



GET THE MOST OUT OF GAMES ON DEMAND

Share On Demand provides a number of games that can serve as great group activities. They provide group fun and competition and can also foster reminiscence and conversation. Additionally these activities work on cognitive skills such as memory recall, attention, and visual/auditory processing.

HOW TO PLAY A GAME

To access On Demand games, push the black LS button on the remote to get to the Home screen. Choose the option "Play a Game."

PICKING GAMES FOR GROUP ACTIVITIES

For group games, choose games conducive to teamwork or turn-taking. Teamwork games allow residents to collaborate in order to complete a task. Turn-taking games allow each individual in the group his time to shine. Games we recommend for teamwork activities can also be used as turn-taking.

TEAMWORK

Name That Croon
Cosmic Patterns
Guess What
Speedy Recall
Sliding Tiles

TURN-TAKING

Word Search
Math Monsters
Chasm
Sudoku
Pack Rat

GAMES RECOMMENDED FOR MEMORY CARE

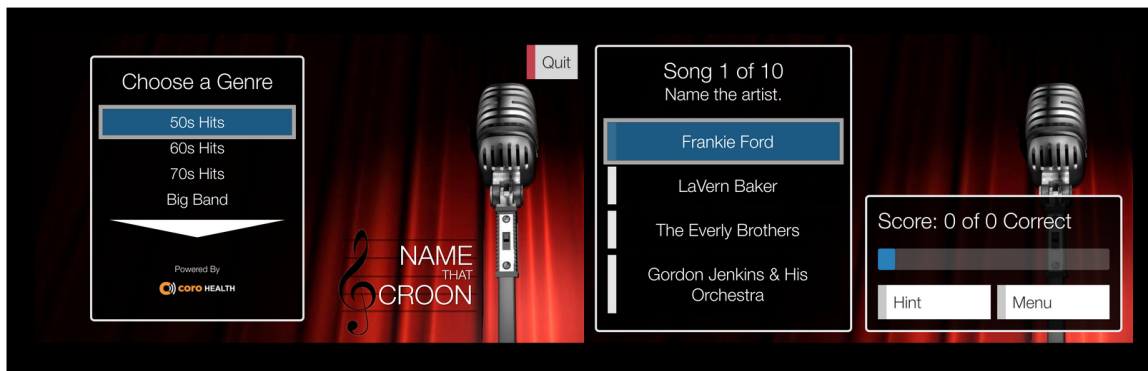
For residents with memory challenges, we recommend these games:

Name That Croon
Cosmic Patterns
Math Monsters
Word Search

Chasm
Let the Beep Drop
Guess What
Tic Tac Toe



NAME THAT CROON



GAME EXPLANATION

Name that Croon works on cognitive skills such as memory recall, attention, and auditory processing. Listen to music from all genres and earn points by guessing the artist or song correctly. To play, choose a genre of music. Answer the questions by listening to the music and reading the multiple choices. When you play, make sure the volume on your TV is turned up!

GAME NAVIGATION

Use the LifeShare remote to play the game. The arrow buttons are used to navigate to answers, and the OK button is used to submit the answer.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a teamwork group activity.

ADJUSTING FOR YOUR AUDIENCE

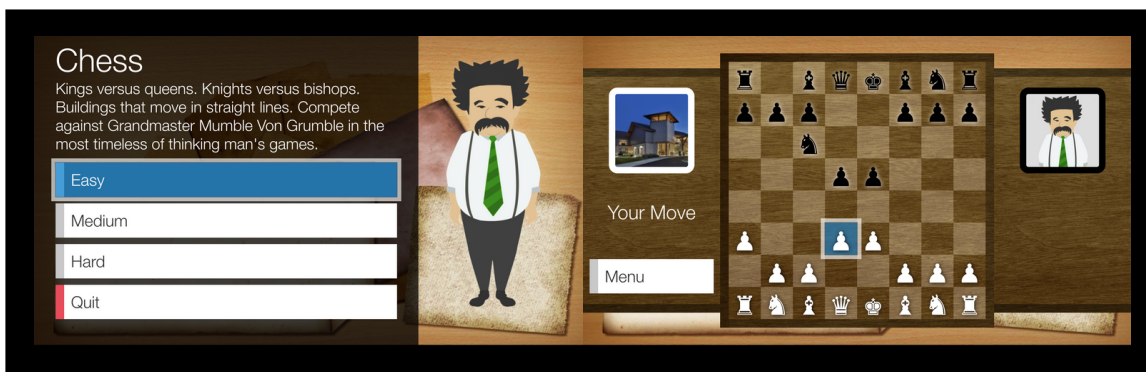
Use verbal cues to help narrow down the answers to the questions. Most times the chorus gives you a clue. You can also use the "Hint" button for a clue of the artist or title depending on the question.

