

>>>welcome

Welcome to our 'Functional Fun' page! Answers to each issue's puzzles are available on our Web site at www.advanceweb.com/OT. Select "Functional Fun Games" from the "Magazine" drop-down menu on the top left side of the page.

Let us know what you think of our games by emailing managing editor Jill Glomstad at jglomstad@advanceweb.com; just put "Games Page" in the subject line.

We're also looking for reader contributions. Any type of word game is fair game—crosswords, word searches, jumbles, even sudokus—as long as it has an occupational therapy theme. We'll even pay you \$25 if we publish it (expect payment four to six weeks after publication). Just send your submissions to ADVANCE for Occupational Therapy Practitioners, Attn: Functional Fun Games, 2900 Horizon Drive, King of Prussia, PA 19406, or email them to jglomstad@advanceweb.com. Be sure to include your name, address, credentials and a phone number and/or email address. And don't forget a copy of the answers to your puzzle! ■

>>>word search

Submitted by Deb Kelly, OTR/L

B	J	U	A	S	Y	A	M	P	U	T	E	E	I	V
M	F	T	E	D	I	A	G	N	O	S	T	I	C	O
R	O	R	U	C	B	O	B	A	T	H	Z	A	S	L
K	Y	L	P	G	C	T	M	X	S	F	A	S	B	I
A	L	Y	D	A	L	L	H	E	C	B	R	Y	C	T
P	V	M	E	S	O	E	N	D	H	O	T	M	I	I
E	Q	P	Y	P	E	U	I	Z	H	I	R	M	T	O
R	W	H	E	E	L	C	H	A	I	R	S	E	E	N
C	G	E	W	R	L	M	P	L	O	J	Q	T	R	A
E	W	D	K	G	X	F	Z	R	K	H	B	R	A	L
P	R	E	D	E	L	B	C	G	T	P	G	I	P	C
T	Y	M	V	R	E	L	X	O	M	R	N	C	I	I
U	N	A	O	K	E	M	A	N	U	A	L	A	M	J
A	Q	F	C	V	P	W	J	A	D	I	Z	L	E	Z
L	A	M	Y	O	F	A	S	C	I	A	L	O	H	P

- | | | | |
|---------------------|--------------------|-------------------|-------------------|
| AMPUTEE | BOBATH | LYMPHEDEMA | VELCRO |
| ASPERGER | CORE | MANUAL | VOLITIONAL |
| ASYMMETRICAL | DIAGNOSTIC | MYOFASCIAL | WHEELCHAIR |
| AYRES | HEMIPARETIC | PERCEPTUAL | |

>>>cross blocks

Insert the letters and letter groups into each diagram to form words reading across that answer the clues on the left. In each diagram, a bonus word will read diagonally down in the shaded blocks. Submitted by Amanda L. Iway, OTR/L

CER HO S REIF SO PRE DER SSURE UL DI TER EOP SIS C ORM R	1. Depth Perception				
	2. Jerky				
	3. Positioning				
	4. Delay				