

FOR IMMEDIATE RELEASE

Interactive card game, Let's Choose, teaches children social skills to help make good choices

Chicago – January 22, 2011 – The founders of Let's Choose™ announced they are launching an interactive card game experience that helps parents, teachers and professionals work with children to teach them social skills that contribute to good choices.

The grass roots game experience helps children internalize their choices and learn consequences. While some board games may give children hypothetical situations, the Let's Choose experience translates to in-the-moment situations where a child makes a choice and then recognizes the various consequences that can go with it.

"We were motivated by the fact that almost 3 million children between the ages of six and 21 have a learning disability. We developed Let's Choose to improve the outcomes of these children. We realized that these same skills are necessary for all children at certain points in their development. The game is now played with children as young as 3-year olds to 18-year olds," said co-founder and former teacher, Lisa Maylee, who developed it with Stacey Buck, M.A., a speech language pathologist in private practice in Chicago.

After looking closely at the recent research and their own experiences in the classroom, the founders developed Let's Choose for a variety of uses. Parents, general education teachers, occupational therapists, speech-language pathologists, psychologists and social workers find Let's Choose to be helpful.

"We play Let's Choose at home, and it is a fun exercise. One of my children used it to learn different kinds of choices and the consequences that go with those choices," said Gary Mart, a child and adolescent psychiatrist practicing in Chicago.

Children and teens today are experiencing life issues that affect their well being, education, and social and functional skills. Issues include relationships, lack of sleep, anger management, social media exposure, and more.

"Let's Choose helps children deal with negative choices as well as highlight positive choices in a consistent way. The game allows parents and educators to be more objective with children and to help them gain an honest understanding of themselves in the world," said co-founder, Buck.

Let's Choose is the only interactive card game experience where executive function skills are broken down for children to practice and to bring about lasting behavior changes.

"Children want to be caught doing something well or good," said Buck. Let's Choose offers opportunities for parents and teachers to praise children when they make positive choices. The game experience allows children to be more aware of their actions whether in school, at home, or on social media sites, such as Facebook.

"I've found the game to be close to miraculous in studying and engaging with others," said Sharon Kolbeda, a speech language pathologist in private practice in Wheaton, Illinois.

"My kids dive right into the Let's Choose experience. They love the faux microphone," said Linda Taylor, a parent of five children in Raleigh, North Carolina. "I play host, and they are contestants. My kids learn a lot from playing Let's Choose."

About Let's Choose:

Let's Choose is an interactive card game experience for the general education and special education of children between the ages of 3 and 18. The grassroots game experience encourages real-life interaction, kinesthetic learning and behavioral management and modification. The experience is shared between children and parents in the home; educators in the classroom; and professionals in schools and clinic settings. The original version, Behavior Time, was developed in 2002 by a teacher certified in general and special education and a speech-language pathologist. Let's Choose is based in Chicago. Visit LetsChoose.com.

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