

## **Recreation Program Description**

**Program Title:** Dr. Seuss Day – After Dinner movie presentation of “The Cat in the Hat”

**Program Objective:** Social – To encourage social interaction, express emotion, stimulate the senses, reduce tension, and to have fun.

**Length of Program:** 90 minutes      **Leader/Participant Ratio:** 1 to 10

**Target Audience:** Level II – V - Group      **Maximum Group Size:** 20

### **Procedure: (Step by step explanation of process)**

#### **Beginning:**

- Staff will set up TV viewing room so residents can watch the movie (DVD or VHS depending on the facility equipment)

#### **Middle:**

- Resident can then enjoy a snack of juice and popcorn or pretzels.

#### **Closing:**

- Residents are escorted by to their room.

#### **Room Arrangement:**

- Comfortable seating arrangement for both wheelchairs and chairs.

#### **Supplies & Equipment:**

- TV
- VCR or DVD player
- Movie “Cat in the Hat” (can check it out at the library)
- Drinks, popcorn and pretzels

#### **Precautions:**

- Resident may get restless.

#### **Adaptations:**

- Staff can assist resident back to their room.

**Physical Aspects:**

Body/Skill Levels:

Sit X, Stand \_\_\_\_\_, Walk \_\_\_\_\_, One-Handed \_\_\_\_\_, Two-Handed \_\_\_\_\_,  
Eye/Hand Coordination \_\_\_\_\_, Gross Motor X, Fine Motor \_\_\_\_\_.

Sensory Skill Levels:

Touch \_\_\_\_\_, Taste \_\_\_\_\_, Smell \_\_\_\_\_, Sight X, Hearing X.

**Social Aspects:**

Small Group \_\_\_\_\_, Medium Group X, Large Group \_\_\_\_\_,  
Verbal/Physical Curing \_\_\_\_\_, Interaction w/Staff – Others X.

**Cognitive Aspects:**

Attention Span: LT Memory \_\_\_\_\_, ST Memory X.

Thinking:

Abstract X, Concrete \_\_\_\_\_,  
Sequencing X, Problem Solving \_\_\_\_\_.

Step Directions:

1 2 3 4 5 or more

**Emotional Aspects:**

Use of Past:

Skills: \_\_\_\_\_ Memories: X

Use of New:

Skills: \_\_\_\_\_ Memories: X

**Special Instructions:**

---

---

---

---