Children's use of board games in psychotherapy

Questions from chapter 1

1) The play of latency includes more of all of the following EXCEPT
   a) socializing
   b) competitiveness
   c) symbolic play
   d) interest in fair play

2) According to Richard Gardner (1993) checkers is
   a) a window to the unconscious
   b) relatively low in therapeutic efficiency
   c) useful for latency age children
   d) the battleground of the ego

3) Which therapeutic game was developed by Gardner (1973)?
   a) the ungame
   b) interactional analysis game
   c) angry monster game
   d) talking, feeling, doing game

4) The author concludes that latency-age children generally achieve a stage of development which is characterized by
   a) dramatic, magical play
   b) verbal interaction
   c) structured, rule oriented play
   d) ego mastery

Questions from chapter 2

5) The author's approach to introducing board games is
   a) introduce materials from a lower developmental level
   b) not to introduce any materials into play
   c) introduce materials from the current developmental level
   d) introduce materials from the next developmental level

6) Why does the author not use electronic games in treatment?
   a) they are not unique to the therapy setting
   b) they trigger seizures
   c) they discourage verbal communication
   d) it is difficult to play against the rules

7) The author worked with Richard's psychodynamics through the metaphor of
   a) his sand play
   b) his gameboy
   c) his chess playing
   d) his dollhouse play
Questions from chapter 3

8) Therapeutic games structure the play so that it elicits information about the child outside the therapy.
   a) True
   b) False

9) When discussing talking cards, the best therapist's answers are those that are
   a) explicit about the content of worries
   b) concise and vague to keep the focus on the child
   c) descriptive, dramatic, and highly revealing
   d) none of the above

10) In which game the players pick an object out of a bag and make up a story about the object?
    a) empty bag technique
    b) bag of things game
    c) grab bag game
    d) projective storytelling game

11) A potential drawback to therapeutic games is that
    a) it may be easier to misinterpret the child's play
    b) it is harder to get the child on task when necessary
    c) it inhibits behavioral expression
    d) the therapist is not allowed to self-disclose

12) The real issue in Freddie's life was
    a) his estrangement from his mother
    b) his congenital shortness
    c) worries about failing and the damage to self esteem
    d) his inability to express his hatred of his father

Questions from chapter 4

13) Recently (e.g., Bellinson, 2000) there has been discussion of the harmful effects of children's cheating in therapy.
   a) True
   b) False

14) Game play usually starts for most latency age children
    a) with a bid for control
    b) in submission to the therapist
    c) according to the rules
    d) with an attempt to cheat

15) Children who cannot win may be
    a) needier in general than children with greater ego strength
    b) showing the regressive style of their environment
    c) suffering from a neurological condition
    d) demonstrating oedipal struggles
16) All the following are reasons for children to play in therapy without cheating EXCEPT
   a) fear of the therapist
   b) pride
   c) therapist misunderstanding
   d) character disorder

17) The author concludes that breaking rules is an acceptable behavior for children in psychotherapy.
   a) True
   b) False

Questions from chapter 5

18) Vinny's approach to games and his outside life is to
   a) risk everything
   b) be ruled by his emotions
   c) not take chances
   d) cheat to maintain control

19) Harvey's impulsive behavior, but not acting-out aggression showed in his
   a) focused play
   b) restructured play
   c) compulsive play
   d) anxious play

20) Nadine's play with her back turned, characterized her
   a) defensive play
   b) aggressive play
   c) anxious play
   d) parallel play

Questions from chapter 6

21) Mary's movement between structured game play and dramatic play is characteristic of
   a) pre-latency board-game play
   b) middle-latency board-game plan
   c) early-latency board-game play
   d) early-adolescent board-game play

22) What is the first stage in the development of structured game play?
   a) dramatic play alternating with structured play
   b) dramatic play within the game
   c) structured play as the primary expression of issues
   d) parallel play

23) What statement does the author make regarding gender differences?
   a) boys tend to be game players more frequently during sessions
   b) boys play for a shorter time in their development
   c) girls spend more time in the stage of structured game play
   d) the sexes progress through different stages of game play
Questions from chapter 7

24) Adena, by using the box-top rules and even cheating within the rules shows that she is in which stage?
   a) pre-latency board game stage
   b) shame and guilt stage
   c) structured game playing latency stage
   d) early adolescent board games stage

25) A significant psychological breakthrough occurred when Adena
   a) began to dream about monopoly
   b) began to play "backward"
   c) substituted her parents for clue victims
   d) finished early so there was time to talk

Questions from chapter 8

26) A difficulty from childhood which disappears when we understand, and analyze it is
   a) repression
   b) PTSD
   c) displacement
   d) countertransference

27) Our own competitiveness becomes irrelevant when games in psychotherapy are seen as
   a) metaphoric expressions
   b) an emotional palate
   c) distractions
   d) about the child

28) The author prefers
   a) games of skill
   b) games of luck
   c) physical games
   d) word games

Questions from chapter 9

29) The author believes that in group therapy
   a) board games should not be used
   b) a co-leader is critical
   c) children with poor impulse control are not appropriate
   d) gender specific groups are preferred

30) The author has created all of the following games EXCEPT
   a) pitcher of feelings game
   b) bag of things game
   c) box of words game
   d) rollerblade twister game