Activity Analysis of Connect Four

**Description of Connect Four:**

The primary goal of connect four is be the first player to get four chips of the same color in row either horizontal, vertical, or even diagonal. This game consists of a required board that you must assemble yourself, which has seven columns and each column has six spots or holes for the chips to fall into. The connect four board that you must put together yourself consists of four parts: a yellow rack with slots at the top for chips to fall into, a blue trapper that slides onto the bottom of the board which catches the chips from falling and two legs that snap into place. This activity also contains red and black colored chips that will be used as well. This game is well suited for individuals who are six years of age and up and works best with only two players. When starting the game one individual will pick out which color chip they would like to represent them, the black or red chips. Then the other player will get left with the other colored chips. A player chooses who would like to go first and they begin by sliding their colored chip in the open slit at the top of the board. The chip will immediately go to the first empty spot in that column. The first person to get four of their same colored chips in a row, through any of the ways listed above, wins. Connect for is a simple game and one game can last around ten minutes.

**Precautions/Safety Issues/Special Considerations:**

Throughout this game, a few safety issues may arise. This game is not intended for children under the age of six because the chips are considered a choking hazard. While the connect four board pieces are not small enough to swallow, this board is made of plastic and if the board becomes broken it can cause severe problems if accidently digested. Another reason the suggested age for playing this game is six years old and up, is because children under the age of six may not be able to fully comprehend and grasp the concept of connect four. While the
assembling of the connect four board is fairly simple, young children may often need an adult to help them assemble the pieces together. Individuals who are colorblind may need help from an adult to state where colored chips are on the rack while playing. Another consideration that would be a barrier for an individual is not being able to count. This game is primarily made up of knowing how many chips are in each column both vertically and horizontally at all times.

**Activity Analysis Form:**
(See attached documents at the end of the paper)

**Social Demands:**

While there are few social demands, connect four does require you to acknowledge that you are playing the game with another player and that will require an individual to wait their turn. Although there is very limited physical contact with the other player, it does involve communication with the other player when deciding who gets to play first. Along with this, communication is key when concluding who won the game, a player might not agree entirely and cooperation and interaction may be necessary between the two players.

**Physical Demands:**

Some of the physical demands that are required to play connect four involve the upper torso, as well as your hands and arms. In order to play this game you must be able to stretch out your arm in order to place your chip in a column on the rack. Along with needing your upper torso for movement in your arms, you also need to be able to grasp the chip with your fingers as well. Another physical demand is that you must have enough upper body strength so you can sit upright to play the game.

**Cognitive Demands:**

One of the more prominent demands for this game is cognitive thinking. Connect four requires you to strategize and to think in advance of where you should
place your chip in order increase your chances of winning. This game also requires you to count how many rows of the same colored chips there are.

**Emotional Demands:**

Very few emotional demands are required out of you in a game of connect four. Although there are few emotional demands, many emotions may arise from the competitive aspect of the game. A player may get frustrated when they keep losing and may even become bitter. In contrast, happiness may arise from a player when they begin winning and may even feel happiness from getting one on one time with the opposing player.

**Task Analysis: How to pick up a colored chip and insert into connect four rack**

1. Locate with your eyes where your specific colored chip (black or red) is located on the table or flat surface.
2. Extend arm downward to where your chips are located.
3. Use your dominant hand for the following steps
4. Place your index finger on the outer edge of the chip
5. Then place your thumb directly underneath the chip (your thumb should be directly under the opposite edge of the chip your index finger is on)
6. Once both fingers are placed on the edges of the chip, use these two fingers to apply mild pressure to the chip
7. Then while still applying pressure to the chip, lift the chip in the air with your index finger and thumb
8. Make sure the chip is upright so you can see the edges (not flat or face down)
9. While still holding the chip, hover it a few centimeters above the yellow connect four rack
10. Place your chip directly over the hole you want and make sure the chip is still upright
11. Now put the chip as far in the hole of the rack as you can without letting your index finger and thumb go
12. Then once you are sure you want to place it in that column, let go of your index finger and thumb
13. Your chip is now in the yellow connect four rack

**Adaptations/Modifications**

(See attached sheets)