

# Program Procedure

## A-Z Word Game



### Activity Purpose and Objectives:

This game offers cognitive challenges, and opportunities for success and reminiscence. It can also promote laughter and recreation.

### Equipment:

- 3'x5' or larger write-on-wipe-off type white "chalkboard" recommended
- Flash cards, or handmade index cards, with all 26 large-type letters of the alphabet
- Dark colored wipe-off pens

### Materials:

For independent use variations:

- Photocopied "alphabet" or "alphabet and clue pages"
- Pencils
- "Winner" Poster

### Program in Detail:

1. Select a topic category and prepare a clue page.
2. Prepare "chalkboard" with topic at the top such as birds.
3. Ask Participants to recite the alphabet as you write the letters in 2-3 columns. (Tell them it helps to make sure you don't forget a letter.)
4. Ask as an open question: "Can anyone think of a \_\_\_\_" (bird for example.)
5. As players give answers, write the answers next to the letter the answer begins with. For instance, write "Bluebird" next to letter B.
6. More than one answer for each letter is okay. **IMPORTANT, do not try to go in sequence letter by letter, free-flow answers often work better.**
7. Give clues, as needed.
8. Prompt individual participants to encourage all to participate.
9. For less verbal Participants, offer adaptations. For instance, ask them to "pick just one" card from the alphabet flashcards as you spread them out as a fan in front of the Participant. Read the letter aloud and thank them by name for picking that letter. Ask the other participants if they can think of some more words for the letter that was just picked.
10. Praise participant's responses and contributions. Encourage reminiscence and discussion.
11. Thank participants for their participation.

### Adaptations:

- See the RTC Program Adaptation Page
- Refer to step number nine, above, for less verbal participants