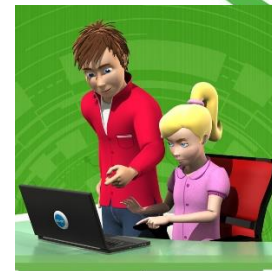




## What are the options?



**SAS Small Group Program**



**SAS Computer Game Pack and Board Game**

Led by a trained SAS Facilitator (usually an Allied Health or Education professional)

The SAS Small Group Program has in-built resources, fun games and activities to teach, explore and practice skills

Groups of children and parents

Ratio of 1 trained SAS Facilitator per 3 children (plus additional support as needed)

10-19 weeks of initial learning followed by booster sessions over a 6 month period

Consistent, manualised, evidence-based protocol and curriculum

Uses SAS Family Kits, SAS Session Resources Kit, and SAS Facilitator materials

Strong evidence-base from multiple independent trials

Improvements in social-emotional functioning shown to be maintained and amplified up to 1 year after the program

At home with parents OR

With a professional (trained or untrained)

Selection of resources and simple guide book only

Individual or group work

(Board game is for 3-6 players)

No set timeframe

Used as a mini program or flexibly utilising components to integrate into existing therapy or education.

Resources are 2 sub-components from the full SAS Small Group Program

Early stages evidence-base with children with high functioning Autism



---

Actively involves child, parent and school including specialised resources for parents and school staff

---

Skill Tracker system to motivate practice across home and school

---

The SAS Small Group Program teaches and rewards children for learning how to:

- Recognise simple and complex emotions in themselves and others
- Express their feelings in appropriate ways
- Cope with feelings of anger and anxiety
- Communicate and play with others
- Cope with mistakes, transitions and challenges
- Build and maintain friendships
- Solve social problems
- Detect the different between accidents, jokes and nasty deeds
- Prevent and manage bullying and teasing

Additional topics such as:

- Understanding levels of friendship
- Building and maintaining friendships
- Solve social problems
- Detecting and understanding bullying as well as how to deal with it
- Coping with team work, games and 'losing'
- Acknowledging personal strengths



---

The SAS Computer Game Pack and Challenger Board game contain resources to help adults support children to learn how to:

- Recognise simple and complex emotions in themselves and others
- Express their feelings in appropriate ways
- Cope with feelings of anger and anxiety
- Communicate and play with others
- Cope with mistakes, transitions and challenges
- Detect the different between accidents, jokes and nasty deeds
- Deal with bullying and teasing