

## Winning and Losing

Social Story





\_

## Winning and Losing

## Symbol Supported Social Story

Published by Widgit Software Ltd © Widgit Software 2023

Widgit Symbols © Widgit Software Ltd 2002 - 2023

Tel: 01926 333680

Email: info@widgit.com

Web: www.widgit.com

Story written and created in collaboration with **Lynn McCann**, Autism Specialist at Reachout ASC and author of 'Stories that Explain' published by LDA.

Web: https://reachoutasc.com/

Facebook: https://www.facebook.com/ReachoutASC

This resource was made primarily with a single skin-tone as it is intended to be used with a specific person. To make the social story more personalised you can customise the skin-tones in InPrint 3.

All of the materials are copyright. Files and documents printed from those files may be used within the purchasing organisation. They may not be passed to other centres.

\_

Insert photo of person here



My name is



Sometimes







play games with my friends



and family.







Winning games can be great.





It might make the winner feel good.









Sometimes I win.





It might make me feel good.







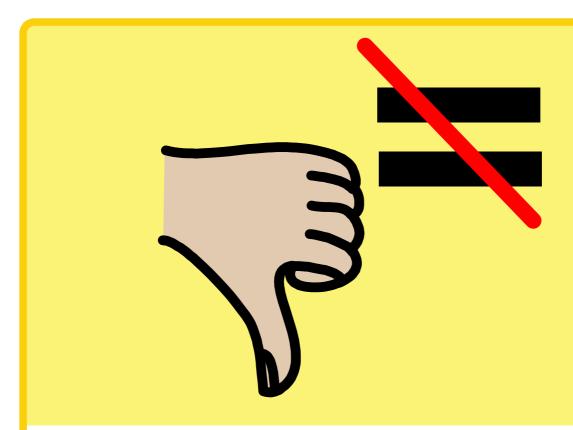


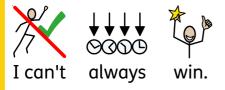
Sometimes my friends or family win





That might be good for them.







That would be unfair.



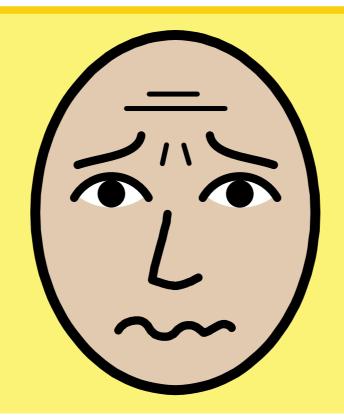




Everyone should get a chance at winning.



That is fair.











Sometimes it can feel uncomfortable

inside

when we don't win.





This is an emotion that I am feeling.







I can ask for something that makes me feel better.



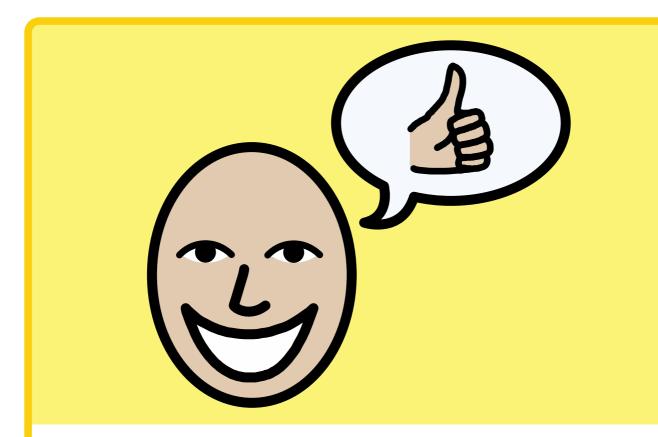








I could play the game again when the uncomfortable feeling has gone.







When someone wins, we could say,





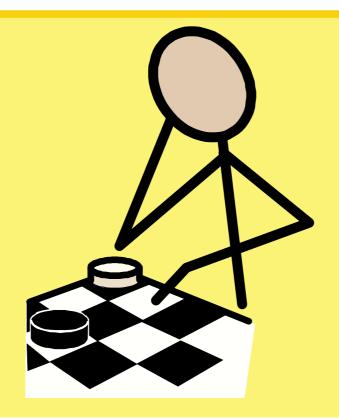
'Well done' or 'Congratulations!'



This can make the winner happy.



This is good.











When I win, they might say, 'Congratulations!' to me!





This might make me happy.







Everyone can learn to be a good game player.





WELL DONE ME!