EXTENDING THE ACTIVITY

Listen to the whole song after you guess the answer. Have a conversation and reminisce about the song, artist, or the memories it triggers. Use the Hint as a bonus - try to guess both the artist and the song title.



CHESS



GAME EXPLANATION

Chess works on cognitive skills such as attention, memory, sequencing, perception, problem-solving and visual/spatial processing. Chess is the timeless ultimate strategy board game. Play against Mumble Von Grumble for bragging rights. To play, choose a difficulty level. Use the arrow buttons to navigate to pieces. Push the OK button to select a piece. When the piece turns green, use the arrow buttons to navigate to the space you want to move the piece and push the OK button.

GAME NAVIGATION

Use the LifeShare remote to play the game. The arrow buttons on the remote are used to navigate to the desired pieces and spaces. The OK button is used to select the space to put a piece.

GROUP ACTIVITY SUGGESTION

We suggest playing this game in an individual player setting.

ADJUSTING FOR YOUR AUDIENCE

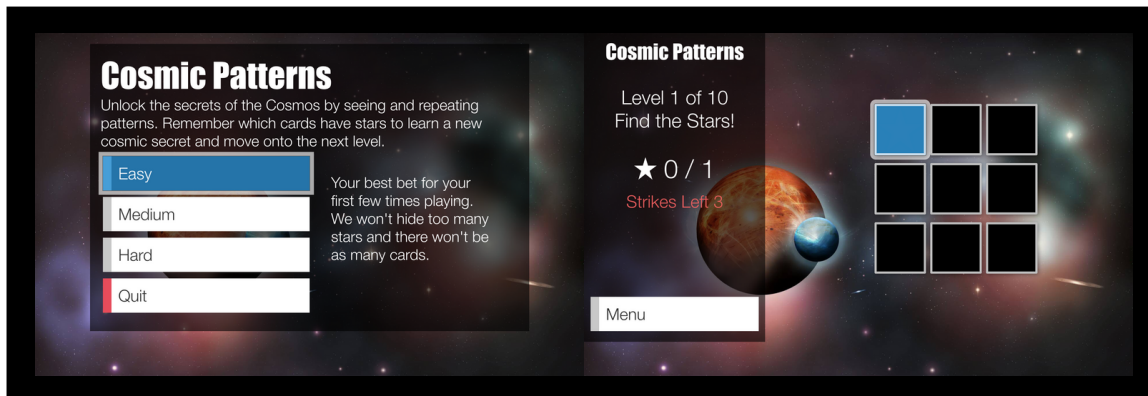
Choose an appropriate difficulty level from Normal, Medium, and Hard.

EXTENDING THE ACTIVITY

Review how each of the pieces move and their roles before beginning a game.



COSMIC PATTERNS



GAME EXPLANATION

Cosmic Patterns works on cognitive skills such as attention, memory, and visual/spatial processing. Memorize where the stars are hidden, then uncover the them to advance levels and read a fun cosmic fact. Pay attention to your strikes!

GAME NAVIGATION

The arrow buttons on the remote are used to navigate to boxes, and the OK button is used to select a box as a guess.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a teamwork group activity.

ADJUSTING FOR YOUR AUDIENCE

Choose an appropriate difficulty level:

Easy - 1-4 stars on a 3 x 3 grid. Three strikes allowed.

Medium - 2-5 stars on a 5 x 5 grid. Five strikes allowed.

