approach to teach new skills, including emotional (affective), behavioral, cognitive, and social skills. This is what Dr. PlayWell calls the "ABCs" of emotional intelligence, and is the key to virtually all behavioral problems. The CD lets you print out miniature copies of the game so that it can be played at home.

CAM-1016014

\$54.95

Dr. PlayWell's Think Positive Game™

Study after study tells us that children with a positive, optimistic attitude will be less susceptible to depression and other emotional and behavioral problems. This game teaches children how to identify and change negative thinking, how to recognize the effects of a negative and pessimistic attitude, and how to behave in ways that are more socially appropriate. The CD lets you print out miniature copies of the game so that it can be played at home.

CAM-1016015

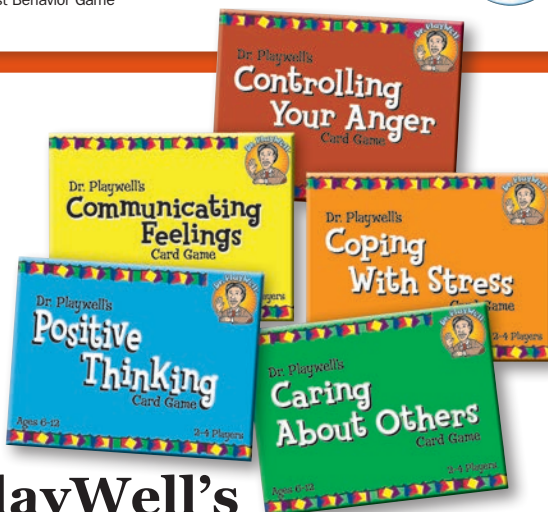
\$54.95

Dr. PlayWell's The Don't Stress Game™

Stress is a factor that contributes to almost every mental health problem. Stress can affect a child's physical health too. Dr. PlayWell to the rescue! This engaging game helps children develop the resiliency skills they need to deal with all kinds of stress, helping them cope with both developmental and situational problems. The CD lets you print out miniature copies of the game so that it can be played at home.

CAM-1016016

\$54.95



Dr. PlayWell's Amazing Card Games Collection

Ages 6-12. These engaging card games can be used in multiple settings as a treatment program for a wide variety of psychological . Created by a prominent child psychologist, each game teaches the "emotional intelligence" that can help diminish current and future, social, and emotional problems. 2-4 players.

COLLECTION CAM-382752 ~~\$119.75~~ **\$106.95**

Five card games - each includes 52 Game cards, 12 Activity cards, die, stickers and instructions

SAVE 10%

Positive Thinking™

Teach children four essential positive thinking skills including: recognizing self-defeating statements, changing negative thoughts to positive ones, seeing positive ways to cope with problems, and using positive self-talk. Useful for children with anxiety disorders.

CAM-383517

\$23.95

Coping with Stress™

Techniques include: deep breathing and muscle relaxation, visualization, self-talk, and creating a healthy lifestyle.

CAM-383518

\$23.95

Caring About Others™

As children play, they become aware of the point of view of others, as well as the value of helping and caring. Particularly useful with oppositional and willful children.

CAM-383520

\$23.95

Communicating Feelings™

This engaging card game challenges kids to recognize how different facial expressions and body language convey feelings, and how to listen and interpret the feelings of others.

CAM-383521

\$23.95

Controlling Your Anger™

Teach children to recognize and change the things that make them angry, how to compromise, talk about feelings, and self-monitor their emotions.

CAM-383523

\$23.95



Counseling Collections

Super Games Collection 2

Ages 4-12. The Super Games Collection 2 includes all the games from the Best Seller Collection, Counselor's Collection, and School Collection below. This collection includes games that address shyness, ADHD, classroom behavior, bullying, anger, and social skills. Whether you're a counselor, school psychologist, or special education teacher, you'll have the perfect game to address every issue when you purchase this collection.



CAM-1724A ~~\$604.45~~ **\$439.95**

SAVE 27%

THREE COLLECTIONS: Best Seller Collection, School Collection, and Counselor's Collection

Best Seller Collection

Ages 4-11. If you want to build your collection of therapeutic board games, then this is where you want to start. Year after year these are three of our most popular games, and together they can be used with the majority of children referred for counseling. Each game can also be used by teachers, parents, and paraprofessionals.

COLLECTION	CAM-372049	\$164.85	\$139.95
The Helping, Sharing, and Caring Board Game	CAM-350821	\$54.95	
The Stop, Relax & Think Board Game	CAM-350785	\$54.95	
The Anger Solution Board Game	CAM-350797	\$54.95	

SAVE 15%



Counselor's Collection

Ages 6-12. Many counselors like to have a game addressing each common problem of childhood. Each game is then used as part of the treatment protocol to teach specific cognitive/behavioral strategies that can alleviate the most prominent symptoms of each disorder. This collection addresses the problems of shyness, oppositional behavior, ADHD, and adjustment problems as the result of divorce.

COLLECTION **CAM-1723A** ~~\$219.80~~ **\$179.95**

SAVE 18%

The Good Behavior Board Game	CAM-350215	\$54.95
The Stop, Think, & Go Bears' Self-Control Board Game	CAM-350104	\$54.95
Don't Be Difficult Board Game	CAM-350212	\$54.95
My 2 Homes Board Game	CAM-350131	\$54.95



School Collection

Ages 8-12. If you work in a school as a counselor, school psychologist, or special education teacher, then this is the game collection for you. These four games cover the most common problems encountered in a school situation and are designed for play in individual or group counseling or in the classroom.

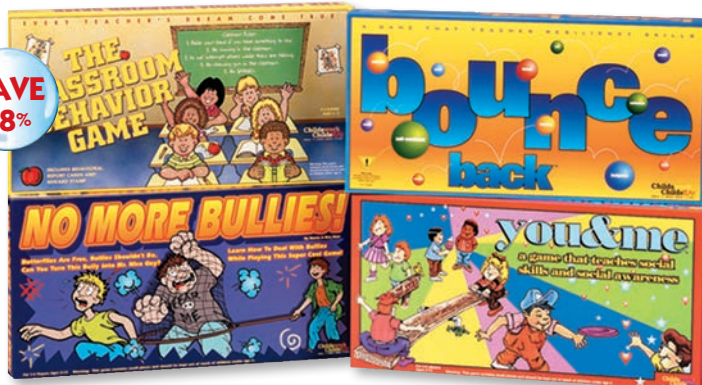
COLLECTION **CAM-372052** ~~\$219.80~~ **\$179.95**

SAVE 18%

The Classroom Behavior Board Game	CAM-350800	\$54.95
Bounce Back Board Game	CAM-350137	\$54.95
No More Bullies! Board Game	CAM-350578	\$54.95
The You & Me Board Game	CAM-350185	\$54.95

Bounce Back Board Game also available in a Teen Version for ages 12+, only sold separately

Teen Bounce Back **CAM-350140** **\$54.95**



Counseling Collections



The Anger Solution Collection

Ages 7-12. The complete Anger Solution Collection has everything you need to help kids learn to make positive choices to manage their anger safely. Whether playing the game, engaging in the activities from the workbook, having fun with the ball, or joining in with the card game, this collection will help kids get control of their anger before it takes control of them.

COLLECTION	CAM-61612	\$164.70	\$139.95
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Board game, workbook, card game, scriptbook, counseling ball with pump, tote bag

Board Game ⚠️

Ages 7-12. The Anger Solution Game helps children learn to control their behavioral responses to anger. Game board, cards, 6 game pieces, plastic spinner, die, instructions. 2-6 players.

CAM-350797	\$54.95
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Card Game ⚠️

Ages 7-12. This engaging card game teaches children effective ways to resolve their anger as they match 10 different anger solutions to common provocative situations. 20 People cards, 40 Situation cards, 40 Solution cards, chips, instructions. 2-4 players

CAM-349384	\$23.95
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Workbook

Ages 7-12. This fun-filled activity book helps children learn how to work out their problems, lower their level of anger, and build confidence in their ability to manage their anger safely. 80-pages.

CAM-63475	\$29.95
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Scriptbook

Ages 8-12. Children learn eight different anger control techniques as they read entertaining and informative scripts. The book opens to a "tent," allowing the counselor and child to face each other as they read through each script. The book can also be used for acting out plays with groups of children. 100-page, spiral-bound scriptbook.

CAM-349375	\$26.95
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Counseling Ball

Elementary School. This ball teaches simple anger control techniques that can be practiced in just a few minutes a day. Ball comes deflated. Pump required. Approx. 8 inches. Includes instructions. Latex-free.

Ball	CAM-385063	\$22.95
Pump ⚠️	CAM-1004699	\$5.95



The You & Me™ Social Skills Collection

Ages 5-12. Teach kids the day-to-day social skills they need to successfully relate to friends, family, and people at school. The complete You & Me™ Social Skills Collection offers you a variety of tools to help reach kids with all different types of learning styles. Teach kids critical social skills in a non-threatening way.

COLLECTION	CAM-61610	\$164.70	\$139.95
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Board game, card game, workbook, scriptbook, counseling ball with pump, tote bag

Board Game ⚠️

Ages 5-12. This popular board game teaches children important day-to-day social skills. Game board, cards, 6 pawns, 2 dice, one-minute sand timer, 100 tokens, instructions. 2-6 players.

CAM-350185	\$54.95
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Card Game ⚠️

Ages 6-12. As children play this card game they make up stories that demonstrate social awareness using the 13 different character cards. Four sets of 13 different character cards, 50 chips, 4-sided die, instructions. 2-4 players.

CAM-349495	\$23.95
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Workbook

Ages 7-12. Help children learn and practice basic social skills. Each section of this book teaches children specific behavioral skills using activities, puzzles, and games. 88-pages.

CAM-63564	\$29.95
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Scriptbook

Ages 8-12. This unique "flip book" teaches children the skills they need to think about their social behavior, recognize how it affects others, and work toward changing negative patterns. 108-page, spiral-bound scriptbook.

CAM-340912	\$26.95
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Counseling Ball

Elementary and Middle School. Give kids a fun way to practice basic social skills. Ball comes deflated. Pump required. Approx. 8 inches. Includes instructions. Latex-free.

Ball	CAM-385062	\$22.95
Pump ⚠️	CAM-1004699	\$5.95





The Stop, Relax & Think Collection

Ages 6-12. This collection features the highly popular Stop, Relax & Think game, card game, scriptbook, workbook, and The Stop, Relax & Think Counseling Ball. You'll find dozens of activities to engage hard-to-reach children and those with behavior problems.

COLLECTION	CAM-61614	\$164.70	\$139.95	SAVE 15%
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Includes board game, workbook, counseling ball with pump, card game, scriptbook, and free tote bag!

Board Game

Ages 6-12. In this ever-popular board game, active, impulsive children learn motor control, relaxation skills, how to express their feelings, and how to problem-solve. The manual includes information on how the game can be used both as a diagnostic and a treatment tool. 2-6 players.

CAM-350785	\$54.95
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Includes game board, 8-sided die, 6-sided die, 6 turtle pawns, 30 tokens, Stop card, 36 Feelings cards, 33 Think cards, instructions.

Card Game

Ages 6-12. In this card game players are dealt Stop, Relax, and Think cards and also Stressed Out, Confused, and Discouraged cards. As they acquire more cards, they must choose different self-control skills, and they learn the value of patience and cooperating with others to achieve a goal. 2-4 players.

CAM-349468	\$23.95
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16 Feeling cards, 16 Relaxing cards, 16 Thinking cards, 9 Stop cards, 3 optional cards (Stressed, Confused and Discouraged) for older players, instructions

Scriptbook

Ages 8-12. In this uniquely designed book, children can practice what to say and how to act in eight different scenarios common to children with behavioral problems. The counselor and the child sit across from each other and read the scripts. For group use, the scripts can be copied. 100-page, spiral-bound scriptbook.

CAM-340909	\$26.95
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Workbook

Ages 6-12. Contains more than 60 activities that teach children such important skills as thinking about consequences, staying focused and completing a task, engaging in quiet activities and more. 86-pages.

CAM-61503	\$29.95
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Counseling Ball

Elementary School. Teach children to control their impulsivity by helping them understand and control their actions. Statements include "Tell about a good plan you made" and "Say your name loudly, then softly." Ball comes deflated. Pump required. Approx. 8 inches. Includes instructions. Latex-free.

Ball	CAM-385059	\$22.95
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Pump 	CAM-1004699	\$5.95
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The Helping, Sharing, & Caring™ Collection

Ages 4-12. Help children develop the social skills and attitudes that will improve their relationships with friends, family, and other adults. Using the multi-media tools found in this collection, kids learn about the importance of self-esteem, kindness, safety, ethics, values, health, empathy, consideration of others, and sympathy.

COLLECTION	CAM-61616	\$164.70	\$139.95	SAVE 15%
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Board game, counseling ball with pump, workbook, scriptbook, card game, tote bag

Board Game

Ages 4-12. Promotes the development of critical social skills in the home or classroom. 2-6 players.

CAM-350821	\$54.95
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Card Game

Ages 4-12. This fun card game asks children to match problems with helping, sharing, and caring solutions. 2-4 players.

CAM-349720	\$23.95
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Scriptbook

Ages 4-12. Includes eight scripts with themes such as kindness, empathy, good manners, sharing, and helping others. 108-page, spiral-bound scriptbook.

CAM-340915	\$26.95
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Workbook

Ages 4-12. Contains over 60 activities, games, and puzzles which reinforce the social skills that are so important in making friends. 88-pages.

CAM-67238	\$29.95
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Counseling Ball

Elementary School. A fun way to reinforce important values. Ball comes deflated. Pump required. Approx. 8 inches. Includes instructions. Latex-free.

Ball	CAM-385057	\$22.95
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Pump 	CAM-1004699	\$5.95
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FREE
Canvas Bag
with purchase of
either collection.
\$19.95 Value!



Counseling Collections



Keep Your Cool Kit-Deluxe

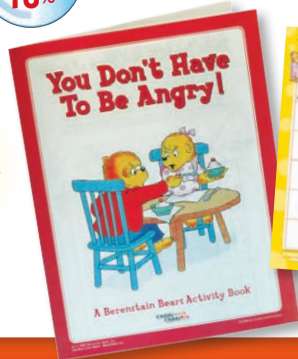
Ages 3-8. Let the Berenstain Bears help you show kids how to deal with anger. This kit introduces the concept of anger management to children, while encouraging them to talk about things that make them mad. The complete kit can be used for the entire classroom, in counseling groups, for anger management programs, and more.

Keep Your Cool Activity Book, 16 pages (pack of 25)	CAM-60302	\$21.95
Keep Your Cool Card Game (62 cards)	CAM-60303	\$23.95
Keep Your Cool Poster Set (4-18" x 24" Laminated Posters)	CAM-60304	\$36.95
Berenstain Bears Reward Stickers (roll of 200)	CAM-60329	\$14.95
Reproducible Certificates (pad of 50 with CD)	CAM-60330	\$11.95
Keep Your Cool Ball	CAM-1512	\$22.95
Keep Your Cool Bingo ▲	CAM-60281	\$39.95
Pump ▲	CAM-1004699	\$5.95

**SAVE
16%**

KEEP YOUR COOL KIT-DELUXE CAM-1613A ~~\$178.60~~ \$149.95

Free pump with every Berenstain Bears kit!



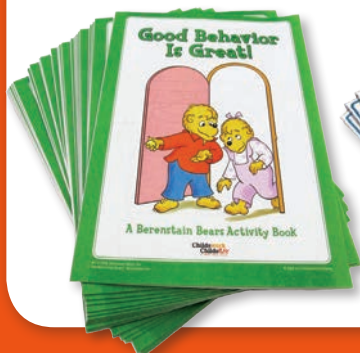
Good Behavior Kit-Deluxe

Ages 3-8. The Good Behavior Kit reinforces positive behaviors such as listening to others; sharing; cooperating; following the rules; and being honest, kind, respectful, responsible, and helpful. The complete kit can be used for the entire classroom, in counseling groups, or for individual students.

Good Behavior Activity Book, 16 pages (pack of 25)	CAM-60312	\$21.95
Good Behavior Card Game (52 cards)	CAM-60313	\$23.95
Good Behavior Poster Set (4-18" x 24" Laminated Posters)	CAM-60314	\$36.95
Berenstain Bears Reward Stickers (roll of 200)	CAM-60329	\$14.95
Reproducible Certificates (pad of 50 with CD)	CAM-60330	\$11.95
Good Behavior Ball	CAM-1511	\$22.95
Good Behavior Bingo ▲	CAM-60283	\$39.95
Pump ▲	CAM-1004699	\$5.95

GOOD BEHAVIOR KIT-DELUXE CAM-1614A ~~\$178.60~~ \$149.95

**SAVE
16%**





Talk About Feelings Kit—Deluxe

Ages 3-8. The Talk About Feelings Kit helps children develop better relationships with both peers and adults by encouraging them to talk about their feelings and reinforcing empathy and good listening skills.

Talk About Feelings Activity Book, 16 pages (pack of 25)	CAM-60322	\$21.95
Talk About Feelings Card Game (53 cards)	CAM-60323	\$23.95
Talk About Feelings Poster Set (4-18 "x 24" Laminated Posters)	CAM-60324	\$36.95
Berenstain Bears Reward Stickers (roll of 200)	CAM-60329	\$14.95
Reproducible Certificates (pad of 50 with CD)	CAM-60330	\$11.95
Talk About Feelings Ball	CAM-1514	\$22.95
Talk About Feelings Bingo	CAM-60282	\$39.95
Pump	CAM-1004699	\$5.95

TALK ABOUT FEELINGS KIT-DELUXE CAM-1615A ~~\$178.60~~ \$149.95

**SAVE
16%**



Berenstain Bears® Learn to Make Friends Kit

Ages 3-8. This kit encourages children to recognize and understand their feelings and the feelings of others in order to cope successfully and problem solve in group situations. The complete kit can be used for the entire classroom, in counseling groups, or for individual students.

