Using Integrated Materials for the Integration Process
by Stephanie Friesen

The idea to do the educational kinesiology balances in the form of games was given to me by a nine and a half year old girl, Melissa Norman! The material is just great, but the doing and the visuals lack colour and fun. They haven't expressed what we're 'doing our best' to achieve!

Since I have been using the game format in classes and when facilitating on a one to one - I have found my role to be even more of a facilitator! Children and adults respond to them equally enthusiastically. The teaching time is drastically reduced and everyone has had more enjoyment!

Teachers have shown a lot of interest in using the games as teaching aids to get the whole class 'Switching-On' themselves.

GAME ONE - 'SWITCHING - ON'

This game is designed to take someone through crossing the midline for movement, eyes, ears, memory and writing. The OBJECT of the game is to ..... you guessed it! .... get all the switches on for that section in order to Switch On the Light Bulb! You need 1 PLAYER, one HELPER, Highlighter Pens and a Laterality Repatterning Activity Sheet.

GAME TWO
'THE CROSS – OVER CONNECTION'

This game is designed to help explain crossing the midline - using the Corpus Callosum in the fastest, most efficient manner, for being focused and centered as well as for left and right brain processing. The OBJECT then is to finish with the most 'Connected' profile and to have coursed through the brain in the quickest, best route. You need 1 PLAYER, 1 HELPER, Highlighter Pens.

GAME THREE
'A JOURNEY THRU INNER SPACE '
an Adventure in Seven Dimensions of my Brain!'

This game quickly and easily shoots you from one stage to the next as tiny rockets fire up when you have completed all the maneuvers in each stage.

The OBJECT of this game is to reach 'a never before accessed' part of your brain in order to achieve your Goal. You see this is accomplished when all your rockets are fired up! You need 1 PLAYER, 1 HELPER, Highlighter Pens.

As I said earlier, the visual aids that we have been using to help facilitate the integration process have been, for the most part, very static, point by point, with no colour and flow.

The games add the dimensions of having the 'Player' colour in his/her own progress, choose the next activity and lead their own balancing. They now not only have the muscle check as a positive feedback, they have the activity of seeing the results and charting it for themselves for more kinetic input!

The THREE GAMES, one for each level of Balancing in Educational Kinesiology, will be available in pads of 50. They will, no doubt, generate interest in the next level of class so that how to use them correctly will peak people's interest. The games are in black and white so that the Highlighter pens show up most vividly, the size is legal size, and they are printed on both sides. They do not xerox.

REFERENCES

1. Thie, John F., *Touch for Health*, DeVorss & Co. revised edition 1979
2. Dennison, Paul E., *Switching On* Edu-Kinesthetics 1981
3. Dennison, Paul E. and Hargorve, Gail E., *E-K for Kids*, Edu-Kinesthetics 1984
4. Dennison, Paul E., *Advanced Class Manual*, Edu-Kinesthetics, 1985

DENNISON LATERALITY REPATTERNING

ENERGY CHECK *ZIP UP/DWN/UP*COOKS HOOKUP
*ALTERNATE HANDS*BRAIN BUTTONS
*TUG HAIR*DRINK WATER H2O

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CROSS CRAWL

LOOK AT X

SAMESIDE CRAWL

LOOK AT II

CHECK ARM	
ON	OFF

PRE – TESTS

ASK

STATE - 'THIS BODY IS READY TO DO A DENNISON
LATERALITY REPATTERNING'

'This body wants.....'

CROSS CRAWL EYES UP LEFT?

CROSS CRAWL EYES UP RIGHT?

NUMBER OF TIMES?

MORE? IS E.S.R. NEEDED?

	ON	OFF
	YES	NO

5	10	15	20	25

REPATTERNING

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CROSS CRAWL — EYES UP

TO PREFERRED SIDE   LOOK AT

SPECIFIED # OF TIMES   X

ON	OFF

SAMESIDE CRAWL — EYES DOWN   LOOK AT

TO OPPOSITE SIDE FOR HALF   II

OF TIMES

ON	OFF

SYMBOLICALLY INTEGRATE BOTH HANDS/HEMISPHERES TOGETHER

AT OWN PACE.........

POST TESTS

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CROSS CRAWL - EYES IN   LOOK AT

ALL DIRECTIONS   X

ON	OFF

SAMESIDE CRAWL –EYES IN   LOOK AT

ALL DIRECTIONS   II

ON	OFF

DO CROSS CRAWL   IMAGINE X OVER II   ** FINISH ON **