

Playing Games Activity

RESIDENT IDENTIFIED DOING THEIR FAVORITE ACTIVITIES AS A PREFERENCE,
SPECIFICALLY PLAYING GAMES



Supply Check-list



Assistive devices, as needed:

- Resident's glasses or magnifying glass, hearing aids, walker, or other assistive devices



Wipes



Any necessary supplies for the game you've chosen

- for this IPPI it is suggested that you choose a game based on the resident's interests and ability, as well as your interests. The game can be anything!
- puzzles
- deck of cards
- board games
- chess or checkers
- miniature bowling set
- word games (scrabble, crossword puzzles, word searches, Boggle)
- fishing set
- etc.!



Feeling Faces Emotion Assessment form



Activity Introduction

[APPROACH] Approach the resident from the front, on eye level, and smile.

[GREET] Greet the resident using their name.

[INTRODUCE] Introduce yourself using your name, and point to yourself.

[ASK] Ask how the resident is doing today.

» Say: "How are you doing today?"

[ASSESS] Complete the '**before**' portion of the Emotion Assessment form.

» Say: "Which face shows how you feel right now?"

» Do: Present the resident with the Emotion Assessment '**before**' Feeling Faces.

[RESPOND] Respond to and validate their response.

» Say: "So glad to hear you're well today." or "I'm sorry you're not feeling well."

» Do: Address the person's needs, if applicable.

Activity Questions

Question Suggestions:

- Do you have a favorite game you like to play?
 - Why is it your favorite?
 - What do you like about [the game]?
- Do you like other games?
- Does this activity remind you of anything?
- Did you enjoy playing games when you were younger?
 - Did you have a favorite game when you were younger?
- Do you have a certain person or persons you like to play games with?
 - Why do you like to play with those people?
- Are you competitive when it comes to games?

Activity Instructions

[INTRODUCE] Introduce the activity.

- » Say: "I know it's important for you to do your favorite activities, and that you enjoy playing games. Would you like me to help you play a game today?"
- » Do: Show the resident the materials you will be using and explain how they work, if needed.

[CHOICE] Ask the resident which game they would like to play.

- » Say: "Which game would you like to play?" (list available options).
- » Do: Point to the options as you offer them.
- » Variation: If more help is needed, only present 2 options at once, as to not overwhelm the resident. If they are unable to choose, then pick one yourself.

[BEGIN] Begin playing a game with the resident.

Activity Instructions continued

[ENCOURAGE] Encourage the resident (remember: engagement over correctness).

- » Say: "You're great at this game!" or "I'm really enjoying your company!"
- » Do: Smile and nod.

[ASK QUESTIONS] See question card for ideas.

[OFFER] Offer to assist the resident with the activity, if needed.

- » Say: "I will be here if you need any help."
- » Do: Observe the resident and if they are struggling, offer to help.
- » Variation: If more help is needed, continue to encourage choice, support their hand or allow their hand to guide you.

* If the resident is struggling with the activity, simplify questions and/or engage more with sense (see next page).

Using the Senses

[SENSE] Engage the resident by using prompts, such as questions or gestures, relating to the five senses. Encourage the resident to **see** and **touch** during the activity, for a sensory experience.

(Tip: Participate with the resident, you can answer these questions too).

» **See:** Encourage the resident to look at the game pieces; notice the different colors, sizes, and textures.

"What do you think of the game pieces? Do they look any different than how you remember? Do you like the colors of the pieces? Which game piece is your favorite?"

» **Touch:** Encourage the resident to touch the game pieces.

"What do they feel like? Do you like that feeling? Does that feeling remind you of anything?"

Activity Closing

[THANK] Thank the resident for doing the activity with you.

[ASK] Ask for feedback:

» Say: How did you feel about playing a game today?

[ASSESS] Complete the '**after**' portion of the Emotion Assessment form

» Say: "Which face shows how you feel right now?"

» Do: Present the resident with the Emotion Assessment '**after**' Feeling Faces.

[ASK] Ask if the resident needs anything before you leave and wipe down materials before storing the supplies.

great job!