What Would a Friend Do? Board Game	CAM-1602	\$54.95
Learn to Make Friends Bingo Game	CAM-1562	\$39.95
Friendship Ball	CAM-1513	\$22.95
Berenstain Bears Reward Stickers (roll of 200)	CAM-60329	\$14.95
Reproducible Reward Certificates (pad of 50 with CD)	CAM-60330	\$11.95
Pump	CAM-1004699	\$5.95

LEARN TO MAKE FRIENDS KIT CAM-1616A ~~\$150.70~~ \$125.95

**SAVE
16%**



SET OF 4 BALLS CAM-1515A ~~\$97.75~~ \$74.95

SET OF 4 BINGO GAMES CAM-1612A ~~\$159.80~~ \$139.00



Counseling Collections

Instant Help Books

Ages 6-12. This set of practical workbooks was written by experienced clinicians and leading experts in the field of child counseling. 14 book set.



SET CAM-1482A ~~\$241.30~~ \$204.95

SAVE
15%

I'm Not Bad, I'm Just Mad

Anger control problems are common in children and can hamper academic and social development. This workbook teaches children how to express anger in nondestructive ways, use problem-solving skills to head off anger, and cope with feelings of frustration.

CAM-1468 \$16.95

Let's Be Friends

This activity book helps children acquire the skills to make and keep new friends, including: choosing friends with common interests, reading non-verbal cues, and developing specific communication skills like inviting a child to a party or talking on the phone. A "must-have" workbook if you work with children who have social skill problems.

CAM-1469 \$16.95

Learning To Listen, Learning To Care

Created by one of the nation's leading experts on treating behavioral problems through play, this workbook offers a positive way to teach difficult children behavioral skills like empathy, self-control, compliance, and more.

CAM-1470 \$16.95

I Bet . . . I Won't Fret

This book draws on scientifically proven strategies for dealing with childhood anxiety and uses them to develop enjoyable activities that teach children how to defeat anxiety.

CAM-1471 \$16.95

Knowing Yourself, Knowing Others

Tested at a social skills treatment center, these activities deal with reading social cues, developing strategies to avoid melt-downs, guessing people's intentions, staying safe in social settings, and more.

CAM-1472 \$16.95

Say Goodbye To Being Shy

This book helps children who suffer from occasional shyness to those whose shyness over-shadows much of their daily life. Includes reproducible worksheets.

CAM-1473 \$16.95

My Feeling Better Workbook

Cognitive behavioral therapy has proven to be the most effective way to treat depression. Activities in this book are designed to help children with self-expression, communicating, and coping with feelings.

CAM-1474 \$16.95

Each workbook contains 40-50 activities!

Finding Sunshine After The Storm

This workbook offers dozens of great activities to help counselors treat children of abuse. The activities are designed to bolster children's self-esteem, keep them safe, and promote responsible and healthy choices.

CAM-1475 \$16.95

The Divorce Workbook for Children

This workbook offers activities that cover issues such as coping with feelings, staying out of the middle of parental problems, reacting to a parent who begins to date, and much more.

CAM-1476 \$16.95

Why Did You Die?

When loved ones die children are faced with a kaleidoscope of feelings, thoughts, and questions. This reproducible workbook will help children, parents, and other adults communicate about death and the grieving process.

CAM-1477 \$16.95

Coping With Tourette Syndrome

The innovative solutions in this work-book will help kids cope with school, relate better with friends, manage their behavior in public places, and strengthen their self-esteem.

CAM-1478 \$20.95

My Lifebook Journal

Kids in foster care face many difficult challenges. The activities cover such issues as personal hygiene, dealing with anger, and how to build trust and a sense of personal identity. Highly recommended for children in foster care.

CAM-1479 \$16.95

The Relaxation & Stress Reduction Workbook

This workbook will teach parents and children relaxation techniques such as deep breathing, guided imagery, mindfulness, and yoga. Over 50 activities for a more peaceful and balanced home life.

CAM-1480 \$16.95

Cool, Calm, and Confident

The simple exercises in this book help children stand up for themselves without coming across as aggressive, learn to be both kind and assertive, help manage anger, and develop self-confidence and a positive self-image.

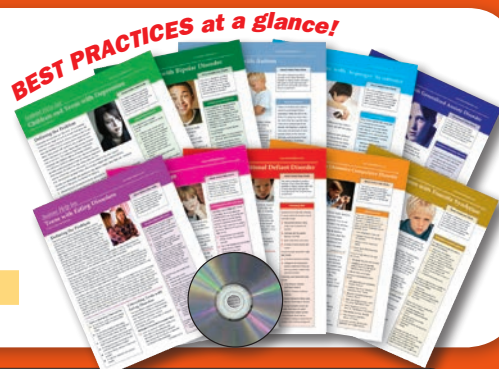
CAM-1481 \$16.95

Instant Help Charts Set

Counselors. Busy counselors rarely have the time to keep up with "best practices" for all the problems that affect today's children and teens. Now, staying informed is easy with this collection of charts. They are designed to give you an "instant" overview of how to assess the problem, the most useful techniques, dos and don'ts for teachers and parents, medications that help, and more. The 10-chart collection includes: ODD, OCD, Tourette Syndrome, Depression, Eating Disorders, Anxiety Disorders, Asperger Syndrome, Bipolar Disorder, Autism, and Self-Injury.

SET CAM-63023 ~~\$49.50~~ \$39.95

One each of ten charts and CD



Roll A Role Series

best
seller

Ages 6-10. Children learn new skills best when they can practice them in safe and fun situations. Series consists of three, large, soft cubes and card decks on five important topics. Each cube has a pocket in which to insert a card. Players roll the cubes and follow the instructions on the card that turns up. Players win points for using an appropriate "Positive Action" as outlined in the game. 2-8 players.

SERIES CAM-389919 ~~\$154.75~~ **\$138.95**

SAVE
10%

All five card games, one pack of 3 cubes

*Individual sets of cubes & cards come with 3 Roll A Role cubes, 50 Problem or Situation cards, 12 to 22 Solution cards, 6 Number cards, 24 Think About It cards, 100 chips, and instructions.

An Anger-Management Game

This game offers a fun-filled and relaxed atmosphere for therapeutic intervention around issues of anger. It is designed to help children identify and handle their anger while capturing their imaginations. 2-8 players.

Cubes & Cards	CAM-389920	\$46.95
Cards Only	CAM-389922	\$26.95

A Social Skills Game

Build skills that enable children to interact appropriately with peers and adults. Help them identify and read social cues. 2-8 players.

Cubes & Cards	CAM-389923	\$46.95
Cards Only	CAM-389925	\$26.95

A Game of Non-Verbal Communication

Help kids recognize the non-verbal markers that enable them to decipher social situations and improve their relationships with others. 2-8 players.

Cubes & Cards	CAM-389926	\$46.95
Cards Only	CAM-389928	\$26.95



A Bullying Prevention Game

By placing themselves in the role of bully, target, and bystander, this game helps youngsters understand the dramatic impact of bullying and teasing, and develop strategies for stopping it. 2-8 players.

Cubes & Cards	CAM-389929	\$46.95
Cards Only	CAM-389931	\$26.95

A Good Behavior Game

From breaking the ice with a new person to recognizing the communication skills that help friendships thrive, this game helps kids make and keep friends. 2-8 players.

Cubes & Cards	CAM-389932	\$46.95
Cards Only	CAM-389934	\$26.95

Additional Set of 3 Cubes CAM-9887 **\$20.00**

The Counselor's Activity Books Series

Ages 5-12. These five, fun-filled activity books give children the skills they need to deal with bullies, control their own anger, get along with others, deal with their emotions, and make difficult situations easier. Five, 80 - 108 page workbooks with CDs.

SERIES	CAM-61603	\$149.75	\$126.95
The Coping Skills Workbook	CAM-61547	\$29.95	
The Don't Be Difficult Workbook	CAM-61536	\$29.95	
The You & Me™ Workbook	CAM-63564	\$29.95	
No More Bullies! Workbook	CAM-61530	\$29.95	
The Anger Solution Workbook	CAM-63475	\$29.95	

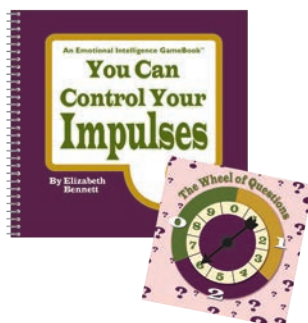
SAVE
15%



Spin & Learn! Game Books

You Can Control Your Impulses

Ages 5-12. The newest book in our popular Spinner-Book collection will help children learn to control their impulses in all kinds of everyday situations. Over 300 questions encourage children to stop and think about their behavior and the likely outcomes. The spiral-bound book board game comes with a detachable spinner and provides a fun, lively way to help impulsive children learn to think before they act. The games are suitable for individual or group play and can be used in the home or classroom.

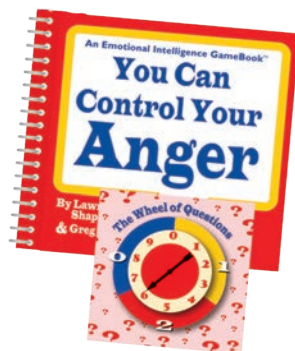


CAM-1824 \$21.95

110-page, spiral-bound book with CD

You Can Control Your Anger

Ages 5-12. Games are a great way to help children learn anger control, but most games take time to set up and are difficult to transport. This spiral bound game book comes with an attached spinner, and contains over 300 questions to teach children anger control. The game can be played in just 10 minutes and is suitable for individual or group counseling as well as home or classroom use. Includes CD that contains 5 bonus games.

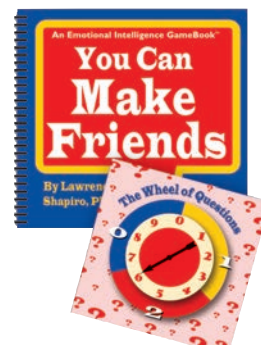


CAM-63035 \$21.95

150-page, spiral-bound book with CD

You Can Make Friends

Ages 5-12. This game book makes it easier for children to develop better social skills. They'll learn 10 essential techniques: paying a compliment, active listening, compromising, & more. The book comes with a detachable spinner that is used to select from over 300 fun and challenging questions. The game can be played in just 10 minutes, and is suitable for individual or group counseling as well as home or classroom use. Includes bonus CD that contains a 16-page activity book, *Feelings About My Friends*.

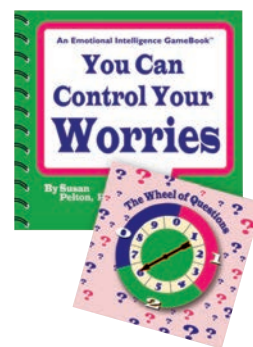


CAM-63036 \$21.95

130-page, spiral-bound book with CD

You Can Control Your Worries

Ages 5-12. This new book in our Spinner-Book collection provides a simple way to help kids with anxiety. There are three games in this highly portable game-book that teach kids: to recognize and practice the top 10 ways to handle anxiety; to relax in a variety of stressful and anxiety provoking situations; and to talk about all their feelings instead of internalizing them. The games in this book are easy to use and will be an effective part of treating all kinds of anxiety disorders. Includes bonus CD of 7 printable forms to assess the nature of a child's anxiety disorder, and the skills used to cope with this problem.



CAM-1289 \$21.95

130-page, spiral-bound book with CD

SAVE 14%

SPIN & LEARN GAME BOOKS SET

CAM-1825A

~~\$87.80~~

\$74.95

55 Favorite Activity Book Set

by Lawrence Shapiro, Ph.D.



These unique books are full of tips, techniques, and activities that teach children, ages 3-10, how to behave properly, communicate with others, and heal from trauma and loss. The books include games, activities, charts and contracts, card games, and stories designed for use by counselors, teachers and parents. CDs include reproducible activities.

55 Favorite Communication Technique	CAM-63001	\$37.95
55 Favorite Games	CAM-63002	\$37.95
55 Favorite Healing Activities	CAM-63003	\$37.95
55 Favorite Motivational Techniques	CAM-63004	\$37.95
55 Favorite Stories	CAM-63005	\$37.95

**FULL SET
CAM-15638**

~~\$199.75~~

\$159.95

SAVE 15%

A fun and effective way to help children with emotional and behavioral development!



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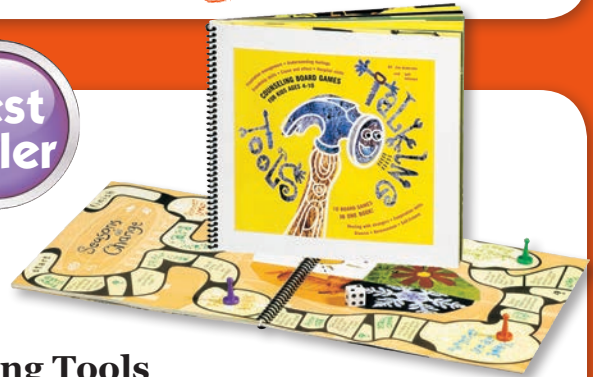
When you see this symbol throughout the catalog it means the product contains small pieces and is not for children 3 and under.

Take-Along Games Set ▲

Ages 5-12. Help kids build the skills that will make a difference in their lives with this Take Along Games Set. It is perfect for the counselor or educator who is on the go, may have limited space, or a limited budget. Each of these colorful and engagingly designed portable collections features six to ten games with all the game pieces you need for play, in a convenient attached envelope. Youngsters will love the variety of games and the broad range of topics they cover. 2-4 players.

SET CAM-372067 214.75 \$189.95 **SAVE 11%**

Five game board books containing thirty-two games

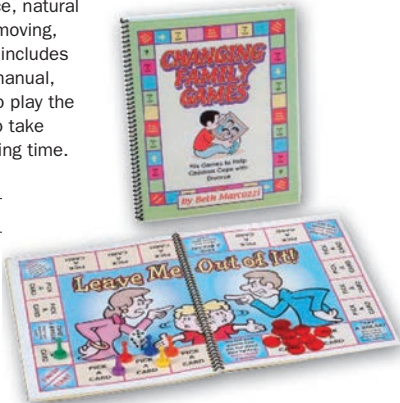


Changing Family Games

Ages 6-12. This collection of counseling games is designed to provide children with insight and skills to cope with the many changes families can experience. Covers such issues as separation, divorce, natural disasters, remarriage, adoption, moving, foster homes, and more. The set includes six game boards, an instruction manual, and all the materials necessary to play the games. Each game is designed to take approximately 30 minutes of playing time. 2-4 players.

CAM-350125 \$39.95

Game board book, instruction manual, card sheets, pawns, 6-sided die, chips



In Control: A Book of Games to Teach Self-Control Skills

Ages 7-12. This book of six games helps children keep cool under any circumstances. The colorful game board is bound into the middle of the spiral-bound book, ready to be used for play. Teaches children such skills as listening to others, following rules, and cooperating. 2-4 players.

CAM-349411 \$39.95

Game board book, instruction manual, pawns, 6-sided die, chips, sand timer, cards



Talking Tools

Ages 5-10. Talking Tools includes eight discussion-oriented games covering the topics of frustration management, expression of feelings, friendship, safety, cooperation, divorce, bereavement, and self-concept. Two additional games are intended to help children understand the "cause and effect" of their behaviors and to help them cope with a hospital stay. Designed by a school psychologist, each game takes only 30 minutes to play. 2-4 players.

CAM-350113 \$54.95

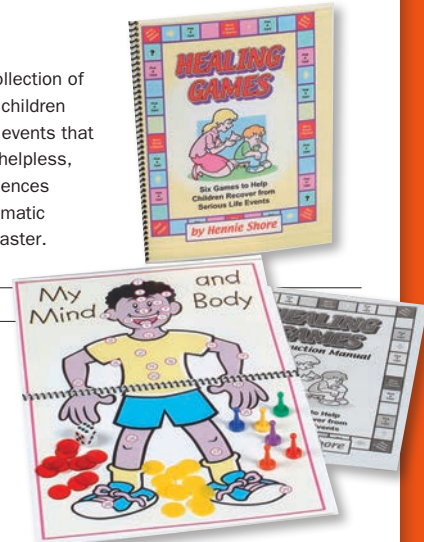
Game board book, instruction manual, pawns, spinner, dice, Velcro®, pad of paper, 46 tokens, 15 card decks

Healing Games

Ages 6-12. Healing Games is a collection of six board games designed to help children who have experienced serious life events that have left them feeling sad, angry, helpless, and even depressed. These experiences include: death of a loved one, traumatic events, and surviving a natural disaster. 2-4 players.

CAM-350155 \$39.95

Game board book, instruction manual, chips, 6-sided die, card decks, pawns



Dr. PlayWell's Anger Control Games

Ages 5-10. Here are six colorful games for the price of one, all in a convenient and portable package. The games teach children such skills as recognizing what triggers their anger, self-control, self-calming, and much more. The program comes complete with cards and markers for each game. 2-4 players.

CAM-1005817 \$39.95

Game board book, instruction manual, 13 card sheets, pawns, die, 100 chips



Counseling Collections

The Special Kids in School® Series

Ages 4-8. The *Special Kids in School*® Series is a must-have for every counselor, teacher, school nurse, parent, or caregiver. These beautifully illustrated and fun-to-read storybooks simplify and normalize complicated childhood conditions. When read aloud, other children can identify why a peer may be treated differently and begin to empathize with them. In addition, children whose conditions set them apart as being different begin to feel accepted and safe. Each book includes a Kids' Quiz to reinforce new information and Ten Tips for Teachers to provide additional facts and ideas for teacher use. 32-pages.

