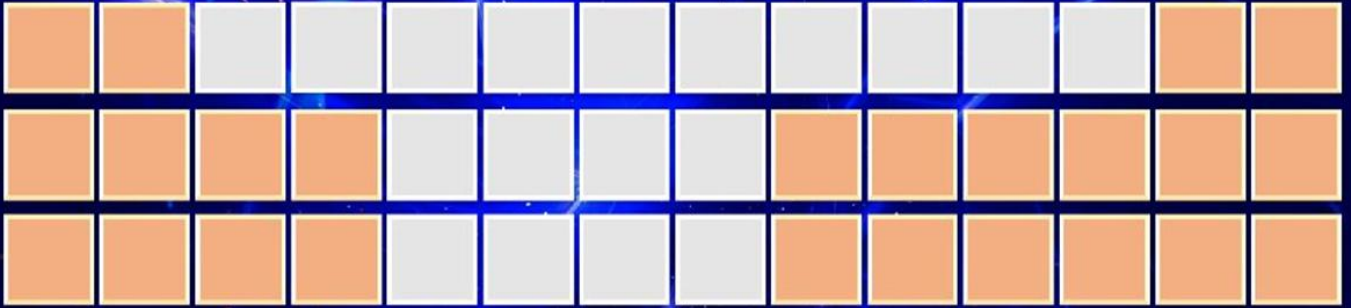


A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

ROUND 1

Category:

AROUND THE HOUSE



Spin For Fortune

One

Interactive Activities for Seniors

www.qualityaging.com.au

SPIN FOR FORTUNE

PLAY

Interactive PowerPoint Game

Spin For Fortune - One

Facilitator Diversional Therapist, Lifestyle / Activity Staff or Volunteer

Objective of Activity

Mental Stimulation and to minimise cognitive decline.

Reduce social isolation

Capability

Verbal communication skills and ability to share long term memories in a group setting

Environment

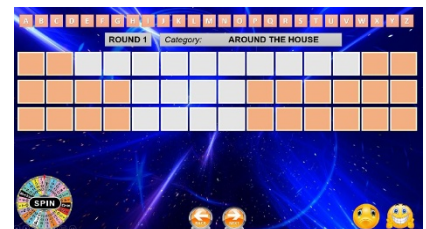
Lounge area

Equipment

- Laptop and television or screen (you will need a computer mouse for the this quiz)
- PowerPoint Slideshow
- Answer Sheet
- Whiteboard for scoring

Instructions

- Connect your laptop to the television and open powerpoint slideshow
- Choose order of contestants, write them on whiteboard allowing room for scoring
- Click Play to start the game



Game Panel

- **SPIN FOR FORTUNE GAME - AN OVERVIEW**

This game is inspired by popular TV game Wheel of Fortune.

- **MAIN GAME**

Each round has a category and a blank word puzzle, with each blank representing a letter in the answer, and punctuation revealed as needed.

A contestant spins the wheel to determine a dollar value and guess a consonant.

Calling a correct letter earns the value from wheel, multiplied by the number of times that the letter appears in the puzzle. It also allows the contestant to spin again, buy a vowel for a flat rate of \$250, or attempt to solve the puzzle. Contestants may continue to buy vowels so long as they have enough money to keep doing so, until all of the vowels in the puzzle have been revealed.

Control passes to the next contestant clockwise if the wheel lands on Lose a Turn or Bankrupt, if the contestant calls a letter that is not in the puzzle, calls a letter that has already been called in that round, or attempts unsuccessfully to solve the puzzle.

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The only exception is the Free Play wedge, on which the contestant may call a consonant for \$500 per occurrence, call a free vowel, or attempt to solve the puzzle, with no penalty for a move that would normally result in a lost turn.

- **BONUS ROUND**

Player with highest amount gets a chance to solve the puzzle at the bonus round.

The contestant chooses how much he/she would like to risk from his/her winnings.

The puzzle is revealed, with every box containing the letters R, S, T, L, N, and E are open. The contestant can choose three more consonants and one more vowel.

After any instances of those letters are revealed, the contestant has 30 seconds to solve the puzzle. The contestant can offer multiple guesses, as long as the contestant begins the correct answer before time expires.

If guessed correctly amount risked will be added to current winnings. If incorrectly guessed amount risked is taken away from current winnings. This may result in not being the overall winner.

You may choose to have a weekly competition where the current champion comes back to fight for their title.



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Spin For Fortune - One

Phrases Answers

Phrase 1: ADJUSTABLE SHOE RACK

Phrase 2: A HARD ACT TO FOLLOW THE LEADER

Phrase 3: THE WIND IN THE WILLOWS

Phrase 4: A CRICKET MATCH AT THE GABBA

Phrase 5: THE MAN WHO KNEW TOO MUCH

Phrase 6: BARBARA EDEN AS JEANNIE

Phrase 7: VENUS AND SERENA WILLIAMS

Phrase 8: ASTRONAUT STEVE AUSTIN

Phrase 9: BELGIAN WAFFLE WITH WARM SYRUP

Phrase 10: A ROUND OF MINIATURE GOLF

Phrase 11: RONALD AND NANCY REAGAN

Phrase 12: ELECTRIC WALL OVEN

Phrase 13: HANGING ROCK IN AUSTRALIA

Phrase 14: BLACK WIDOW SPIDER

Phrase 15: I'LL GET YOU MY PRETTY

Phrase 16: EDWARD SCISSORHANDS

Phrase 17: HIGH SCHOOL MATH TEACHER

Phrase 18: A FRESH PAIR OF EYES

Phrase 19: APRIL SHOWERS BRING MAY FLOWERS

Phrase 20: WHAT A WONDERFUL WORLD

BONUS ROUND: A PICTURE IS WORTH A THOUSAND WORDS

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Spin For Fortune - One

Goals of Activity

PHYSICAL:

- Maintain sitting posture and balance
- Encourage walking to group if ambulant

SENSORY:

- Maximise the use of auditory and visual skills
- Reduce risk of sensory isolation by utilising senses: hearing and vision

COGNITIVE:

- Maintain alertness and concentration span and attention skills
- Utilize comprehension and broad thinking skills
- Stimulate residual mental abilities to optimise cognitive functioning
- Promote visualisation skills
- Maintain/build alertness and concentration span
- Prompts past learned skills of a familiar nature
- Stimulate long-term memories

COMMUNICATION:

- Maintain social interaction and motivation to communicate within the group
- Expression should be encouraged to maintain skills at both a simple and more complex level of communication
- Stimulate and motivate social contact and communication skills, especially relation to the group
- Maintain verbal and non-verbal skills

SOCIAL/EMOTIONAL:

- Provide an avenue for interaction with fellow residents to promote and maintain social skills
- Facilitate feelings of self-worth; increase self-esteem by promoting self-expression of one's own ideas and current affairs
- Promote a sense of belonging, feelings of self-worth and self-esteem, especially on completion of quiz or word game
- Peer support and encouragement, self-expression and assistance are provided in an enjoyable group environment
- Reduce risk of social isolation
- Maintain past interests, promote a sense of well-being
- Increase self-esteem with group participation
- Have fun

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Spin For Fortune - One

[illegible]

Name of Person Completing Form:	Signature :
Designation :	Date :
Plan is to be reviewed annually or as required.	Date Revised: