

RAPID PACK

Occasionally there are unforeseen changes to resident needs or staffing availability or both. This small Rapid Pack provides everything one needs to offer at least 6 different games to those individuals who are cognitively active/ Games are suitable for 2-3 participants. Game directions and playing needs are provided below. It's a good idea to laminate before use. Other items for the Rapid Pack (a pencil case) include a small tablet, a pen, chips, 2 decks of playing cards, and a travel size Farkel game. (Thanks to Michelle from Nordaktech for this good idea)

Seven card Rummy

Deal 7 cards but give an eighth card to player on your left. To begin play, the player with the 8th card discards.

The next player may take the discard or draw from the deck. The object is to match all 7 cards by their faces, (three or more 4s, or 3 or more queens, etc.) and/or runs of 3 or more Cards of the same suit. First player to do so, rummies and wins the hand.

Memory

Choose pairs of cards from the two decks. Begin with five pairs, add more if appropriate. Turn the cards face down. Place number squares on each card, 1-10. Player one chooses 2 numbers & the cards are turned over. If a match, player one keeps the cards and guesses again.

Laminate this page. Then cut out the directions and individual number cards to be placed in the Rapid Pack box.

1	2	3	4	5
6	7	8	9	10

Old Maid

Using one deck of playing cards, remove one card, unseen by any player. Move the card to one side, leaving it face down. Deal out all the cards. Each player looks at their cards and pulls out each matching pair and lays it on the table. Once all pairs have been discarded, player one draws a card from the fanned hand of player two. If player one has a match, it is placed on the table and player two draws a card from the fanned hand of player one. One player will be left with an unmatched card, the Old Maid. (Good game for 3 players).

Laminate this page. Then cut out the directions to be placed in the box.

Uptown/Downtown

Each player needs a graphed sheet. On turn, one player hides the token in one hand. Second player guesses which one. If wrong, player one makes a diagonal mark in first square and hides token again. If right, second player gets the token to hide. Diagonal lines are made to the bottom of the page & then made into Xs on the way back up. First to finish wins the game. If they do not match, player two takes a turn. Continue until all cards have been turned over.

Laminate this page. Then cut out the directions to be placed in the Rapid Pack box.

Uptown / Downtown	
Game 1	Game 2

Make several copies of the playing grid so you will always have them. If you laminate, you can use a dry erase marker.

LUCKY DOG

Each player is given six paper squares, numbered 1-6. In turn, player rolls a die and turns over the corresponding numbered paper. Continue taking turns until one player has all papers turned over.

Laminate this page before cutting out the directions and numbers to be placed in the Rapid Pack box.

1	2	3	4	5
6				

(print 2 copies of numbers)