Down Syndrome	CAM-24590
Cerebral Palsy	CAM-24588
Hearing Impairment	CAM-24599
Speech Disorders	CAM-24600
Dyslexia	CAM-24597
A.D.D.	CAM-24593
Autism	CAM-24594
Arthritis	CAM-365455
Tourette Syndrome	CAM-350867
Cancer	CAM-365461
Cystic Fibrosis	CAM-365464
Visual Impairment	CAM-350933
Weight Problems	CAM-350885
Depression	CAM-365470
Asthma	CAM-350825
Food Allergies	CAM-350837
Diabetes	CAM-350819
Seizure Disorders	CAM-350840

\$12.99 each



SERIES

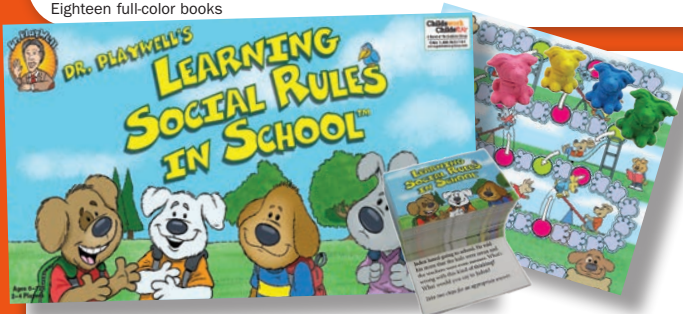
CAM-369988

Eighteen full-color books

~~\$233.10~~

\$179.95

SAVE 22%



Learning Social Rules in School Board Game ▲

This game is designed to help children who are having difficulty learning social rules, particularly children on the Autism Spectrum and children with Attention Deficit Disorders. Cards ask children to think about a variety of social problems that occur during the school day and to think about the best ways to handle each situation. This game is designed to be played in a regular classroom or as part of a social skills training program. 2-4 players.

CAM-1967

\$54.95



Learning Self-Control in School Board Game ▲

This game is designed to help students think about the consequences of their behavior and distinguish good choices from bad ones. The game will also help children practice relaxation and self-control behaviors, learning that they can control their bodies as well as their behavior. Using their Frog markers, players have to avoid the Alligators (representing distractions) that have wandered into the school while answering question about self-control. 2-4 Players.

CAM-1966

\$54.95

SET

CAM-1968A

~~\$109.90~~

\$89.95

SAVE 18%



CHOKING HAZARD WARNING:

When you see this symbol throughout the catalog it means the product contains small pieces and is not for children 3 and under.

Early Prevention Series

Ages 4-8. Each book in this unique series features an animal who loses the very thing he or she is known for, but then regains it with the help of simple, sound advice. Great for the classroom or counselor's office. 48-64 pages.

best
seller

SET OF 9 BOOKS CAM-60436A ~~\$116.55~~ **\$103.95**

SET OF 9 BOOKS & STUFFED ANIMALS CAM-390492 ~~\$179.55~~ **\$160.95**

SAVE
10%

SAVE
10%

The Lion Who Lost His Roar

Louie the Lion discovers one day that he has lost his courage when he has to play the piano and sing in public. He learns to overcome his stage fright and regain his courage.

Book	CAM-367079	\$12.95
Book & Stuffed Animal	CAM-382458	\$19.95

The Rabbit Who Lost His Hop

Ricky Rabbit has lost his self-control and his ability to hop. A counselor helps him stop, relax, and think so he can regain control and get back his hop.

Book	CAM-367067	\$12.95
Book & Stuffed Animal	CAM-382467	\$19.95

The Penguin Who Lost Her Cool

Penelope Penguin is a great student and a good friend, but sometimes she can't control her temper. She learns new anger control techniques, which help her control her temper and keep her friends.

Book	CAM-367085	\$12.95
Book & Stuffed Animal	CAM-382465	\$19.95

The Hyena Who Lost Her Laugh

After a string of difficult events, Hillary loses her much-loved laugh. When she learns the secret of optimistic thinking, and changing her attitude and behavior, she soon restores her laugh.

Book	CAM-367082	\$12.95
Book & Stuffed Animal	CAM-382455	\$19.95

The Horse Who Lost Her Herd

Hannah is used to leading her herd in their games. When the herd starts following another pony, Hannah sulks and gallops away. A wise owl gives her advice on how to rejoin the herd.

Book	CAM-390495	\$12.95
Book & Stuffed Animal	CAM-390493	\$19.95

The Chimp Who Lost Her Chatter

Painfully shy, Charlotte rarely speaks. With the help of a counselor and meetings of The Friendship Club she learns the 4 Rs to over-coming shyness: Reason, Reassurance, Relaxation, and Role-Playing.

Book	CAM-367109	\$12.95
Book & Stuffed Animal	CAM-382444	\$19.95

The Bear Who Lost His Sleep

Benjamin Bear worried so much that he couldn't fall asleep when it was time to hibernate for winter. He learns how reasoning things out can help reduce anxiety.

Book	CAM-367088	\$12.95
Book & Stuffed Animal	CAM-382443	\$19.95

The Koala Who Wouldn't Cooperate

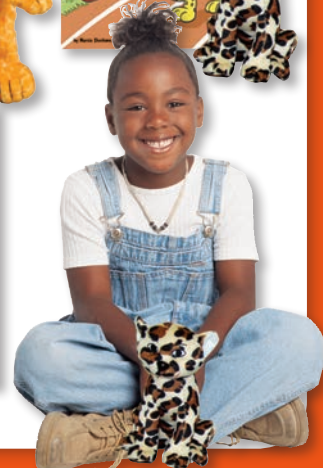
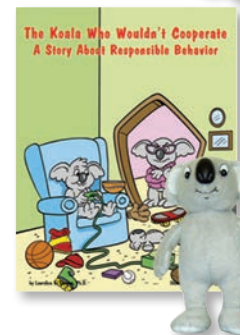
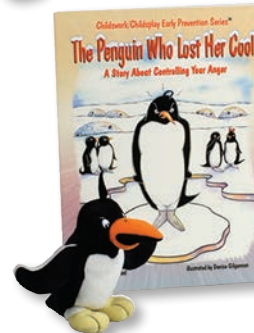
Charlie was cute and always got his way. As he grew older he got into trouble when he didn't follow rules and listen to adults. He learns how to make compromises and not be inconsiderate.

Book	CAM-390501	\$12.95
Book & Stuffed Animal	CAM-390499	\$19.95

The Cheetah Who Lost Her Speed

Once speedy, Coco grows slow and pudgy eating junk food and watching too much TV. Her teacher explains the importance of exercise and healthy eating. Soon Coco is back in shape and running faster than ever!

Book	CAM-390507	\$12.95
Book & Stuffed Animal	CAM-390505	\$19.95



Social Skills / Asperger's Syndrome Game Set

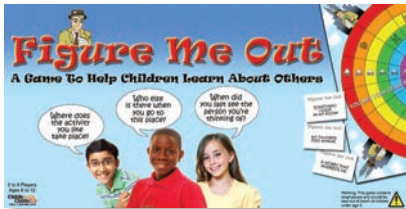
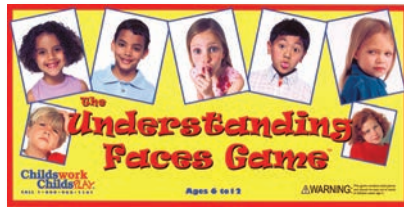


Figure Me Out Board Game

A Game That Helps Kids Get to Know Each Other

Ages 6-12. Children take turns assuming the role of a reporter, getting to the bottom of a story by using Who, What, When, Where and How questions to figure out what another player is thinking. These conversational skills are used to teach children how to begin and maintain an interesting conversation. Designed for children with Asperger Syndrome in mind. 2-6 players.

CAM-1561 \$54.95

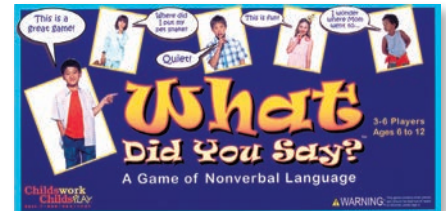


The Understanding Faces Board Game™

Ages 6-12. Great for kids with Asperger's syndrome or those who have difficulty with reading emotions. Game comes with 50 colorful pictures of children with different facial expressions. Players pick a Face card and try to match the expression closest to the feeling. Prompts encourage kids to do fun stunts and make faces to express a variety of emotions. 2-6 players.

CAM-389541 \$54.95

Game board, 60 Face cards, 48 Situation cards, 2 dice, pawns, 100 chips, 2 write-on/wipe off slates, instructions



What Did You Say?™ Board Game

A Game of Non-Verbal Language

Ages 6-12. Many children have a hard time reading body language. This game contains 50 colorful pictures of children in different postures. Players pick Body Language cards and try to match the posture closest to the feeling being expressed. Correct answers advance the player. Prompts have kids doing fun stunts and acting out situations as they express themselves nonverbally. 3-6 players.

CAM-389539 \$54.95

Game board, 60 Body Language cards, 48 Situation cards, 2 dice, 6 pawns, 100 chips, 2 write-on/wipe off slates, instructions

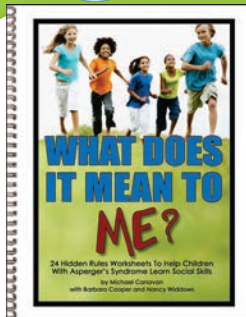
SAVE
15%

SET OF 3 GAMES

CAM-1611A

~~\$164.85~~

\$139.95



What Does It Mean to Me?

24 Hidden Rules Worksheets to Help Children with Asperger's Syndrome Learn Social Skills

Ages 7+. This action-packed book is filled with worksheets and activities that introduce and reinforce 24 unwritten but important social rules. These "hidden rules" do not come as naturally to children with Asperger's Syndrome as they do to others. The activities in this book will help children master these rules in a fun, interactive format. 102-pages.

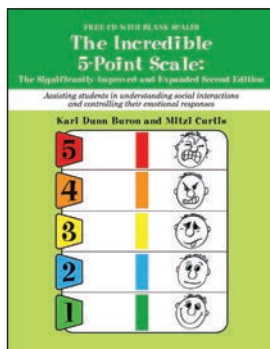
CAM-1620 \$29.95

The Incredible 5-Point Scale

By Kari Dunn Buron and Mitzi Curtis

Two teachers from Minnesota share their successful use of the simple 5-point scales to help students understand and control their emotional reactions to everyday events that might otherwise set in emotion escalating reactions. Whether it is inappropriate touching, obsessions, yelling, hitting or making hurtful statements to classmates, this clearly-illustrated book shows how to break down a given behavior and, with the student's active participation, develop a unique scale that identifies the problem and suggests alternative, positive behaviors at each level on the scale.

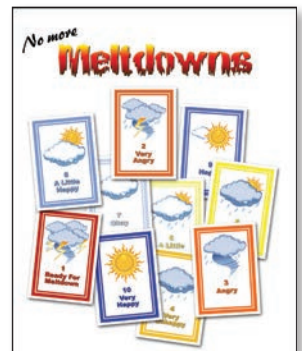
CAM-1079 \$19.95



No More Meltdowns Game

Ages: 5+. This interactive tool is designed to establish steady communication about mood changes between a child with Asperger's Syndrome and a parent, teacher or therapist so that meltdowns can be avoided. The goal of the game is to recognize the connection between patterns of daily behavior and emotions. When the child and adult begin to understand the emotions that precede a meltdown, they can learn to stop the behavior before it starts. The game includes a game board, emotion cards, a spinner and a bonus carry-along bookmark. For one child and one adult.

CAM-1617 \$29.95



The Social Skills Picture Book

Clinicians, Educators, and Parents. Teach the critical social skills that children who have Asperger's syndrome and autism struggle to learn and utilize. Colorful photographs demonstrate nearly 30 social skills such as conversation, play, emotion management, and empathy. This book is relevant to all children who are learning to read the social cues most of us take for granted. 225-pages.

CAM-387793 \$39.95



best
seller




CHOKING HAZARD WARNING:

When you see this symbol throughout the catalog it means the product contains small pieces and is not for children 3 and under.

best
seller

The Self-Control Patrol Bundle

Ages 8-14. This game and workbook set helps children develop better listening skills, read social cues, understand the consequences of their behavior, learn to express themselves appropriately, deal with name-calling and teasing, and use humor to defuse conflict. The workbook contains 50 reproducible activities which can be used for therapeutic homework or as the focus in working with groups of children.

BUNDLE	CAM-61600	\$84.90	\$74.95	SAVE 11%
Board game, workbook				
Board Game 	CAM-350218		\$54.95	
Workbook, CD	CAM-61537		\$29.95	



The Stop, Think, and Go Bears' Self-Control Board Game™

Ages 5-10. This fun and challenging game is designed to help children who have problems with impulse control. As players move their red, green, and yellow pawns, they learn to see the consequences of their actions, to "brainstorm" solutions to common problems, and to develop positive behavioral habits that reflect self-discipline and a concern for others. 2-4 players.

CAM-350104 \$54.95

Game board, STOP! cards, THINK! cards, GO! cards, pawns, dice, spinner, instructions



The Impulse Control Board Game™

Ages 7-14. The Impulse Control Game™ is designed to help young people with ADD, ADHD, and other conditions involving impulse control problems. Learning to stop and think is a good start, but effective control of impulses requires the acquisition of specific skills. Students learn seven specific skills that have been proven effective to help impulsive children control their behavior, make good decisions, and avoid actions that are detrimental to themselves and others. 2-6 players.

CAM-32626 \$49.95

Game board, cards, moving pieces, dice, instructions, facilitator's booklet

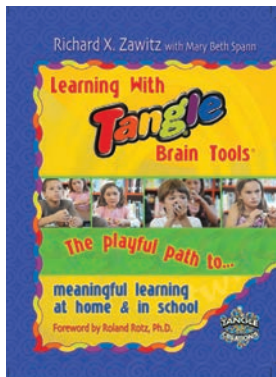


Check out our monthly
coupon offers on page 53!

Tangle Therapy Products

These 'Magic in Motion' manipulatives:

- Appeal to all ages
- Can be used as an anti-stress device
- Help fidgety, overactive, and disabled individuals
- Encourage creativity
- Help with focusing issues
- Are a great brain tool



A.



C.



E.

A. Learning with Tangle Brain Tools Book

PreK-grade 6. This book provides the playful path to meaningful learning at home and in school. It is full of activities to help children discover the path to learning.

Activities in the book:

- * Help transform passive learning to active learning
- * Facilitate communication between both sides of the brain
- * Stimulate creative play

CAM-1983

\$20.00

B. Tangle Therapy—Original

Help fidgety kids reduce stress, keep their cool, and bring out their best! This twistable device, made of soft, pliable rubber with distinctive raised tactile nodes and remarkable range of motion, feels good in one's hand. It also helps hand, joint and muscle motion, while providing a one of a kind feel and action.

CAM-1093

\$12.99

C. Tangle Original with Texture

This Tangle has fun colors and 5 wonderful textures, adding great play value as an educational and therapeutic tool. (made of 18, interconnected 2.5" pieces, ABS plastic)

CAM-1500

\$14.99

D. Tangle Matrix Ball

Ergonomically designed for hand and mind wellness bouncy therapy, squeeze therapy and play therapy. Comes in assorted colors.

CAM-1503

\$5.99

E. Tangle Jr. Textured

With bumps and grooves, this smaller version of the original, textured Tangle, provides tactile and visual sensory stimulation making it impossible to put down. Color may vary. (made of 18, interconnected 1" pieces, ABS plastic)

CAM-1501

\$3.49

F. Tangle Jr. Fuzzies

Fuzzy and multi-colored, this Junior Tangle is comforting to play with (made of 18, interconnected 1" pieces, ABS plastic with fuzzy covering)

CAM-1502

\$3.99



B.



D.



F.

Get all 6 great Tangle tools in one set and **SAVE!**

TANGLE SET W/ BOOK	CAM-1984A	\$62.45	\$57.95
TANGLE SET W/ NO BOOK	CAM-1504A	\$41.45	\$39.95



Wait & Win Board Game! ⚠

Ages 6-12. Patience is an important ingredient in a child's social and academic success. This game was designed to teach children the importance of being patient in many different situations as they try a variety of fun tasks and try to solve problems. Includes a countdown timer that gives players feedback on how well they control their impulsivity. 2-4 players.

CAM-350098

\$54.95

Game board, 24 You Win cards, 24 Patience Problems cards, 24 Test Your Skill cards, 100 chips, 4 pawns, die, timer, instructions



Find It Game™ ⚠ Kids Edition

Ages 8 & Up. This colorful, 3-D treasure hunt game helps kids with ADD increase their ability to focus and concentrate while having fun. Children shake, twist, and turn the bead-filled clear plastic tube to reveal all 48 hidden items. They keep track of their progress using the tear-off pad list that comes with the game. The hidden treasures are kid friendly and include the letters of the alphabet, a small car, balloon, baseball, and hidden penny, to name a few.

CAM-23871

\$20.00

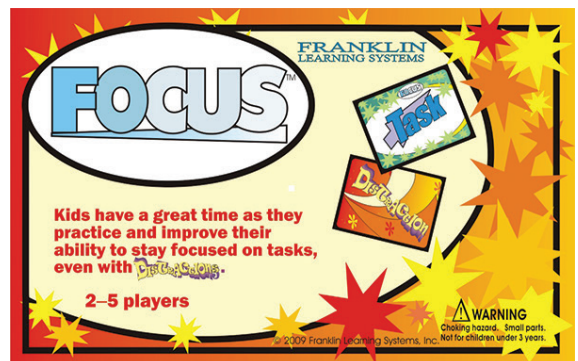


Focus Card Game ⚠

Grades 1-12. Focus is essentially a behavior modification program in a box. This game, that children have fun playing, is structured to encompass the essential elements of behavior modification and designed to have the greatest, positive impact on attention. Children receive rewards (usually in the form of tokens) when they accomplish a task within an appropriate time frame and without being distracted. This game gives players much needed practice that improves their ability to stay focused on tasks, even with distractions. Different sets of cards are included based on grade levels (grades 1-5 cards, grades 6-8 cards, and grades 9-adult cards). 2-5 players.