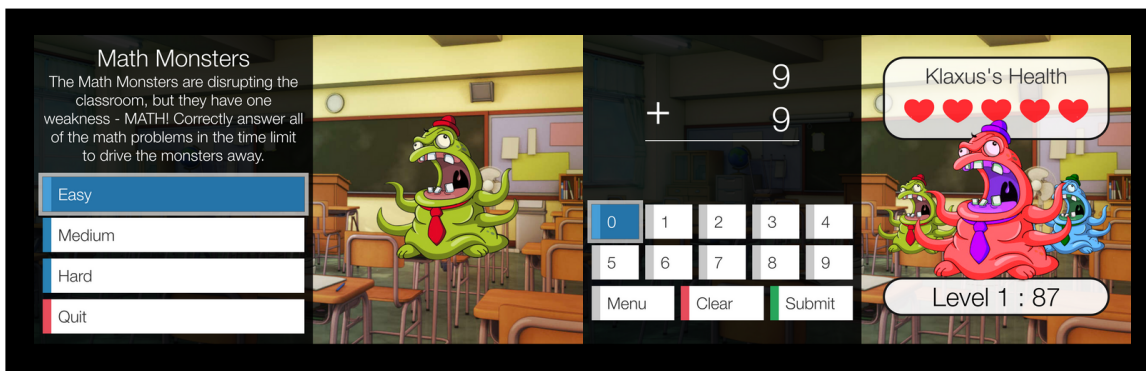
Hard - 4+ numbered stars on a 5 x 5 grid, must be found in order. Five strikes.

The stars show for 5 seconds only. While the stars are showing, talk through the positioning of the stars. Before you begin making guesses have residents point to where they think the stars are.

EXTENDING THE ACTIVITY

Take time to read the Secrets of the Cosmos facts and converse about them.

MATH MONSTERS



GAME EXPLANATION

Math Monsters works on cognitive skills such as memory, language, and sequencing. Protect the school by solving math problems!

GAME NAVIGATION

The arrow buttons on the remote are used to navigate to numbers, and the OK button is used to select and submit answers.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a turn-taking group activity.

ADJUSTING FOR YOUR AUDIENCE

Choose an appropriate difficulty level:

Easy - single-digit addition & subtraction with 90-second timer.

Medium - double-digit addition & subtraction with 60-second timer.

Hard - triple-digit addition & subtraction with 60-second timer.

The game keeps the same problem onscreen until you correctly answer it. If residents need assistance, offer them 2 choices of answers..

EXTENDING THE ACTIVITY

If playing and not concerned with the time limit, work with residents on additional number sense. For example: Our answer is 7. What number comes before? What number comes after 7? What number does it make when I put a 1 in front of the 7?



WORD SEARCH



GAME EXPLANATION

Word Search works on cognitive skills such as attention, perception, language, and visual/spatial processing. Each week a new word search category is available, but the game rotates automatically through our entire database.

GAME NAVIGATION

Use the arrow buttons to navigate to letters, and the OK button to start and end word selection.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a turn-taking group activity.

ADJUSTING FOR YOUR AUDIENCE

Choose an appropriate difficulty level:

Easy - words spelled left-to-right or up-to-down.

Medium - words spelled up, down, left, or right.

Hard - words spelled in any direction, including diagonal.

