

consult referral to discuss the case further with Omni administrative and clinical staff. 8.1 - I completed a one hour training on how to transform family game night into family focused interventions. This training talked about using games, such as Jenga, Candyland, and Twister, to engage and better understand how a youth feels emotionally and mentally. I wrote therapeutic and provoking questions on Jenga blocks that the kid will answer while playing the game. I was able to drop the Jenga game off to a foster family to use soon. I also spent time explaining the idea and how to approach the therapeutic version of the game with the foster parents. I sent them the literature from the training to guide them as well. I plan to follow up with the family to see how game night went for everyone. The training also provided good tips for using twister. The only issue with Twister is that it has physical boundary issues that may trigger some of the foster youth with a history of sexual or physical abuse. This game could be used more appropriately for just one child playing. I found this training useful and something I will incorporate more often in my work with foster families.