CAM-1094

\$34.95

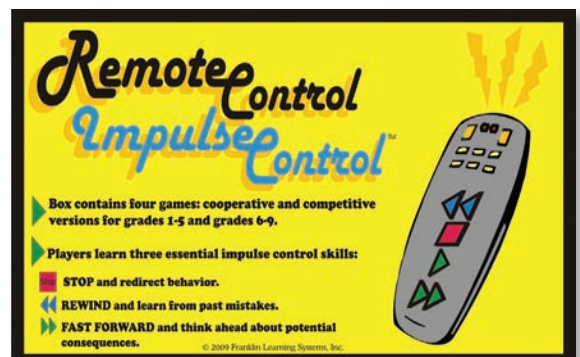


Remote Control Impulse Control Card Game ⚠

Grades 1-9. This game is a set of four card games that addresses impulsivity. The essential skills for inhibiting impulsivity are: STOP and redirect behavior; REWIND and learn from past mistakes; and FAST FORWARD and think ahead about potential consequences. The game uses the remote control symbols to facilitate learning the skills. There are both competitive and cooperative versions for grades 1-5 and for 6-9. Each age group has its own set of cards. All players practice all three skills during the course of the game. In addition to practicing these skills, players practice planning ahead and social skills as well as exercising frustration tolerance.

CAM-1095

\$24.95

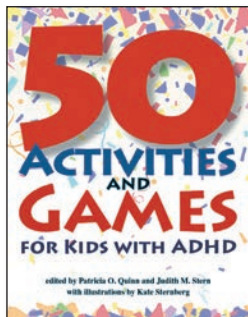


ADD/ADHD/Impulse Control

50 Activities & Games for Kids with ADHD

Edited by Patricia O. Quinn & Judith M. Stern, Illustrated by Kate Sternberg

Ages 8-13. The activities, articles, and resources in this exciting collection from the newsletter Brakes offer more than 50 ways for kids to handle the challenges of ADHD. Along with practical tips for solving problems and getting organized, boys and girls can also read about real kids like themselves. Topics include; increasing school success, having fun, recreation, friendship, feelings, family, and more! Soft-cover, 94-pages.



CAM-15390

\$14.95

ADHD: 102 Practical Strategies for "Reducing the Deficit"

By Kim "Tip" Frank, Ed.S, L.P.C. and Susan J. Smith-Rex, Ed.D.

Ages 5-17. This great resource is concise and easy-to-follow and features powerful strategies to help ADD/ADHD students improve their academic and social/emotional abilities. The authors present 102 ways parents and professionals can help children and adolescents cope with and overcome ADHD. Included are checklists and charts to help with organizational skills. Soft-cover, 94-pages.

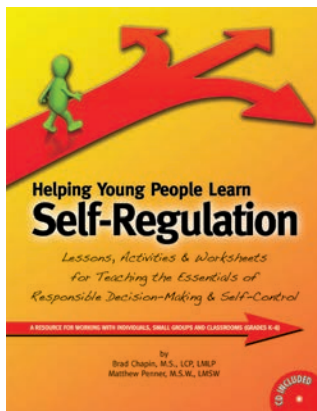
CAM-20841A

\$19.95

Helping Young People Learn Self-Regulation Book

Grades K-8

Self-regulation includes a universal set of skills necessary for academic success, emotional control and healthy social interaction. With this single resource you can address children's anger problems, academic performance challenges, anxieties, school safety issues, self-esteem, social skills and more. The individual strategies are presented in a simple step-by-step process using lessons, activities and reproducible worksheets. These strategies can be used to create dozens of unique curricula, tailor-made to target specific problem areas for small groups or classrooms. The strategies are creative, fresh, and engaging in a way to help create change quickly. Includes a CD of reproducible worksheets. 110-pages.



CAM-1981

\$33.95

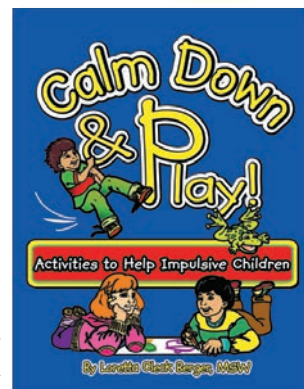
Check out our monthly coupon offers on page 53!

Calm Down & Play! Book

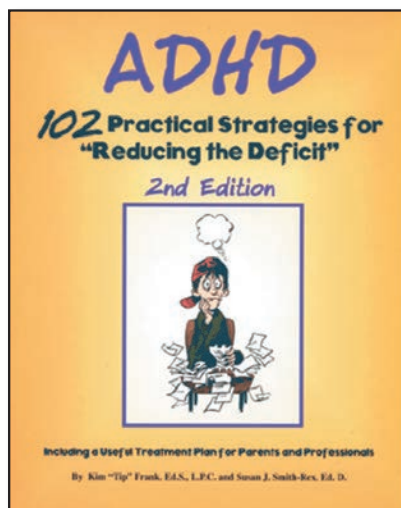
Ages 5-12. This book is filled with fun and effective activities to help children calm down and control their impulses, focus, concentrate and organize their thoughts, identify and verbalize feelings, channel and release excess energy appropriately, and build self-esteem and confidence. Most of the activities take no more than 10 minutes and can be played just about anywhere — while a child is waiting online, riding in a car, or even getting ready for bed. Soft-cover, 76-pages.

CAM-367127

\$19.95



Winner:
iParent Media Award



Attention Games for the Classroom

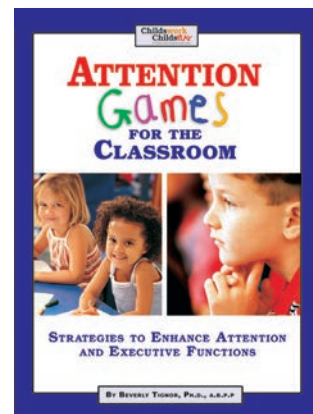
Educators and Parents. This collection of games by Dr. Beverly Tignor, a clinical psychologist specializing in pediatric neuropsychology, will strengthen the attention and executive functions of the brain as kids relate to classroom and everyday learning. The games address sustained attention, continuous performance, selective attention, working memory, rule learning, cognitive flexibility and sequential planning. Spiral bound, 81-pages.

Sample games include:

- **Keep the Beat** (auditory selective attention)
- **Motion Master** (focuses on rule learning)
- **Hidden Mazes** (builds sequential planning skills)

CAM-395905

\$17.95





Hidden Rules Card Decks

Ages 6-12. Hidden Rules is the term used to describe social skills rules and behaviors that most people know without ever being taught. But some children, particularly children on the Autism Spectrum, seem to be unaware of these rules and the way that they influence social acceptance. Each of these card games presents a different set of rules, which can be reviewed individually (like flash cards) or used in a simple and fun game.

SET OF 4 GAMES CAM-1913A ~~\$95.80~~ \$84.95

SAVE
11%

Hidden Rules-Social Situations

This game presents 40 Hidden Rules in a variety of settings important to children. The game is played like the familiar card game UNO® for fast and fun play. 2-4 players.

CAM-1619 \$23.95

Hidden Rules in the Classroom

There are lots of rules in school that some children don't quite get, but are instrumental to social success. Played like the card game UNO®, this game makes it fun to introduce 45 important hidden rules in a school setting. 2-4 players.

CAM-1910 \$23.95

Hidden Rules with Friends

When is it too late to call a friend? What should you do if a friend who is coming over has a food allergy? This clever card game presents children with 45 rules important to children as they spend time with friends. The game is played like the game UNO®. 2-4 players.

CAM-1911 \$23.95

Hidden Rules in the Community

There are lots of rules that kids should know when they go to the grocery store, the mall, the dentist, the doctor, and many more public places. This game is played like the card game UNO® making learning these 45 rules fun in any setting. 2-4 players.

CAM-1912 \$23.95

Photo Social Stories Cards

Ages 5-12. Based on a widely accepted technique developed by Carol Gray, each card presents a basic social concept that children need to learn to behave appropriately in all kinds of settings. The stories help children pay attention to important social cues, to understand the perspective of others, and to respond appropriately in social situations. Each story is followed by bulleted highlights and a set of interactive questions to stimulate discussion. The photographs were selected to provide children with a visual understanding of the social challenges in a variety of settings.



Photo Social Stories - Social Situations

Ages 5-12. Our original card deck covers a wide variety of social situations including greetings, starting a conversation, paying attention to others, keeping a secret and many more.

CAM-1621 \$23.95

Photo Social Stories Cards About Kids in School

Ages 5-12. This set of 35 cards includes topics like listening to the teacher, obeying class rules, following directions, giving compliments, asking permission, apologizing, keeping things organized, and many more.

CAM-1906 \$23.95

Photo Social Stories Cards About Kids in the Community

Ages 5-12. This set of 35 cards includes topics like: greeting a friend, paying attention, riding safely in a car, waiting your turn at a playground, asking for help, and many more.

CAM-1907 \$23.95

Photo Social Stories Cards About Kids & Their Families

Ages 5-12. The 35 cards in this set include topics like: putting away your toys, starting a conversation, mealtime, sharing, homework, understanding others' feelings, and many more.

CAM-1908 \$23.95

CARD GAME SET CAM-1909A ~~\$95.80~~ \$84.95

SAVE
11%

Friendship Farm Backpack Buddies

Friendship Farm Backpack Buddies

Ages 4-10. Teaching kids social skills is a breeze with our new Backpack Buddies. Each soft and cuddly animal teaches a different social skill, such as following the rules, expressing feelings, and being respectful towards others. Each animal comes with a removable backpack which holds 50 cards, including 30 Question Cards, 10 Reward Cards, and 10 Be A Friend Action Cards. Counselors can keep the animals on their desks and engage children in dialogue about social interaction in seconds. Or the animals and decks can be used together to play simple social learning games for up to six players. Animals are 10" each.

Mip the Mouse (Standing Up for Yourself)	CAM-1099	\$26.95
Casey the Cow (Understanding Feelings)	CAM-1100	\$26.95
Dorie the Duck (Following Rules)	CAM-1101	\$26.95
Percy the Pig (Being Responsible)	CAM-1102	\$26.95
Dingo the Dog (Anger Control)	CAM-1103	\$26.95
Connie the Cat (Being Kind to Others)	CAM-1104	\$26.95



SET OF 6 BACKPACK BUDDIES CAM-1105A

~~\$161.70~~

\$139.95

SAVE
13%

Friendship Farm Puzzle Games



Friendship Farm Puzzle Games

Ages 4-10. Kids will love this new way to learn social skills, featuring "3 games in 1." Players start off by laying out the 20 pieces of the puzzle, each with a question designed to stimulate social learning. As each question is answered, the piece is turned over and the players cooperatively form the colorful and engaging puzzle. When the puzzle is completed, players must search the pictures to find the animals on Friendship Farm who are socially appropriate. Created by game expert, Dr. Lawrence Shapiro, we know that kids will want to play these games again and again. The games are designed to be played in counseling sessions, in the classrooms, or at home. Puzzles are 15" x 21" and made of sturdy cardboard designed for years of play. 2-4 players.

Check out our monthly
coupon offers on page 53!

Stimulates Social Learning!

Who is Being Friendly?	CAM-1067	\$29.95
Who is Being Helpful?	CAM-1068	\$29.95
Who is Being Responsible & Respectful?	CAM-1069	\$29.95
Who is Following the Rules?	CAM-1070	\$29.95

SET OF 4 PUZZLE GAMES

CAM-1071A

~~\$119.80~~

\$99.95

SAVE
16%



Social Skills Comics for Kids

Social Skills Comics - Making Responsible Decisions in School

Ages 7-12. In this book, children learn from 24 different scenarios, presented as comic strips, except with photos of real children instead of drawings. Each scenario illustrates a typical school situation. The first scenario depicts the action shown incorrectly and irresponsibly. Next, students answer open ended questions stressing the consequences of irresponsible behavior to help the students explore better ways to handle the scenarios. Finally, a series of photos demonstrate more appropriate ways to handle the scenario. The book includes a CD to allow printing of individual pages in the book. Topics include: Being patient when a teacher is busy with someone else, managing time, taking turns, reacting well to disappointment, staying in your seat, and many more. 102-pages.

CAM-2060

\$29.95

Social Skills Comics - Handling Anger in School

Ages 7-12. With the recent focus on bullying and violence in our schools, it is clear that we need to find ways to help children manage their anger so that they don't harm themselves or others. This book helps children find constructive, healthy ways to deal with angry feelings. There are 25 comic strips where real-life children act out different scenarios in which they are angry or upset. Readers are then presented with questions to help them think about why the response shown is inappropriate. Finally, the reader is shown another comic strip where the children demonstrate "good choices" for dealing with their anger. The book comes with a CD to print out individual pages of the book. Topics include: Solving the problem instead of just getting mad, using relaxation to calm down, learning to apologize, taking control instead of feeling helpless, understanding what's really making you upset, and many more. 102-pages.

CAM-2061

\$29.95

Social Skills Comics - Conversation Skills in School

Ages 7-12. These 25 "comics" are designed to show children the expected and unexpected ways to behave in a variety of typical school social situations. Detailed photos prompt children to take a closer look at dialog, body language and non-verbal cues in both scenarios. Topics include: reading body language, using humor in conversation, staying on topic, accepting compliments, asking a question, ending a conversation, and many more. The book comes with a CD to print out individual pages of the book. 106-pages.

CAM-1903

\$29.95

Social Skills Comics - Handling Anxiety in School

Ages 7-12. Anxiety is a problem often associated with poor social skills. Kids may be afraid of speaking up in class, taking tests, or interacting with others in the classroom or playground. Characters in the comic strips are shown dealing with anxiety in a "Wrong Way" and then in a more appropriate way. Detailed photos prompt children to take a closer look at dialog, body language and non-verbal cues in both scenarios. Children will learn that interacting in certain ways may help them feel less anxious in social situations. The book comes with a CD to print out individual pages of the book. 106-pages.

CAM-1904

\$29.95

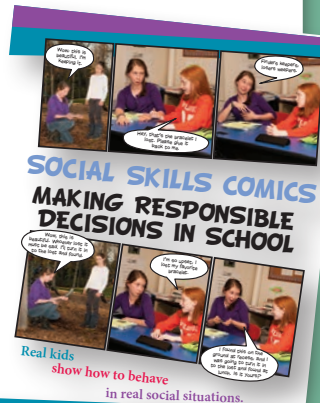
SET OF 4

CAM-2062A

~~\$119.80~~

\$106.95

SAVE
10%



SOCIAL SKILLS COMICS
HANDLING ANGER
IN SCHOOL



Real kids
show how to behave
in real social situations.

By Kiki Cahn
with Lawrence E. Shapiro, PhD



Real kids
show how to behave
in real social situations.

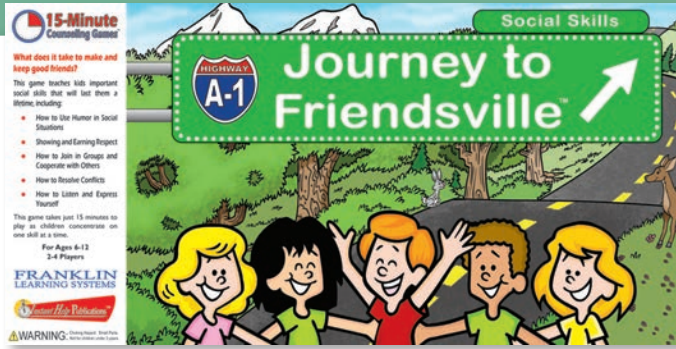
By Michael Canavan
with Lawrence E. Shapiro, PhD



Real kids
show how to behave
in real social situations.

By Michael Canavan
with Lawrence E. Shapiro, PhD

Social Behavior & Friendship



Journey to Friendsville™ ⚠️

A 15-Minute Counseling Board Game

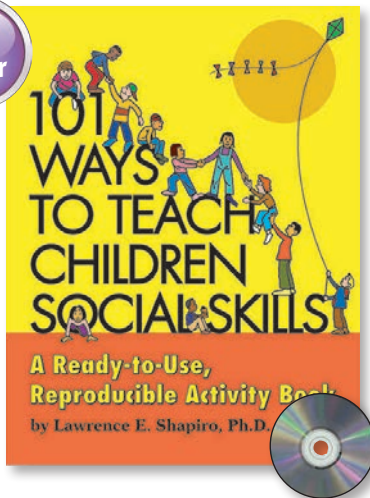
Ages 6-10. This game teaches kids important social skills, including how to use humor in social situations, how to make compromises, how to keep a positive attitude, how to deal with conflicts, and how to express their feelings. 2-4 players.

CAM-63024

\$49.95

Board game, five sets of cards, 1 die, six pawns, Friends tokens

best
seller



101 Ways to Teach Children Social Skills Book

Ages 7-12. This appealingly illustrated book includes 101 ready-to-use, reproducible activities to help children improve their social skills. Great as the basis of a social skills curriculum. Topics include communicating, expressing your feelings,

caring about yourself and others, problem solving, listening, standing up for yourself, and understanding and managing conflict. Includes CD with activities in PDF format for easy printing. 176-page book with CD.

CAM-350809

\$39.95

Everyone Has Feelings Poster

This large "multiage" feelings poster (24" x 37") shows children, teens, adults and older adults expressing their feelings. This is an inexpensive way to give children practice in recognizing and understanding the feelings of others.

