

## Recreation Program Description

**Program Title:** Dr. Seuss Day – A visit from the “Cat in the Hat”

**Program Objective:** To have one on one time with residents and staff

**Length of Program:** 3 hr = 3.6 min per resident. **Leader/Participant Ratio:** 1 on 1

**Target Audience:** Levels all – Individual **Maximum Group Size:** 50

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

#### Beginning:

- The Cat in the Hat will go to each resident’s room to give them a personal invitation to the afternoon activities. The “Cat in the Hat” challenge game 3:30 p.m. and a 7:00 p.m. movie presentation of “Cat in the Hat” where snacks will be served. The Cat will also give each resident a “Cat in the Hat” printed activity sheet that they can work on at their leisure.

#### Middle:

- Cat in the Hat will thank each staff member along his way by giving them a ticket for a door prize if they bring a resident to the afternoon challenge game activity. Their ticket will be collected as they walk in the door with the resident they have escorted and when they return to collect the resident then the drawing will take place and they will get their prize at that time. (This will encourage all staff to assist with the afternoon activity so their name will be in the drawing.

#### Closing:

- Cat in the Hat will return to activity room after all visits are made and relax before the next activity.

#### Room Arrangement:

N/A

#### Supplies & Equipment:

- Invitation notes to give residents.
- Printed “Cat in the Hat” activity sheets.
- Tickets to pass out to all facility staff.

#### Precautions:

- Cat in the Hat will get over heated from all the walking room to room.
- Cat in the Hat may strain his/her voice.

**Adaptations:**

- Cat in the Hat should sit down when visiting the residents in their rooms.
- Cat in the Hat should take time to listen to the residents as he/she visits.

**Physical Aspects:**

Body/Skill Levels:

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

Sensory Skill Levels:

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

**Social Aspects:**

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

**Cognitive Aspects:**

Attention Span: LT Memory X, ST Memory X.

Thinking:

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

Step Directions:

1 2 3 4 5 or more

**Emotional Aspects:**

Use of Past:

Skills: X Memories: X

Use of New:

Skills: X Memories: X

**Special Instructions:**

---

---

---

---

---

---

---