

MAGAZINE ALPHABET GAME

by Mae Petty, ADC

Activity Goal: To stimulate the mind

Ideal Group Size: No more than 4 or 5 at each table

Activity Description: Have residents seated around the table. Give each resident a magazine. Let participants choose a letter from the alphabet and set a timer for 3 to 5 minutes. They should then find pictures that begin with the letter they have chosen. After the allotted time, the table of residents who finds the most pictures wins.

Time Allocation: 15 to 20 minutes

Suggested Equipment: Magazines, prizes

FIND IT GAME

by Mae Petty, ADC

Activity Goal: To stimulate the mind, hand and eye coordination

Ideal Group Size: Small or large group setting

Activity Description: Have at least 12 items copied on a piece of paper. Give each resident a copy of the paper with the items on it. As you call out the item have the residents to circle them. You can also talk about them or have the residents talk about the items. (Example: You might have a picture of a car, phone, computer, lamp, gun, butterfly, etc.) After the game is over with, you can have the residents color each picture. You can also give a prize to the resident who finds the picture first or completes circling all the items.

Time Allocation: 15 to 20 minutes

Suggested Equipment: Sheets with items on them, crayons or colored pencils.