CAM-338521

\$14.95

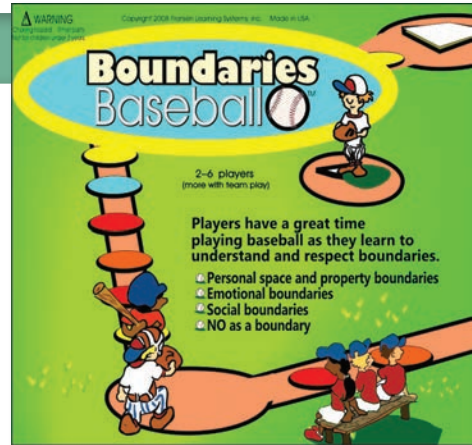


Sign Your Emotions Poster

This poster will be a popular addition to any wall. It features bright illustrations of 36 feelings and how to express them in American Sign Language. Emotions include: angry, embarrassed, mean, and worried. For ages 5 and up. 24" X 37"

CAM-338518

\$14.95

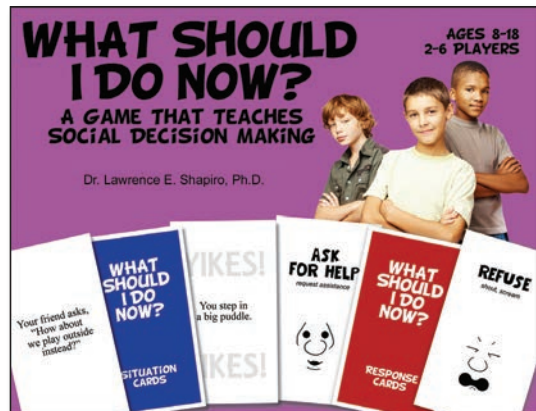


Boundaries Baseball Board Game ⚠️

Grades 1-6. This board/card game utilizes a baseball diamond format as a visual reminder for not going out of bounds. Players move pawns around the board to reach home plate by spinning the spinner wheel and answering questions from the 4 card categories: Saying and Accepting "NO"; Managing strong emotions; Respecting personal space and property; and Relationship/Communication limits. A summary of the rules of baseball are included for those not familiar. 2-6 players.

CAM-1508

\$49.95



What Should I Do Now? ⚠️

A Card Game That Teaches Social Decision Making

Ages 8-18. This hilarious card game, played similarly to Apples-to-Apples™, is designed to help children understand the different reactions we have to difficult situations and how our responses affect those around us. 2-6 players.

CAM-1622

\$23.95



CHOKING HAZARD WARNING:

When you see this symbol throughout the catalog it means the product contains small pieces and is not for children 3 and under.

Social Smarts Matching Card Game

Grades 2-6. This matching game helps players improve their social and communication skills. It is especially helpful for children who tend to misread social cues. As they respond to examples of positive and negative thoughts, kids learn to solve problems, make decisions, and have fun! Includes three decks of cards: Thinker, Thought, and Bonus. 2-5 players.

CAM-2022 **\$39.95**

Feelings Detective Matching Card Game

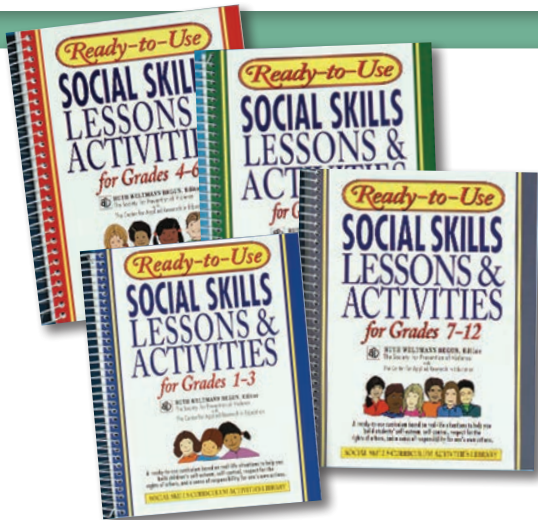
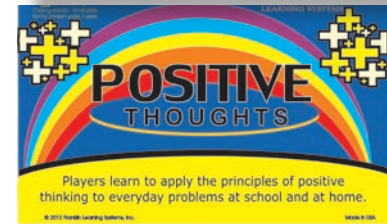
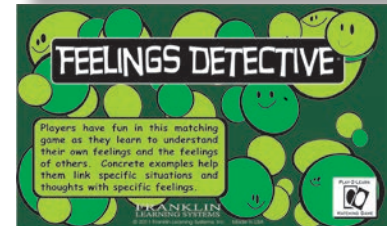
Grades 1-6. This matching game helps players understand their own feelings and the feelings of others. It is especially helpful for children who tend to misread social cues. As they link emotions to specific thoughts and situations, kids learn – and have fun! Includes two decks of Feeling Cards, two decks of Feeling Talk Cards, and one deck of Bonus Cards. 2-5 players.

CAM-2023 **\$39.95**

Positive Thoughts Card Game ⚠️

Grades 2-5. In this card game players learn to apply the principles of positive thinking to everyday problems at school and at home. Card decks include: What's the Problem cards, Plus or Minus cards, You Decide cards, and Multiple Choice cards.

CAM-2024 **\$39.95**



Ready-to-Use Social Skills Lessons & Activities

Ages 4-17. These activity books are based on real-life situations and will help you build children's self-esteem, self-control, respect for others, and a sense of responsibility for one's own actions. Books have 50 or more lesson plans with reproducible activity sheets. 224 - 304 page books.

Book for Ages 4-5	CAM-368528	\$29.95
Book for Ages 6-8	CAM-368666	\$29.95
Book for Ages 9-11	CAM-368525	\$29.95
Book for Ages 12-17	CAM-429671	\$29.95



Circle of Friends Board Game ⚠️

Ages 5-12. Kids learn friendship-building skills such as listening, patience, and paying attention, and how to deal with various friendship issues, such as teasing, bullies, jealousy, anger, and more. This game features a "small town" board where the friends live and socialize. The players are asked questions, and with the right answer, acquire new friends and Pop-it beads. When enough beads are collected to form a "circle of friends" around all players, everyone wins! 2-6 players.

CAM-350188 **\$54.95**

Game board, cards, 6 games pieces, die, Pop-it beads, instructions



Bullying & Anger Management



Escape from Anger Island™

A 15-Minute Counseling Board Game

Ages 6-10. This game is designed to fit easily into a counseling session and takes just 15 minutes to play. Players try to escape from Anger Island (and a pursuing dinosaur) by learning one of six anger management techniques, such as self-calming, communicating feelings, and creating compromises. One skill is worked on in each 15-minute segment and activities are suggested for practice between sessions. 2-4 players.

CAM-63011

\$49.95

Game board, six sets of cards, one die, one dinosaur, six pawns, one reproducible Anger Management checklist



No More Bullies! Board Game

Ages 5-12. Created by teachers and guidance counselors and field-tested, this game deals effectively with the problem of bullying. Players create a puzzle that "transforms" the bully into a nice guy and along the way, bullies discover alternate ways to behave while victims learn how to deal with them. 2-4 players.

CAM-350578

\$54.95

Game board, 28 Cool Off cards, 24 Talk About It cards, blank cards, die, 8 Mr. Nice Guy puzzle pieces, 4 pawns, 4 sets of 5 different picture pieces, instructions

No More Bullies! Workbook

Ages 5-12. Sam is having trouble with Horrible Henry. Puzzles, word games, and drawing activities teach Sam and other children that they can stand up to bullies in a safe way and still feel good about themselves. 96-page workbook with CD

CAM-61530

\$29.95

SET

CAM-1288A

\$84.90

\$74.95

**SAVE
11%**

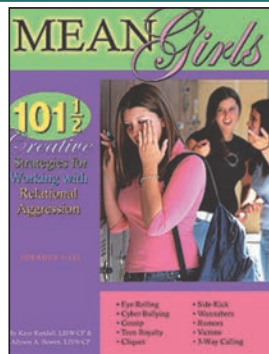


Bullying in the Girl's World Book with CD

Grades 3-8. Provides a school-based approach to girl bullying that includes class lessons, small group activities, and ideas for individual counseling. Includes surveys, stories, strategies, student assessments, and group activities. The individual counseling section includes situation cards, activities, student worksheets, and a simple problem-solving model. 210-pages. Includes a CD with all of the reproducible activities and worksheets.

CAM-1982

\$34.95



Mean Girls Book 101 Creative Strategies for Working with Relational Aggression

Ages 8-17. Adolescent girls can be incredibly cruel and aggressive to friend and foe. This book helps the aggressor and victim understand and cope with the nuances of relational aggression. Topics include: cliques, wannabees, victims, eye-rolling, name calling, cyber-bullying, gossip, teen royalty, and much more! Soft cover, 120-pages.

CAM-15474 \$26.95

Remote Control Anger Control Card Game

This game, consisting of four card games, focuses on three essential skills for controlling anger: PAUSE and identify additional feelings, REWIND and learn from past mistakes, and FAST FORWARD and think ahead about potential consequences. Includes both competitive and cooperative versions for 2 different grade levels: Grades 1-5 and 6-9. Each level has separate groups of cards. 2-5 players.



CAM-1507

\$24.95



Bullying & Anger Management

best
seller

Dr. PlayWell's Anger Control Games

Ages 5-10. In this anger control program, you get six colorful games for the price of one — all in a convenient and portable package. The six games teach children such skills as recognizing what triggers their anger, learning self-control, self-calming, and much more. The program comes complete with cards and markers for each game. **2-4 players.**

CAM-1005817

\$39.95

Game book of six board games, 13 card sheets, 4 regular pawns, 4 car pawns, 1 die, 100 chips, instructions

**Six Games
in One!**




Don't Be Difficult Bundle

Ages 6-12. Help children learn the consequences of both positive and negative choices. As children play the game, they find themselves on the "Hard Road." To get back onto the "Right Road," they have to earn positive emotional currency in the form of Kindness, Trust, Respect, and Cooperation. The fun-filled activity workbook reinforces new concepts and highlights positive choices.

BUNDLE	CAM-61606	\$84.90	\$74.95	SAVE 11%
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Board game, workbook

Board Game 	CAM-350212	\$54.95
Workbook	CAM-61536	\$29.95




**Workbook
included**

The Angry Monster Machine Bundle

Ages 5-12. This ingenious bundle helps youngsters control their anger. In this game, each player uses a truck to cart a Play Doh® monster to the Transforming Machine. The player then selects an adaptive way to transform the angry feelings and the Play Doh® monster into something positive. The workbook, which can be used by itself or as a companion to the game, contains fifty fun puzzles, word searches, and games to help kids understand and express their anger appropriately.

BUNDLE	CAM-61527	\$84.90	\$74.95	SAVE 11%
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Board game, workbook

Board Game 	CAM-350203	\$54.95
Workbook	CAM-61535	\$29.95



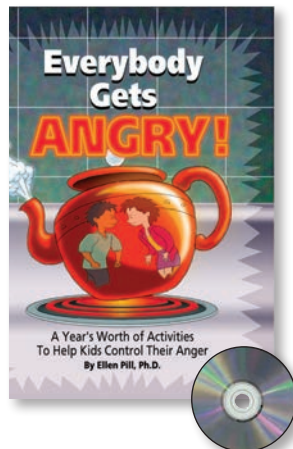
Bullying & Anger Management

Everybody Gets Angry! A Year's Worth of Activities to Help Kids Control Their Anger

Ages 9-13. Designed for use by teachers and school counselors, this fun-filled book is packed with 52 reproducible activities to help youngsters learn to identify, understand, express, and cope with their angry feelings. Using art, music, drama, and movement the hands-on activities are sure to foster effective anger-management skills. Included is a CD to make printing copies of activities easier! 105-page soft-cover book with reproducible activities, CD.

CAM-350038

\$39.95



The I Hate Wendy Club Book

Ages 7-10. Relational aggression is brutal, cruel, and mean and is widespread in today's schools. More and more frequently it is showing up in children of younger age groups. Appealing to this group in a non-threatening way, this activity book teaches kids about the damage that gossiping and exclusion can cause, while reinforcing the positive message of tolerance and acceptance. 88-page activity book, 5 supplementary lessons, 28 reproducible activity pages.

CAM-1275182

\$16.95

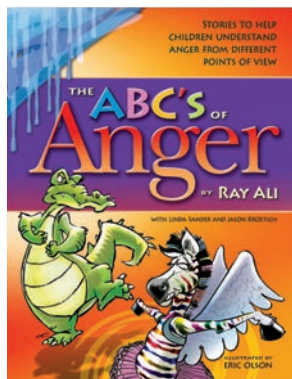


The ABC's of Anger Book

Ages 5-12. The stories and charming drawings in this book help children identify the underlying reasons for feelings of anger and frustration and find effective ways of dealing with those feelings. Discussion starters and creative activities teach constructive coping skills to handle destructive feelings and bullies with confidence. Helps unravel the confusion caused by overwhelming emotions. The ABCs of Anger draws children's attention with ingenious artwork, which can be reproduced for coloring. Appeals to visual learners. 64-page soft-cover book.

CAM-1015568

\$19.95



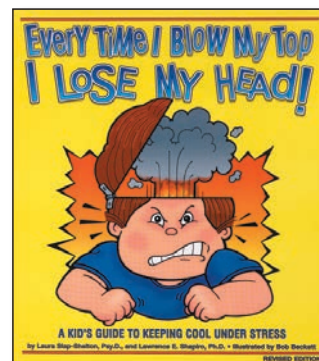
Check out our monthly
coupon offers on page 53!

Every Time I Blow My Top I Lose My Head! Book

Ages 4-10. Children learn different ways to handle stress and angry feelings, and experience the relief that comes with learning to relax. Includes a parent's guide to reducing stress in the home. 62-page soft-cover book.

CAM-367055

\$19.95



Laugh & Learn Books

Ages 8-12. These 8 delightful and fun books make a great collection of self-help books for kids that really help with everyday problems. Combining solid information and advice with humor, fun illustrations, real-life topics, and a kid-centric point of view, these stories are very popular with young readers. Soft cover, 72-136 pages.

INDIVIDUAL TITLES: \$9.95 EACH

Bullies Are a Pain in the Brain	CAM-363005
How to Take the GRRRR Out of Anger	CAM-61805
Dude, That's Rude!	CAM-61806
Cliques, Phonies, & Other Baloney	CAM-61807
Get Organized Without Losing It	CAM-61808
How to Do Homework Without Throwing Up	CAM-61809
Stress Can Really Get on Your Nerves!	CAM-61810
True or False? Tests Stink!	CAM-61811



8 BOOK COLLECTION CAM-61812 ~~\$79.60~~ \$70.95

SAVE
10%



Behavioral Management



The Self-Control Game™ ⚠️

Ages 8 & Up. Help children learn the value of persistence and develop the capacity to anticipate the consequences of their own behavior. 50 cards, die, pawns, instructions

CAM-349675 \$22.95



The Insight Game™ ⚠️

Ages 8 & Up. This fun game helps encourage players to develop an understanding of why people behave as they do. 50 cards, die, instructions

CAM-349660 \$22.95



The Empathy Game™ ⚠️

Ages 8 & Up. Help kids learn to "read" and appreciate the feelings of others. 50 cards, instructions

CAM-349663 \$22.95

SET OF 3 CARD GAMES CAM-1287A ~~\$68.85~~ \$59.95

SAVE 12%

Rules & Reasons

Ages 5-10. Providing "logical consequences" is one of the most effective discipline techniques used with children. This engaging game and poster set will teach children how breaking the rules results in specific consequences and how they can avoid punishments by applying problem-solving skills.

BOARD GAME ⚠️ CAM-350758 \$54.95

Game board, cards, 4 pawns, die, instructions

POSTER CAM-338503 \$9.95

24" x 36" laminated poster



Show kids the benefits of following rules

Time Tracker Visual Timer & Clock

Ages 3-13. A fun way to keep students on schedule and teach time management and elapsed time to the whole class. Easy-to-program green, yellow, and red electronic lighted sections and six sound effects use both visual cues and sound to indicate that time is running out. Provides 180 degrees of viewing to involve all students. Great for centers, study sessions, group or individual projects, tests, experiments, practice sessions, classroom assignments, activities with vision- or hearing-impaired students and much more!

CAM-1085 \$39.95



In a Box™ Set

Ages 7 & Up. In a Box™ card programs are designed to help children develop simple techniques they can apply at home, in the classroom, or in counseling.

SET CAM-370318 ~~\$65.85~~ \$54.95

Three card decks (300 cards total)

SAVE 16%

Attitude Adjustment in a Box™ CAM-349474 \$21.95
100 cards

Self-Control in a Box™ CAM-349477 \$21.95
100 cards

Motivation in a Box™ CAM-349480 \$21.95
100 cards

100 fresh ideas in every box!



KELSO'S CHOICE

Conflict Management Kit - 4th edition

Grade level: K-5. This conflict-management curriculum is based on the premise that every child is capable of becoming a peacemaker. Designed around Kelso the Frog, an appealing hand puppet, this program offers nine options students can choose from to resolve conflicts. The curriculum can be implemented school-wide, in a classroom, in a small group setting or for individual counseling.

Kit Includes:

- Kelso in Action DVD – 4th edition. 20 minutes.
- Leader's Guide with printable material
- Paper puppet cut-outs
- Willow Pond Storybook
- Kelso puppet and Lily puppet
- Poster sets – Five posters for each grade level
- Grades K-3 (It's Your Choice)
- Grades 4-5 (Choose 2 and Diffuse)

COMPLETE CONFLICT MANAGEMENT KIT	CAM-1840	\$399.95
Kelso in Action DVD - 4th edition	CAM-1841	\$89.95
Grades K-3 Poster Set (10 of It's Your Choice)	CAM-1016371	\$79.95
Grades 4-5 Poster Set (10 of Choose 2 and Diffuse)	CAM-1848	\$79.95



The Kelso Booster Curriculum Kit

This Booster Kit provides additional lesson plans, activities, and games that complement the Conflict Management program.

