

Recreation Program Description

Program Title: Dr. Seuss Day – Breakfast Theater – The Prime Time Facility Drama Team, presents a facility version of “I Am Not Going to Get up Today!” By Dr. Seuss (An Interactive - Creative Program)

Program Objective: To increase cognitive skills, increase fine motor coordination, encourage social interaction, increase movement and express emotions

Length of Program: 45 – 60 minutes (time includes residents eating breakfast)

Leader/Participant Ratio: 1 to 10

Target Audience: Levels III – V (possible II) Maximum Group Size: 50

Procedure: (Step by step explanation of process)

Engage willing staff, higher level functioning resident, volunteers and/or family member to participate as a member of the Prime Time Facility Drama Team. The details for the Facility Drama Team along with the facility version of the Dr. Seuss book “I Am Not Going to Get up Today!” is included at the end of this description sheet.

Beginning:

- The residents are greeted at the door with an invitation to participate in today’s fun and silliness while they are seated at their table.
- Each resident and staff is given a program listing today’s performers and reminders of the activities.
- Once all residents are seated, the activity director will make the announcement to explain that on each resident has a noise maker at their place setting so they can be a part of the drama presentation. When the cue card is held up during the skit, then the residents need to pick up their noise maker and make as much noise as they can. When the cue card that reads “Stop”, they must put it down. This is so they can hear the rest of the performance.
- Staff members assigned at each residents table may need to explain instructions again depending on which functioning level group they are sitting with.

Middle:

- During the drama very large cue cards will be held up on each side of the performing area to let the residents know it is time to use their noise maker.
- Staff members will need to make sure the residents at their table use their noise makers and also let them know to stop when the cue card is held up to stop.
- At the end of the performance, breakfast will be served by the table staff member to the residents at their table. Staff members can engage other staff members or volunteers to help them serve if they have lower level functioning residents.
- When serving breakfast staff needs to be silly and have fun by trying to use rhyming or silly words when presenting residents their breakfast plate to them.
 - Example of rhyming things to say:
 - “Here is yummy for your tummy”
 - Ziggly zaggly zoo you get breakfast too”

- During breakfast have staff ask residents to come up with their own silly or rhyming words. This is to encourage residents to use their imagination and engage them in conversation during the social meal.

Closing:

- Staff member reminds the residents at their table to take their noise maker and Drama program with them as a reminder of today's performance.
- Staff member should encourage residents at their table to attend the next Dr. Seuss Day activity and remind them of the time.
- All available staff members need to help clean up the dining area.

Room Arrangement:

- The tables need to face length wise towards the performance area so all residents can see. See placement sheet in this project file to give you an idea of room arrangements.

Supplies & Equipment:

- Assorted color table cloths
- Noise makers
- Printed programs
- Balloons for center piece
- Hats for center piece
- Ribbon for center piece
- Six (6) Large Cue Cards (1 for Bark, 1 for Rooster, 2 for Noise and 2 for Stop)
- Props for skit (see drama sheet for details on props)

Precautions:

- Resident gets too excited

Adaptations:

- Special table arrangements with a room divider for the lower level functioning residents so they can attend at the same time as the higher level functioning residents. The room divider will block the view of any eating challenges that may cause embarrassment for any of the residents.
- If a room divider is not an option, the Breakfast Theater will take place at two different times so higher level functioning residents can see it at a separate time from the lower level functioning residents.

Physical Aspects:

Body/Skill Levels:

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

Sensory Skill Levels:

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

Social Aspects:

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

Cognitive Aspects:

Attention Span: LT Memory _____, ST Memory X.

Thinking:

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

Step Directions:

1 2 3 4 5 or more

Emotional Aspects:

Use of Past:

Skills: X Memories: X

Use of New:

Skills: _____ Memories: X

Special Instructions:

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Facility version of “I Am Not Going to Get Up Today!” written by Dr. Seuss.

Characters: (Note: Remember you do not have to use a resident as your main character, but it is encouraged to use the higher lever residents for this part if possible)

1. Main resident who does not want to get out of bed
2. RNA
3. Extra resident or family member
4. Neighbors (that bang pots and pans – kitchen or housekeeping staff)
5. All residents

Props:

1. cot (to use as bed)
2. pillow
3. blanket
4. small bed table
5. alarm clock
6. water pitcher filled with blue confetti
7. food tray
8. pots and pans
9. noise makers
10. cue cards (Bark, Crow like a Rooster, Noise and Stop)

Skit: (Note: this is just a general idea for the script, but have all drama members read the book and encourage them to just have fun because that is the whole point behind Dr. Seuss....fun and silliness.)

Main Resident is on cot covered up with blanket and sets up looks around and says “I am NOT going to get out of bed today!”

Main Resident – The alarm goes off and they turn it off and say “Please let me be. Please go away. I am NOT going to get out of bed today!”

RNA - Ms. / Mr. (resident’s name) – walks toward resident’s cot with a tray in hand. “Good morning, it’s time to get up”

Main Resident – “I’ve never been so sleepy since I can’t remember when, so take my egg and give it back to the hen”

RNA exits after this line is said and sits down until he/she has to re-enter the setting for their last line. As RNA exists the Extra residents/family members enter the setting.

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Extra resident/family member – “Hey, get out of bed, I will shake your bed and tickle your feet” (shake bed or tickle the residents feet that is in bed) “Or I will pour water on your head” (Have a water pitcher next on table next to the alarm that is filled with blue confetti. Pick up the pitcher and pour it out on the resident as if you are splashing them with water from the pitcher)

Main Resident – “Oh, you’re wasting your time, so please go away! I am NOT going to get out of bed today.”

Extra resident/family member – throw up their hands and walk off set.

Main Resident – (looking at the RNA) “Even if the neighbors wake me, let them scream and yelp, but it will not help.”

Kitchen/Housekeeping staff enter in and have one of them say “I bet we can get (residents name) out of bed today” They all bang on their pots and pans. They will stop as soon as the resident and the RNA shake their hands for them to stop. They stop to listen with excited faces to see if main resident gets out of bed.

Main Resident – “Oh, NO go away, because I am NOT getting out of bed today.”

Kitchen/Housekeeping throws up their hands and walks off set.

Main Resident – “Not the dogs or roosters can get me out of bed today, because today this is where I want to stay”

All Residents – Staff hold up **cue cards** with one that reads “**Bark like a dog**” and the other side reads “**Crow like a rooster**” let the residents make the animal noise and then hold up “Stop” cards.

Main Resident – “Nothings going to get me up. Why can’t you understand! Not even a big noisy band.”

All Residents – Staff hold up **cue cards** that read “**Make Noise**” and after all residents have made noises with their noise maker, then hold up sign that reads “Stop”.

Main Resident – Pulls up the covers with a smile on their face and says “See I told you to PLEASE go away, because I am NOT going to get out of bed today!”

RNA – turns to all residents and says “I guess he/she really means it.” (Holding the tray with the egg on it towards all residents and state) “So you can have the egg!”

At this time have all Drama Team member come out and take a bow.

Kitchen staff can then bring out the breakfast to be served.