Booster Kit Includes:

- Putting Kelso into Play DVD — 20 minutes
- "The Choice is Right" Card Game (2 age-specific decks)
- New Teacher's Guide and Lesson Plans

THE KELSO BOOSTER KIT	CAM-1842	\$149.95
Putting Kelso Into Play DVD only	CAM-1843	\$89.95



The Conflict Resolution Board Game™

Ages 6-12. This imaginative game helps children deal with such day-to-day problems as teasing, protecting one's property and handling arguments, as well as more serious problems like the bully, the drug pusher, the stranger, or the kid with a gun. Players lose turns when they don't respect someone's rights or refuse to mediate a problem, and are moved ahead when they help others solve problems or express their feelings. 2-6 players.

CAM-350806 \$54.95

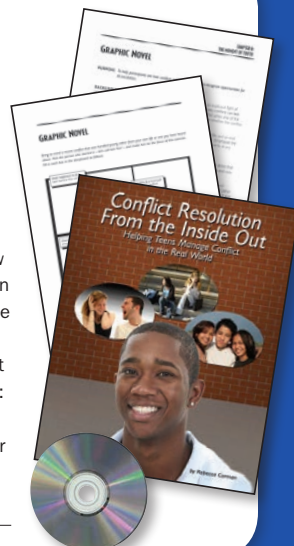
Game board, 49 Conflict cards, 25 Danger cards, 25 Resolution cards, 33 blank cards, die, 3-minutes timer, 100 tokens, 6 pawns, instructions



Conflict Resolution from the Inside Out: Helping Teens Manage Conflict in the Real World

Grade level: 9-12. This innovative reproducible activity book teaches practical skills for handling conflicts and addresses the many underlying issues that influence how teens approach such situations. Role plays featuring edgy scenarios inspire candid discussions about conflicts teens face every day and help them recognize the power they have to affect the outcome of a conflict. Also featured are thought-provoking writing exercises, cathartic art projects, and many other engaging activities that will teach teens how to effectively and creatively manage the conflicts they face in the real world. Conflict Resolution from the Inside Out can be used successfully with teens and middle school students in a wide range of settings, including schools, clinics, inpatient settings, and after-school programs. The topics covered are: Understanding Conflict, Conflict and Me, Fuel to the Fire, Be Your Own Master, Constructive Communication, It's a Matter of Perspective, and The Moment of Truth. Spiral-bound with CD, 120-pages.

CAM-1015480 \$29.95



Feelings & Emotions



The Coping Skills Bundle

Ages 7-12. While adults have learned to cope with their world, children often have not. The lessons learned using *The Coping Skills Bundle* will last a lifetime. Children will learn how to deal with feelings, adjust attitudes, discover choices, accept imperfections, and more. Real-life situations are challenging and fun. 2-4 players.

BUNDLE **CAM-61608** ~~\$84.90~~ **\$74.95** **SAVE 11%**

97-page workbook, board game

The Coping Skills Workbook, CD	CAM-61547	\$29.95
The Coping Skills Board Game™	CAM-350134	\$54.95



Problem-Solving Cards Set

Ages 6-12. These four card sets have multiple uses in the assessment and treatment of common childhood problems. Conflict resolution cards depict children in conflict with other children as well as with adults. Anger control cards define problems experienced in a variety of settings and enable children to develop self-awareness and behavioral skills. ADHD cards deal with ways to develop impulse control, and the new Divorce cards depict situations common to families in transition.

SET **CAM-370321** ~~\$75.80~~ **\$59.95** **SAVE 20%**

Four card decks, manual

Conflict Resolution	CAM-349801	\$18.95
Anger Control	CAM-349465	\$18.95
ADHD Self-Control	CAM-349471	\$18.95
Divorce	CAM-349486	\$18.95



The Color of Feelings Set

Ages 5 and up. Explore the world of feelings using these colorful and engaging tools. With 92 different feelings arranged by "families," the laminated Color of Feelings palette provides a rich word bank for identifying and sharing feelings. Designed to create awareness of facial expressions and body language, the colorful, 22" x 26" laminated How Are You Feeling? Poster captivates children of all ages. The Feeling Discovery Cards facilitate growth in emotional intelligence and provide a hands-on opportunity for children and teens to sort out what they are feeling.

SET **CAM-383616** ~~\$61.85~~ **\$54.95** **SAVE 11%**

Poster, cards, set of 10 palettes

Poster	CAM-383617	\$15.95
Cards	CAM-383619	\$15.95
Palettes (pack of 10)	CAM-383620	\$29.95



Feelings & Emotions

Bibliotherapy Starter Set

Ages 4-10. Start young children off on the road to emotional health with these charmingly illustrated and highly relevant storybooks. Each book raises a common issue that kids struggle with as they grow, and offers positive solutions and warm acceptance that can make the difference to young children.

SET CAM-1722A ~~\$124.65~~ \$99.95

SAVE 19%

Seven soft-cover books

My Best Friend is Me!

A story of an adorable hippo that faces rejection.

CAM-367103 \$12.95

Sometimes I Like to Fight, But I Don't Do It Much Anymore

Teaches kids consequences of aggressive behavior.

CAM-367043 \$19.95

My Body Is Mine, My Feelings Are Mine

A guidebook about sexual abuse for both parents and children.

CAM-367100 \$19.95

Everything I Do You Blame on Me!

A story about Eddy, who learns to take responsibility for his actions.

CAM-367052 \$19.95

The Very Angry Day That Amy Didn't Have

Reveals how Amy successfully copes with a bad day.

CAM-367049 \$14.95

Sometimes I Drive My Mom Crazy, But I Know She's Crazy About Me

The story of a child with ADHD who develops a sense of self-worth.

CAM-367064 \$19.95

My Life Turned Upside Down, But I Turned It Rightside Up

A story about a child facing her parents' divorce.

CAM-367097 \$17.95



My Mouth is a Volcano

Helping Kids manage their thoughts and words without interrupting.

Ages 4 & Up. Louis always interrupts! But when others begin to interrupt Louis, he learns how to respectfully wait for his turn to talk. Takes an empathetic approach to the habit of interrupting and teaches children a witty technique to help them manage their rambunctious thoughts and words. Soft cover, 32-pages.

CAM-388266

\$9.95

Personal Space Camp

Teaching Kids the Concepts of Personal Space

Ages 4 & Up. Louis is back! And this time, he's learning all about personal space. *Personal Space Camp* addresses the complex issue of respect for another person's physical boundaries. Told from Louis' perspective, this story is a must-have resource for parents, teachers, and counselors who want to communicate the idea of personal space. Soft cover, 32-pages.

CAM-1015562

\$9.95

A Bad Case of Tattle Tongue

Helping kids learn the difference between tattling and telling

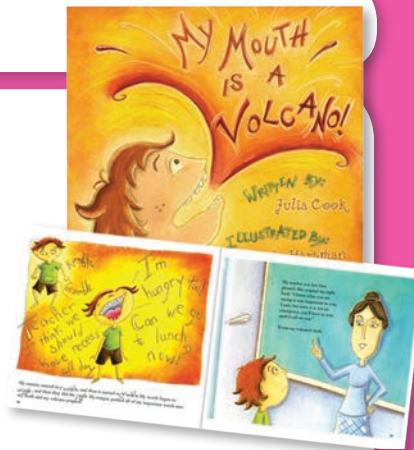
Ages 4 & Up. Josh tattles way too much. But one night he wakes up to find his tongue is very long, yellow, covered in bright purple spots, and *Itchy Itchy, Scratchy Scratchy*. Will a bad case of Tattle Tongue help him learn the difference between tattling and telling? Soft cover, 32-pages.

CAM-388264

\$9.95

SET OF 3 BOOKS CAM-15901 ~~\$29.85~~ \$24.95

SAVE 16%



Childhood Transition Series

Ages 4-8. This new, fun-to-read series targets common transitions that impact children's emotions in the areas of: Parental Divorce, A New Sibling, Foster Care, Moving Away, Step-Families, and Losing Someone Special. This series creates an easy, concrete way to help identify, validate, and help provide an effective coping skill to deal with a child's feeling(s) about the transition.

- Addresses the emotional side of life changes for younger children
- Helps children express their feelings and deal with their emotions
- 6 colorfully illustrated titles, sold individually and in a money-saving set

About Losing Someone Special	CAM-1897	\$8.95
About My New Baby Sibling	CAM-1898	\$8.95
About Moving Away	CAM-1899	\$8.95
About My Step-Family	CAM-1900	\$8.95
About My Parents' Divorce	CAM-1901	\$8.95
About My Foster Home	CAM-2050	\$8.95

I FEEL, FEEL, FEEL SET (6 BOOKS)

CAM-2051A

~~\$53.70~~

\$47.95

SAVE 10%



Feelings & Emotions

Unique Self-Control Program!

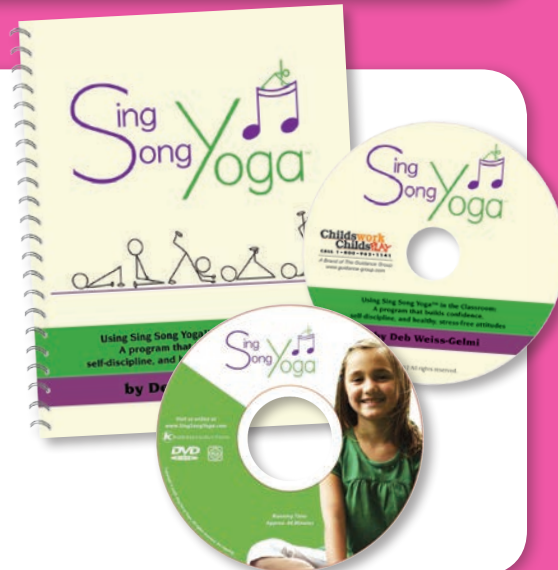
Sing Song Yoga Life Skills and Self-Control Program for Elementary/Middle School Age Children

Ages 6-12. Sing Song Yoga™ is an innovative children's yoga program that uses songs to teach the poses. Each pose has its own song. The original lyrics, set to the tune of traditional children's songs, teach the children how to get into each pose. The children learn the songs which supports them in moving through the poses in class and at home. Includes DVD, CD and Teacher's Guide.

PROGRAM	CAM-1895	\$39.95
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“Sing Song Yoga offers our kids a peaceful way to redirect their thinking, recharge their bodies, and renew their spirits. When given the choice of ‘electives’ at our school, many students will regularly choose Sing Song Yoga...even in lieu of an outdoor recess.”

—Kelli Gunn, Zeeland Michigan



The Storytelling Card Game ⚠️

Ages 4-11. The storytelling technique is one of the most popular tools in child psychotherapy. This game, devised by Richard A. Gardner, M.D., is especially helpful for children who are reluctant to reveal

themselves. Children use any of 24 scene cards (living rooms, backyards, etc.) and 30 cardboard figures to tell their stories. For 2 players. **This game is intended for use by mental health professionals.**

CAM-350260	\$46.95
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Cards, spinner, bag of chips, one die, instructions



Feelings Frogs ⚠️

Ages 4-10. Frogs really do have feelings. In fact, each one of these six beanbag frogs is printed with a specific emotion: happy, sad, angry, calm, afraid, or brave. The frogs help children communicate their feelings in a number of fun ways, with special versions of playing Hot-Potato or Leapfrog. Effective in individual, group or family counseling, or in a classroom setting. Includes six 4" frogs.

CAM-13867	\$29.95
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The Ungame® Board Game ⚠️

Ages 5 & Up. The Ungame® is the most popular communication game ever made and is used in tens of thousands of homes, schools, and counseling settings. Players go around the board answering both light-hearted and serious questions. Players also land on squares that require they ask questions of another player or make comments about any subject at all. 2-6 players.

CAM-1005669	\$26.50
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Game board, cards, 6 pawns, die, instructions

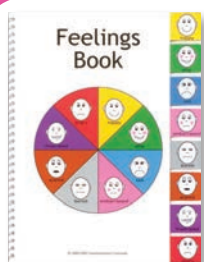
All Ages Pocket Ungame® Cards

Ages 5 & Up. The Pocket Ungame® can be used either with the original board game or as a stand-alone game. Has both light-hearted and serious cards relevant to specific groups of players. Players learn to share, listen, and interact on a personal but nonthreatening level. 2-8 players. Comes with two card decks.

All Ages Pocket Ungame CAM-1671	\$13.50
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Feelings & Emotions



Feelings Book

Ages 6-11. Originally developed to address the needs of children with autism, Asperger syndrome, and related social learning disabilities, *The Feelings Book* is appropriate for any child who has difficulty with emotional identification, understanding, and regulation. Children will learn to identify and express their feelings using a broader range of emotional vocabulary. 17-page laminated book, dry erase marker, and Step-by-Step guide.

CAM-25956

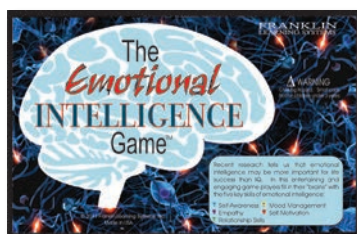
\$29.00

The Emotional Intelligence Card Game

Grades 2-8. This game is an entertaining and engaging game that reflects the five areas of emotional intelligence:

- Self-awareness
- Mood management
- Self-motivation
- Empathy
- Relationship skills

There are two versions of the game and corresponding sets of rules; Competitive (where players play against each other) and Cooperative (where players work together). Players try to fill in their brain card by answering questions and winning tokens. Also included are six decks of cards relating to the five areas of emotional intelligence plus a deck of Bonus Cards. The game utilizes both cognitive behavior therapy and social learning theory to help players build their emotional intelligence. 2-6 players.



CAM-1816

\$39.95



SAVE 10%



"I Feel" Stamps

Ages 3-6. These stamps, for every mood of the day, will help young children understand their feelings. Comes with 8 stamps and a washable ink pad in a carry-along case.

CAM-61802

\$16.99

Size of each stamp: 3" diameter.

Talk It Over School Version

Ages 6-14. Children rarely get the opportunity to talk about the things that they like or dislike about their school experience, but this noncompetitive card game will get them chattering away. Designed to be played in the classroom or in a counseling session, the game contains four decks of cards: *Yourself*, *Your Classmates*, *Your School*, and *Hot Topics*. Each of the 120 cards asks thought-provoking questions — there are no right or wrong answers. 2-6 players.



CAM-349684

\$19.95

120 cards, instructions

What To Do When...Books

Ages 6-12. These "What To Do" guides help children and their parents through the cognitive-behavioral techniques used to treat each problem they are facing. The books are complete resources for educating, motivating, and empowering children to work toward change and master new skills. Soft cover, 72-96 pages.

What To Do When...

Bad Habits Take Hold: A Kid's Guide to Overcoming Nail Biting and More
CAM-61815 \$15.95

You Dread Your Bed: A Kid's Guide to Problems with Sleep
CAM-61816 \$15.95

You Grumble Too Much: A Kid's Guide to Overcoming Negativity
CAM-395928 \$15.95

You Worry Too Much: A Kid's Guide to Overcoming Anxiety
CAM-387747 \$15.95

Your Temper Flares: A Kid's Guide to Overcoming Problems with Anger
CAM-15669 \$15.95

Your Brain Gets Stuck: A Kid's Guide to Overcoming OCD
CAM-1267898 \$15.95

SET OF 6 BOOKS CAM- 61817 ~~\$95.70~~ \$85.95



Dealing with Difficult Times

Sometimes I Worry Too Much But Now I Know How to Stop

CAM-367070 \$19.95

Sometimes I Get Sad But Now I Know What Makes Me Happy

CAM-367094 \$19.95

Sometimes I Like to Fight But I Don't Do It Much Anymore

CAM-367043 \$19.95

Sometimes I Don't Like to Talk But Sometimes I Can't Keep Quiet

CAM-367073 \$19.95

Sometimes I Feel Like I Don't Have Any Friends But Not So Much Anymore

CAM-367106 \$19.95

Sometimes I Drive My Mom Crazy But I Know She's Crazy About Me

CAM-367064 \$19.95

6-BOOK SERIES CAM-1123A ~~\$119.70~~ \$106.95

SAVE 10%

Six, soft-cover books, 50-127 pages

Sometimes Series



best seller

Dr. PlayWell's Worry-Less Board Game™ ⚠️

Ages 6-12. As players try to capture the Worry Monsters, they learn important steps for dealing with persistent worry — identifying feelings, self-calming, making positive self-statements, changing negative thoughts, planning, coping with difficult feelings, and self-monitoring. As they play children will learn important skills to help them worry less. Includes a reproducible assessment form to be filled out by parents or teachers. 2-4 players.

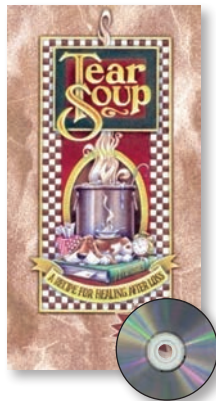
CAM-350248

\$49.95

Game board, 4 pawns, 7 sets of 12 cards, 6 monsters, die, 100 chips, Coping with Anxiety assessment form, instructions

Tear Soup Set: Book & DVD A Recipe for Healing After Loss

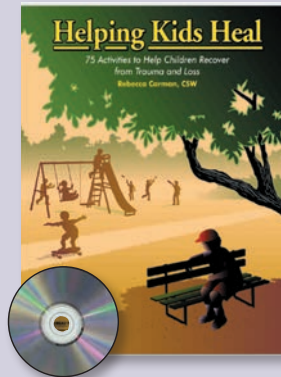
All Ages. Meet Grandy, who has suffered a big loss in her life, so she is cooking up her unique batch of "tear soup." See how she blends different ingredients into her own grief process. This is a universal book and DVD set for families that teaches about grief. It affirms the bereaved, educates those touched by sorrow, and is a stepping stone to reach children. DVD, soft-cover book.



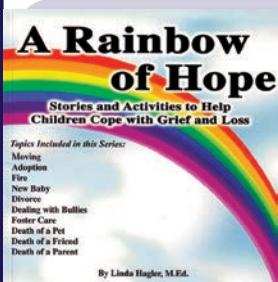
SET CAM-397150 \$59.95

Helping Kids Heal Book

Ages 6-12. This unique volume contains 75 tried-and-true reproducible activities to help children after an acutely traumatic event. Following the natural sequence of recovery, the book begins with relaxation activities and ends with activities that strengthen a child's capacity to give back to others. Proven therapeutic principles are woven throughout the book, and anecdotes, tips, and vignettes bring each activity to life. 128-page soft-cover book with CD.



CAM-22011 \$39.95



A Rainbow of Hope Book

Grief and loss is an inevitable part of our lives. Children, especially, can have difficulty understanding and dealing with the grieving process. Through these sensitive and inspirational stories, children learn how to cope with many different kinds of loss. Topics include: moving, adoption, home fire, new baby, divorce, dealing with bullies, foster care, death of a pet, death of a friend, and death of a parent. This kit

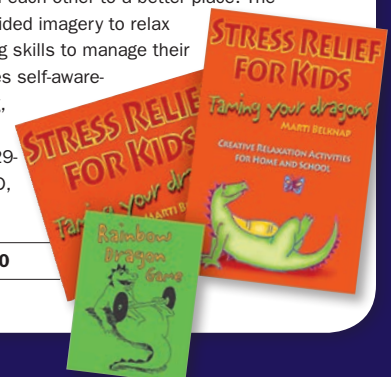
includes a comprehensive Leader's Guide and 10 individual children's storybooklets.

SET OF 10 BOOKS CAM-1496 \$34.95

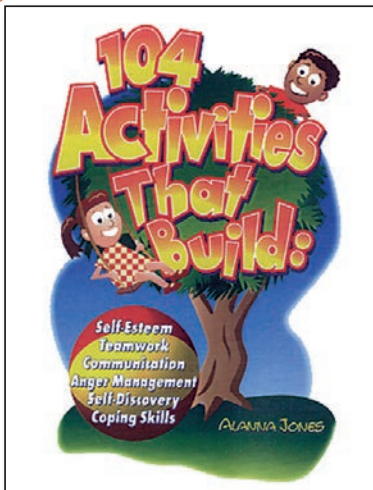
Stress Relief for Kids: Taming Your Dragons Set

Ages 6 & Up. Give children the tools to cope with stress in all areas of their lives. Through the book's use of creative relaxation activities, kids learn to direct themselves and each other to a better place. The CD offers relaxation scripts and guided imagery to relax and teaches kids how to use coping skills to manage their stress. The fun card game promotes self-awareness through listening, questioning, and sharing in an atmosphere of trust, cooperation, and honesty. 129-page soft-cover book, 47-minute CD, card game.

CAM-1015557 \$42.00



Self-Esteem



104 Activities That Build:

Self-Esteem, Teamwork, Communication, Anger Management, Self-Discovery, Coping Skills

Ages 8 & Up. Full of interactive and fun games, this book can be used to encourage, modify behavior, increase interaction with others, start discussions, and build other life and social skills. Activities can be used with small or large groups or even with one-on-one sessions. Sample activities include:

The Cost of Sarcasm, Emotions in Motion, and the Unfair Game. 72-page soft-cover book.

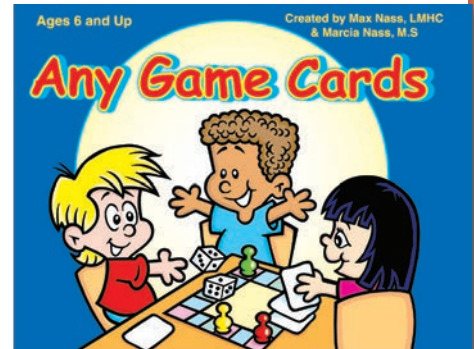
CAM-344701

\$23.95

Any Game Cards

Ages 6 & Up. Any

Game Cards was developed by a licensed mental health counselor for use with his young clients who often want to play popular games. Simply add in these one-sentence cards to any popular game to make it therapeutic. The cards include the most relevant questions about bullying, social skills, self-esteem, anger, character education, and staying healthy. Clinicians can also use the same question for opening up discussions.



CAM-395907

\$23.95

Six card decks

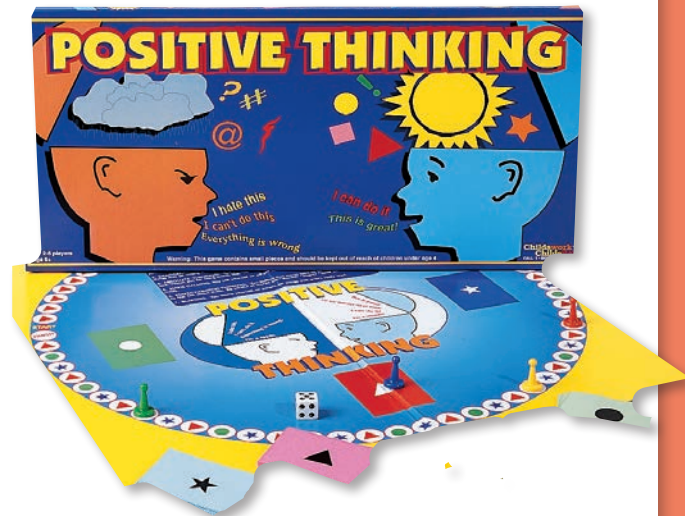
Positive Thinking Board Game™ ⚠

Ages 9 & Up. This therapeutic game maintains the premise that thought is the source of many of our emotional states. By becoming more aware of our self-talk and cognitive responses to situations, we can better control or select our emotions. Addresses emotional difficulties such as anxiety, depression, anger, and low self-esteem. 2-6 players.

CAM-350119

\$54.95

Game board, 60 Triangle cards, 60 Star cards, 60 Circle cards, die, 100 tokens, 6 pawns, instructions

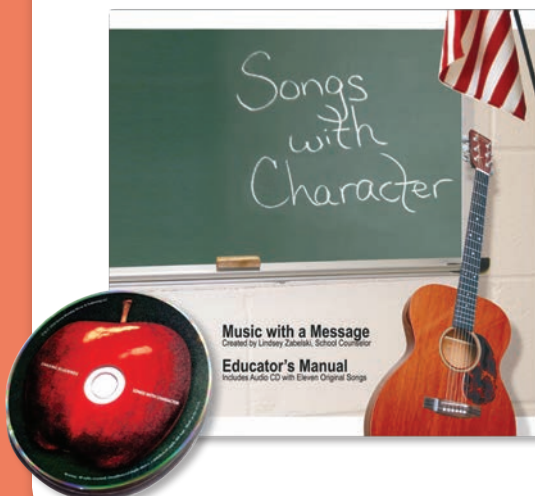


Songs with Character – Music with a Message

Grades K-6. This program was developed by school counselor, Lindsey Zabelski, to present character education in a more appealing and meaningful way to students. She decided to put her lessons to music. It has been so well received, that it is now an integral part of the school's character education program. This fresh approach works well with students in grades K-6. The Educator's Manual includes pre and post discussion questions and lessons for every song on the CD. Also included are lyrics and reproducible handouts such as games, activities, and worksheets as well as a CD.

CAM-1563

\$29.95



Growing Great Girls

A Gender-Responsive, Life-Skills Curriculum

This unique resource creatively blends research-based content with interactive exercises and meaningful worksheets. The curriculum is designed to meet the unique needs of girls, guided by gender identity. Participation creates rich exchanges between girls that will result in the acquisition of life skills, self-expression, and attitudinal change.

The 30-Window Box Life Skills Curriculum focuses on decision-making skills, social resiliency, critical thinking skills, emotional knowledge, self-discovery and practical skills across six developmental domains: physical, sexual, emotional, relational, intellectual, and spiritual. The Window Boxes are uniformly structured with a Quote of the Day, Objectives, Materials Needed, Jump Start Activity, Core Activity, Demonstration of Knowledge, Closing Activity, and Extension Activity. A garden metaphor is threaded throughout the Window Boxes along with the core values of Protect, Respect, & Connect. The three sections of the curriculum include: Cultivating the Earth, Planting the Seeds, Nurturing the Harvest. 8.5" x 11" spiral-bound book. Includes CD with activities. 239-pages.

CAM-1318

\$49.95



TOTIKA

Ages 8 & Up. Totika, the Maori word for "Well Balanced," is designed to increase self-esteem, promote personal growth, and enhance life skills...plus, it's a lot of fun. Pull color-coded blocks from a stack and answer the question that corresponds to the color on the block.

TOTIKA SELF ESTEEM GAME (W/ SELF-ESTEEM CARDS) **CAM-2147** **\$24.95**

TOTIKA ICE BREAKER GAME (W/ ICE BREAKER CARDS) **CAM-2148** **\$24.95**

Additional Card Decks sold separately:

Ice Breaker (Ages 8+)	CAM-1948	\$11.95
Self-Esteem (Ages 8+)	CAM-21072	\$11.95
Teen & Adult Principles, Values, Beliefs (Ages 13+)	CAM-21133	\$11.95
Jr. Principles, Values, Beliefs (Ages 8-12)	CAM-387807	\$11.95
Life Skills Cards (Ages 8+)	CAM-387804	\$11.95
Divorce Cards (Ages 8+)	CAM-387799	\$11.95



Positive Change Card Games ▲

Ages 7 and up Each of these card games teaches children to react in positive ways to negative situations. The 52 cards in each game offer a variety of positive behavioral choices. The games are played like "Go-Fish" asking children to match the one of three positive change cards: Situations, Thought/Behaviors, and Feelings. The games also come with two extra write-on/wipe-off cards and a pen, to individualize the deck.

My Positive Change Card Game for ADHD Children

CAM-349669 **\$23.95**

My Positive Change Card Game for Anger Control in Children

CAM-349666 **\$23.95**

My Positive Change Card Game for Oppositional Children

CAM-349672 **\$23.95**

SET OF 3 CARD GAMES

CAM-349673

~~\$71.85~~

\$63.95

SAVE 10%

Middle School Bingo Games Set ⚠️

Ages 10-14. This exciting Bingo set uses a format all middle schoolers know and love, and helps them to address some of the more serious issues in their lives. These games provide ready-made prompts to generate lively discussions that get teens thinking about their attitudes and behaviors.

Bully Prevention Bingo Game • CAM-388335

Help young teens identify the behaviors that constitute bullying, and help them develop the attitudes and skills to prevent it.

Communication Bingo Game • CAM-388336

Students learn about active listening, the importance of I-messages, and presenting information in a way that will be accepted.

Coping Skills Bingo Game • CAM-388338

Help young teens address and handle the stresses in their lives by learning easy-to-implement coping skills.

Conflict Resolution Bingo Game • CAM-388339

Empower students to resolve conflicts both in and out of school with the skills they will learn playing this fun-filled game.

Harassment Prevention Bingo Game • CAM-388341

Stop harassment before it starts by helping young teens identify the many faces of this unwanted behavior.

Healthy Habits Bingo Game • CAM-388342

This engaging and familiar game will make it easy for students to identify healthy behaviors.



Bingo Games for Teens Set ⚠️



Ages 12-18. From alcohol prevention to building healthy relationships, these games help open discussion, build skills, and enable teens to evaluate their attitudes and behaviors.

Alcohol Prevention Bingo Game • CAM-349381

Each card contains a fact or idea to start your group thinking about why they should not use alcohol.

Anger Bingo Game • CAM-349363

Addresses five anger management areas: triggers, symptoms, causes, control, and prevention.

Drug Prevention Bingo Game • CAM-349954

Topics include: why kids use drugs, recognizing drug problems, effects of drug use, saying "no," and drug facts.

Recovery Bingo Game • CAM-350167

Topics include: self-inventory, danger zones- relapse warning signs, planning for recovery, and more.

Stress Bingo Game • CAM-350767

Five stress factors are examined: external stressors, internal stressors, physical stress symptoms, emotional/behavioral stress symptoms, and stress relievers.

Social Skills Bingo Game • CAM-350788

Focuses on positive and negative characteristics, verbal and nonverbal communication, getting along, and common interests.

Resiliency Bingo Game • CAM-350149

Help teens increase their coping skills, self-awareness, internal motivation, honesty, and trust, as they experience their own ability to be resilient.

Self-Esteem Bingo Game • CAM-350770

Focuses on the benefits of self-esteem, self-esteem busters, self-esteem boosters, acknowledging strengths, and taking responsibility.

Smoking Prevention Bingo Game • CAM-350776

Address why kids smoke, the effects of smoking, the facts about tobacco, ways to say "no," and smoking prevention activities.

Healthy Relationships Bingo Game • CAM-350290

Explore what to look for in a healthy relationship, obstacles to a healthy relationship, red flags, and skills to building a healthy relationship.



MIX & MATCH

GET GREAT DISCOUNTS WHEN YOU BUY ANY 4 OR MORE!

1-3 GAMES

\$39.95 EACH

4+ GAMES

\$29.95 EACH

SAVE 25%



LifeSteps™ DVD Series

Ages 11-18. This lively and powerful research-based series, developed by America's most respected teen counselor, Michael Pritchard, combines uplifting comedy, moving dramatizations, and insightful problem-solving sessions to help students develop the character and social-emotional skills to become responsible, knowledgeable, caring, and successful. These 12 engaging programs help prevent alcohol and drug use, violence, and other at-risk behaviors, promote problem-solving skills and empathy, and encourage teens to make healthy choices.

DVD SERIES **CAM-382446** ~~**\$899.40**~~ **\$799.95** **SAVE 11%**

Twelve 30-minute DVDs with leader's guides

INDIVIDUAL TITLES: \$74.95 EACH

The ABCs of Emotional Intelligence
CAM-349813

Knowing Who You Are
CAM-349867

Taking Charge
CAM-349900

Bouncing Back
CAM-349816

Empathy, Caring, and Compassion
CAM-349840

Creative Problem Solving
CAM-349828

Getting Along with Others
CAM-349843

Building Character
CAM-349819

Respect
CAM-349888

Responsibility
CAM-349885

Developing Healthy Relationships
CAM-349837

Doing Your Best
CAM-349831

**award
winner**



**Winner of 27
Major Awards!**

Teen Workbooks

Reproducible, self-assessments, exercises, and educational handouts.

by John Liptak, EdD and Ester Leutenberg

Teen Stress Workbook – CAM-1891

Contains five sections: How do I know when I'm stressed • My stressors • Eustress vs. distress • Stressed for success • How I deal with my stress

Teen Conflict Management Skills Workbook – CAM-1890

Contains five sections: Conflict Triggers • Conflict Management • Anger Control • Exchange of Information • Alternatives to Conflict

Teen Anger Workbook – CAM-1668

Contains five separate sections that include: Teen Anger Triggers Scale • Teen Anger Intensity Scale • Teen Anger Expression Scale • Teen Anger Consequences • Teen Anger Management Scale

Teen Friendship Workbook – CAM-1669

Contains five sections: • Characteristics of Friends • Friendship Skills • Friend Communication Skills • Friendship Personality • Peer Pressure

Teen Aggression & Bullying Workbook – CAM-1667

Contains six sections that include: • Violence Motivation Scale • Are You a Bully? Scale • Environmental Aggression Scale • Bystander Behavior Scale • Are You Being Bullied? Scale • Depression and Suicide

Teen Choices Workbook – CAM-1788

Contains five sections: Teen Action Choices • Teen Relationship Choices • Teen Cultural Differences • Teen "not-so-great" Choices • Teen Risk-taking Behavior • BONUS Enrichment activities are included at the end of each section.

Teen Respect Workbook – CAM-1789

Five sections include: Being Respectful of Myself • Being Respectful to Others • Being Generous • Being Kind to the Universe • Being a Social Activist



Teen Self-Esteem – CAM-1790

Five sections include: Teen Self-Esteem • Teen Self-Worth • Teen Self-Awareness • Teen Self-Responsibility • Teen Assertiveness

Teen Resiliency-Building Workbook – CAM-1964

Helps participants learn how to build resiliency in times of stress. Contains five separate sections that include: • Optimistic Outlook Scale • Sense of Control Scale • Sense-of-Self Scale • Ability to Bounce Back Scale • Change Management Scale

Teen Safety Workbook – CAM-1952

Helps participants learn about choices: • Positive Feelings Scale • Healthy Choices Scale • Social Media Safety Scale • Relationship Safety Scale • Self-Harm Scale

MIX & MATCH

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1-3 WORKBOOKS \$49.95 EACH

4-7 WORKBOOKS \$44.95 EACH

8+ WORKBOOKS \$39.95 EACH

**SAVE
10%**

**SAVE
20%**

Teenage Years



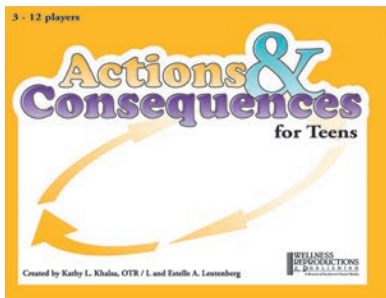
Equipped for Life Board Game ⚠

Grades 5-young adult. This game is designed to help youth and young adults think and act responsibly. It includes more than 100 situation cards for each of two levels, grades 5-8 and grade 9-young adult. Topics include: daily living, education, relationships, school, community substance abuse, employment, and after school activities. Players are asked to identify thinking errors and replace them with accurate thoughts and create positive action plans for themselves, other individuals and the community as a whole.

CAM-32025

\$54.95

Actions & Consequences for Teens Card Game



Ages 12-18. This interactive card game helps students stop, think about their actions, consider the consequences of their behavior, and ultimately make better personal choices. Seventy-five real-life situation cards explore six relevant areas: Alcohol and Drugs; Family; Managing

Anger, Time, and Money; Peer Relations; Personal Health and Responsibility; Rules and Laws.

CAM-349369

\$25.95

75 cards, leader's instructions

Expressionary! Board Game ⚠

Ages 12-17. *Expressionary!* is a game for teens and adults about feelings — what situations bring them up and the many different ways they can be expressed. Whether through words or nonverbally through movement and drawings, *Expressionary!* makes it easy and fun for players to express their feelings and thoughts. The game is a must-have for every educator's, therapist's, or family's game collection! 2-6 players.

CAM-350116

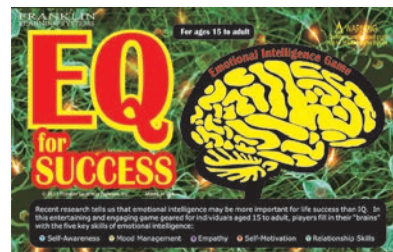
\$59.95

Game board, 40 Feelings cards, 40 Situation cards, tokens, 8 place markers, instructions



EQ for Success Card Game ⚠

Ages 15-Adult. This is an entertaining and engaging game that reflects the five areas of emotional intelligence: Self-Awareness, Mood Management, Self-Motivation, Empathy, and Relationship Skills. There are two versions—one competitive, one cooperative—each with its own set of rules. In the competitive version, each player is given a card with an image of a brain. Each Brain Card has room for the placement of round tokens. Players answer questions and win tokens, using them to fill in their "brain" in a way similar to filling in a bingo card. The first player to completely fill in the Brain Card is the winner. In the cooperative version, players work together to completely fill in two Brain Cards. There are five decks of cards representing the five skills and a sixth deck of Bonus Cards that add to the educational value of the game as well as to its fun and excitement. 2-5 players.



CAM-2140

\$39.95





Thought Changing Cards

by Lawrence E Shapiro, Ph.D.

SET OF 4 CARD KITS

CAM-15659

~~\$139.80~~

\$125.80

SAVE 10%

Thought Changing Card Kit for Social Intelligence

Ages 12-Adult. This kit is intended to help clients with Asperger Syndrome and other social skills problems. It contains 50 cards that show cognitive distortions on one side, and rational responses and behavioral activities on the other. The kit also features a CD with dozens of printable forms to help keep track of change. A Thought Changing Bracelet is included to help clients remember to "catch" their cognitive distortions, and change them to more realistic and positive thoughts.

CAM-63032

\$34.95



Thought Changing Card Kit for People Who Self-Injure

Ages 12-Adult. This kit is intended to help clients control their self-injury, and address the common emotional problems that accompany this behavior. The kit contains 50 cards that show cognitive distortions on one side, and rational responses and positive behavioral activities on the other. The kit also features a CD with dozens of printable forms to help keep track of change.

CAM-63031

\$34.95

Thought Changing Card Kit for People Who Are Depressed

Ages 12-Adult. This kit is intended to help clients control their depressive thoughts and behaviors, through proven cognitive behavioral techniques. The kit contains 50 cards that show cognitive distortions on one side, and rational responses and positive behavioral activities on the other. The kit also features a CD with dozens of printable forms to help keep track of change. A Thought Changing Bracelet is included to help clients remember to "catch" their cognitive distortions, and change them to more realistic and positive thoughts.

CAM-63033

\$34.95

Thought Changing Card Kit for People Who Are Anxious

Ages 12-Adult. This kit is intended to help clients control their anxiety, and address the common emotional and social problems that accompany anxiety disorders. The kit contains 50 cards that show cognitive distortions on one side, and rational responses and positive behavioral activities on the other. The kit also features a CD with dozens of printable forms to help keep track of change. A Thought Changing Bracelet is included to help clients remember to "catch" their cognitive distortions, and change them to more realistic and positive thoughts.

CAM-63034

\$34.95

Thought Changing Bracelet 10-Pack **NEW!**

CAM-2174

\$9.95

The Teen Relationship Workbook and Cards

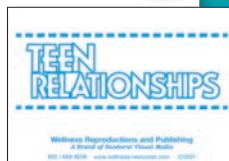
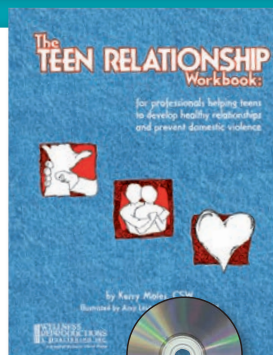
Ages 12-17. This one-of-a-kind, reproducible workbook is both informative and activity-based. The 68 reproducible worksheets provide professionals with a hands-on tool to help teens develop healthy relationships, and prevent dating abuse and domestic violence. It is organized into six sections including: Evaluating Your Relationships, Understanding Abuse, Social Influences, Building Healthy Relationships, Making Good Decisions and Review. Tips for facilitators and parents, and resource and reference sections are also included. Cards can be used alone or with the book.

Workbook, CD **CAM-71401** **\$49.95**

135-page spiral-bound book

Card Game **CAM-349657** **\$17.95**

72 cards, instructions

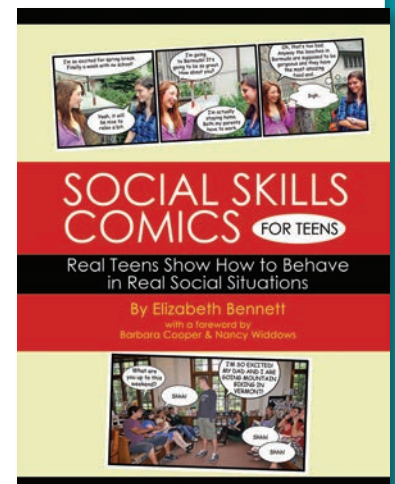


Social Skills Comics for Teens: Real Teens Show How to Behave in Real Social Situations

Ages 12-18. This fun-filled book is filled with comics that are designed to show teenagers the expected ways to behave in typical social situations. Each situation is depicted in a "Wrong Way" scenario and a "Right Way" scenario. Detailed photos prompt teens to take a closer look at body language and non-verbal cues. Interactive activities encourage teens to apply the scenarios to situations they have encountered in their lives. 108-pages.

CAM-1618

\$29.95



SET (BOOK & CARDS)

CAM-71400

~~\$67.90~~

\$59.95

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Professional Resources

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Clinicians. Soundproof your office, bedroom, or child's room with the original sound shield, which makes distracting noise with the soft sound of rushing air. Effective for masking noise when sleeping, reading or studying, or when you need privacy for a conversation. One-year limited factory guarantee. (Also known as the DOHM-NSF sound conditioner.)

CAM-371558 ~~\$75.00~~ **\$59.95**

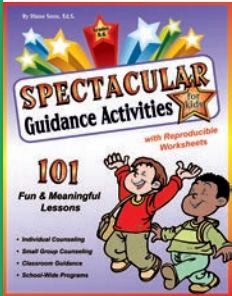


Spectacular Guidance Activities

101 Fun & Meaningful Lessons

Grades K-6. This book provides activities that can be used as part of a school counseling program, can be used by other school personnel, or by any helping professional with the intent to help our children maximize their potential in the areas of: LIVING (personal and social development); LEARNING (academic development); and WORKING (career development). The activities are divided into the three domains of the ASCA (American School Counselor Association) National Standards for Students. Topics include: Feelings, Character, Bully Prevention, Positive Attitude, Focusing, Organization, Exploring Career Clusters, and more.

CAM-1499 **\$26.95**



Counselors' Pages

by Rebecca C. Schmidt, M. Ed.

Ages 5-10. Spend more time counseling and less time on paperwork. Now you can have 140+ reproducible forms, posters, student activity sheets, and parent handouts at your fingertips. This counselor-created book can help you with individuals, teachers, parents, small groups, and classroom guidance programs. It includes sections on: Behavior Management, Small-Group Counseling, Organizational Skills, Bullying, Self-Esteem, Drug Awareness, and more!. If you find that some of the information on the forms does not fit your particular situation, you may adapt them using the provided CD-ROM containing editable Microsoft Word® files of many of the letters/forms found in this book. Also included are color PDF files of the posters and worksheets. Soft Cover, 240-pages.



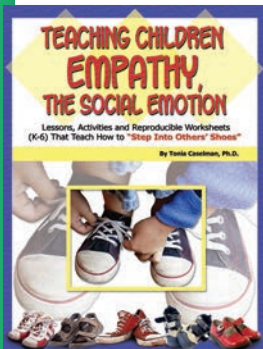
CAM-15333 **\$36.95**

Teaching Children Empathy - The Social Emotion

By Tonia Caselman, PhD

Grades K-6. Helping children develop greater empathy-related awareness and skills can help prevent negative social behaviors such as bullying, meanness, and alienation. Empathy is a fundamental social emotion because it brings a sense of emotional connection to others. It is this awareness that is not only basic to all healthy relationships; it is the root of pro-social behavior, altruism, kindness, and peace. Lessons and activities are designed to: Teach the value of empathy; Help students recognize their own and others' feelings; Help kids put themselves in "someone else's shoes"; and Show how to exhibit understanding and acceptance. Each topic-related lesson includes reproducible worksheets. 132-pages.

CAM-1497 **\$24.95**

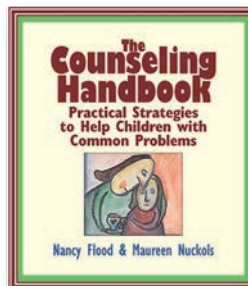
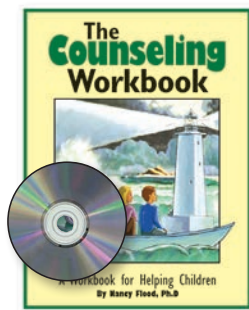


The Counseling Workbook:

A Workbook for Helping Children

Ages 7-10. This fully reproducible handbook is chock-full of strategies designed to help children handle such challenges as parental divorce, living in a blended family, loss and grieving, food-related issues, coping with depression, having ADD/LD, and being gifted. For each key idea there is a story, narrated in a child's voice, to illustrate the issue. There are questions to focus discussion and an activity designed to help children adapt and cope. Additional references are also provided. 88-page workbook, CD included.

CAM-60162 **\$29.95**



The Counseling Handbook

Practical Strategies to Help Children with Common Problems

Counselors. This useful guidebook provides treatment options for the most common problems children face, including divorce, sexual or drug abuse, death, depression, and eating disorders. Each chapter focuses on one emotional problem from intake to treatment, complications and long-term concerns. A must for the bookshelf of every counselor. 192-page hardcover book.

CAM-367139 **\$39.95**



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All Online Orders

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Offer valid 7/1/14-7/31/14

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Cannot be combined with any other offers.
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Cannot be combined with any other offers.
Offer valid 9/1/14-9/30/14

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Cannot be combined with any other offers.
Offer valid 10/1/14-10/31/14

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Offer valid 11/1/14-11/30/14

DECEMBER

20% off
All Orders

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Offer valid 12/1/14-12/31/14



50 Activities & Games for Kids with ADHD	30	Friendship Farm Puzzle Games	32	Splitsville Card Game	7
"55 Favorite" Activity Books	22	Go Fish Card Games	4	Stepping on Up DVD Series	13
101 Ways to Teach Children Social Skills Book	34	Growing Great Girls Curriculum	47	Stress Quest Board Game	7
104 Activities That Build... Book	46	Healing Games	23	Stress Relief for Kids Set	45
A Bad Case of Tattle Tongue Book	42	Helping Kids Heal Book	45	Super Games Collection 2	15
A Rainbow of Hope Book	45	Helping Young People Learn Self-Regulation Book	30	Talk it Over Game	44
About Faces Card Game and Workbook	7	Hidden Rules Card Decks	31	Talking Tools Game Book	23
Actions and Consequences for Teens Card Game	50	"I Feel" Stamps	44	Tangle Therapy Products	28
ADHD: 102 Practical Strategies for		In a Box Set	39	Teaching Children Empathy Book	52
"Reducing the Deficit"	"30"	In Control: A Book of Games	23	Tear Soup Book & DVD	45
All Ages Pocket Ungame Cards	43	Instant Help Books	20	Teen Workbooks	49
Anxiety and Avoidance Book	8	Instant Help Charts Set	20	The ABC's of Anger Book	38
Any Game Cards	46	Journey to Friendsville Board Game	34	The Anger Solution Collection	16
Attention Games for the Classroom Book	30	Kelso's Choice	40	The Angry Monster Machine Bundle	37
Berenstain Bears Products	18-19	Laugh & Learn Books	38	The Classroom Behavior Board Game	15
Best Seller Collection Board Games	15	Learning Self-Control in School Board Game	24	The Color of Feelings Set	41
Bibliotherapy Starter Set	42	Learning Social Rules in School Board Game	24	The Coping Skills Bundle	41
Bingo Games	19, 48	LifeSteps DVD Series	49	The Conflict Resolution Board Game	40
Bounce Back Board Game	15	Mean Girls Book	36	The Counseling Handbook	52
Boundaries Baseball Board Game	34	My 2 Homes Board Game	15	The Counseling Workbook	52
Bullying in the Girls World Book	36	My Mouth is a Volcano Book	42	The Counselor's Activity Books Series	21
Calm Down & Play Book	30	No More Bullies Board Game	15, 36	The Cyberbully Board Game	8
Changing Family Games	23	No More Bullies Workbook	21, 36	The Emotional Intelligence Card Game	44
Childhood Transition Series	42	No More Meltdowns Game	26	The Empathy Game	39
Circle of Friends Board Game	35	Out of Your Mind Board Game	7	The Good Behavior Board Game	15
Conflict Resolution from the Inside Out Book	40	Personal Space Camp Book	42	The Helping, Sharing, and Caring Collection	17
Counseling Balls	10-11	Photo Social Stories Cards	31	The I Hate Wendy Club Book	38
Counselor's Collection Board Games	15	Play Therapy Deluxe Starter Package	8	The Impulse Control Board Game	27
Counselors' Pages Book	52	Positive Change Card Games	47	The Incredible 5-Point Scale Book	26
Dillon and Friends Books	13	Positive Thinking Board Game	46	The Insight Game	39
Dominoes	12	Positive Thoughts Card Game	35	The Self-Control Game	39
Don't Be Difficult Board Game	15, 37	Problem-Solving Cards	41	The Self-Control Patrol Bundle	27
Don't Be Difficult Workbook	21, 37	Rachel's Challenge Board Game	6	The Social Skills Picture Book	26
Dr. Playwell's Amazing Card Games	14	Ready-to-Use Social Skills Lessons & Activities	35	The Special Kids in School Series	24
Dr. Playwell's Anger Control Games	23, 37	Remote Control Anger Control Card Game	36	The Stop, Relax & Think Collection	17
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Dr. Playwell's Worry-Less Board Game	45	Remote Control Worry Control Card Game	8	The Storytelling Card Game	43
Early Prevention Series	25	Roll A Role Series	21	The Talking, Feeling, & Doing Collection	9
Emotional Intelligence Workbooks	6	Rules & Reasons Board Game and Poster	39	The Teen Relationship Workbook and Cards	51
EQ for Success Card Game	50	Sand Tray Therapy Package	8	The Understanding Faces Board Game	26
Equipped for Life Board Game	50	School-Based Behavior Interventions	7	The Ungame Board Game	43
Escape from Anger Island Board Game	36	School Collection Board Games	15	The You & Me Collection	16
Every Time I Blow My Top I Lose My Head Book	38	Sign Your Emotions Poster	34	Thought Changing Cards	51
Everybody Gets Angry Book	38	Sing Song Yoga Program	43	Time Tracker Visual Timer & Clock	39
Everyone Has Feelings Poster	34	Smart Sharks Card Games	5	Totika Game and Cards	47
Expressionary Board Game	50	Social Skills Comics for Kids	33	Wait & Win Board Game	29
Feelings Book	44	Social Skills Comics for Teens	51	What Did You Say? Board Game	26
Feelings Detective Matching Card Game	35	Social Smarts Matching Card Game	35	What Does it Mean to Me? Book	26
Feelings Frogs	43	Sometimes Series	45	What Should I Do Now? Card Game	34
Figure Me Out Board Game	26	Songs with Character Program	46	What To Do When.....Books	44
Find it Game	29	Sound Screen	52	What Would a Friend Do? Board Game	19
Focus Card Game	29	Spectacular Guidance Activities Book	52	Toss and Learn Games	3
Friendship Farm Backpack Buddies	32	Spin & Learn Game Books	22		



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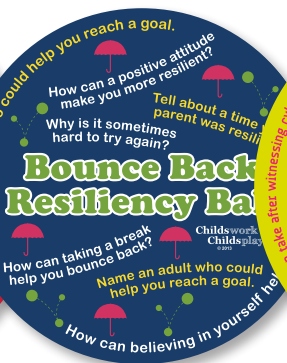
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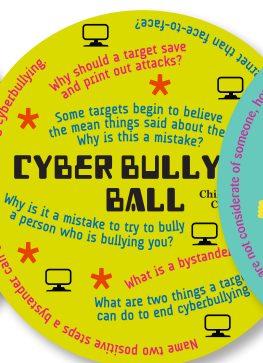
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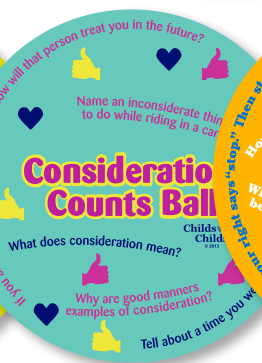
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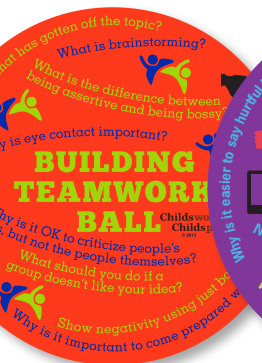
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