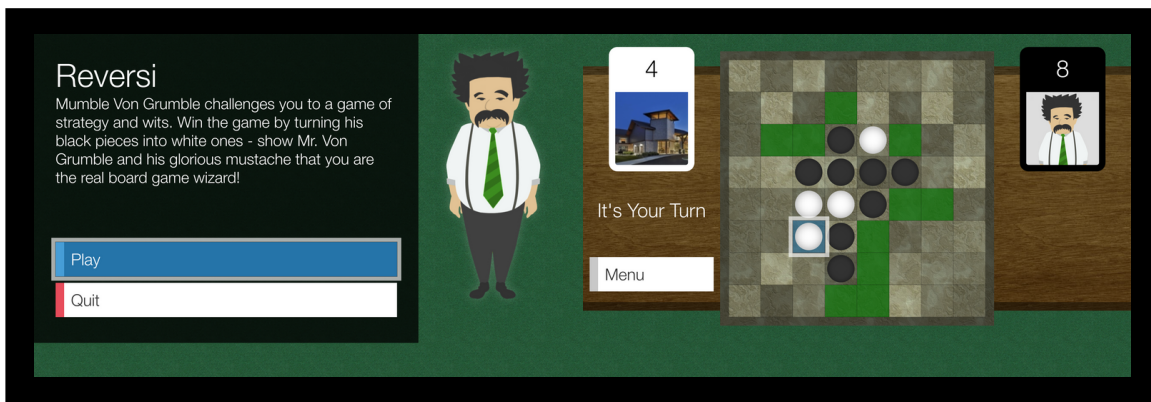
On Easy mode, the grid is smaller and there are fewer letters in the puzzle, so it makes the letters larger and easier to read. Assist residents by focusing on a specific word and the first letter in the word. Go row by row looking for the first letter and see if it touches the second letter in the word.

EXTENDING THE ACTIVITY

Point out the name of the puzzle on the right-hand side of the game above the words. Read the list of words and discuss why they fit in the category. Ask what other words might go in the same category.



REVERSI



GAME EXPLANATION

Reversi works on cognitive skills such as attention, perception, problem-solving and visual/spatial processing. On each turn, you can place one of your pieces on the board, and any pieces trapped between two pieces of your color will also flip to your color. The player who has more pieces flipped to their color at the end of the game wins.

GAME NAVIGATION

The arrow buttons on the remote are used to navigate to the desired spaces. The OK button is used to select the space to put a piece.

GROUP ACTIVITY SUGGESTION

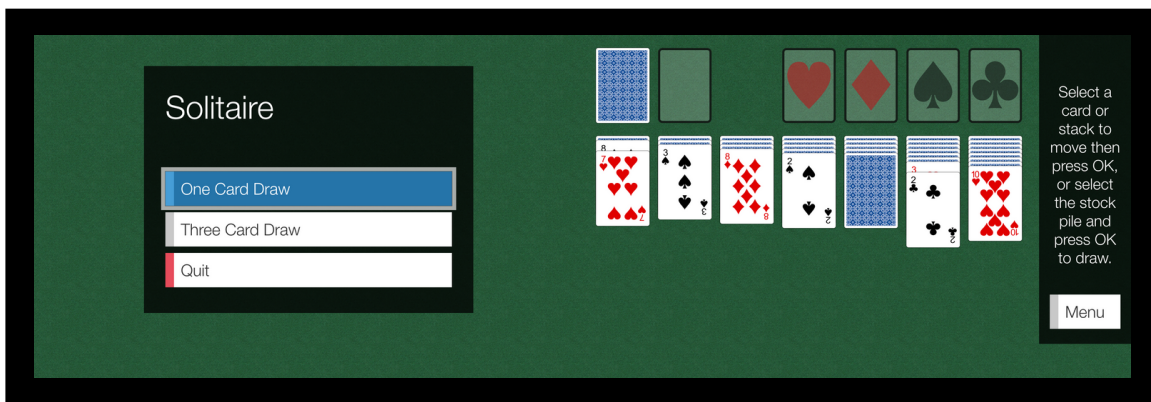
We suggest playing this game in an individual player setting.

ADJUSTING FOR YOUR AUDIENCE

Support by prompting residents to look for the longest strings of the opponent's color and then seeing if they can place a piece to reverse them. The game assists by highlighting the squares where you can place a piece in green.



SOLITAIRE



GAME EXPLANATION

Solitaire works on cognitive skills such as attention, memory, sequencing, and visual/spatial processing. Play the classic one- or three-card draw sequencing game.

GAME NAVIGATION

Use the arrow buttons on the remote to highlight a card or pile, then press OK to select it. Then, use the arrow buttons to navigate to the location where you want to place the card(s), and press OK again. If you change your mind about moving a card or pile after you selected it, just use the arrows to navigate back to the selected card(s), and press OK to release it.

GROUP ACTIVITY SUGGESTION

We suggest playing this game in an individual player setting.

ADJUSTING FOR YOUR AUDIENCE

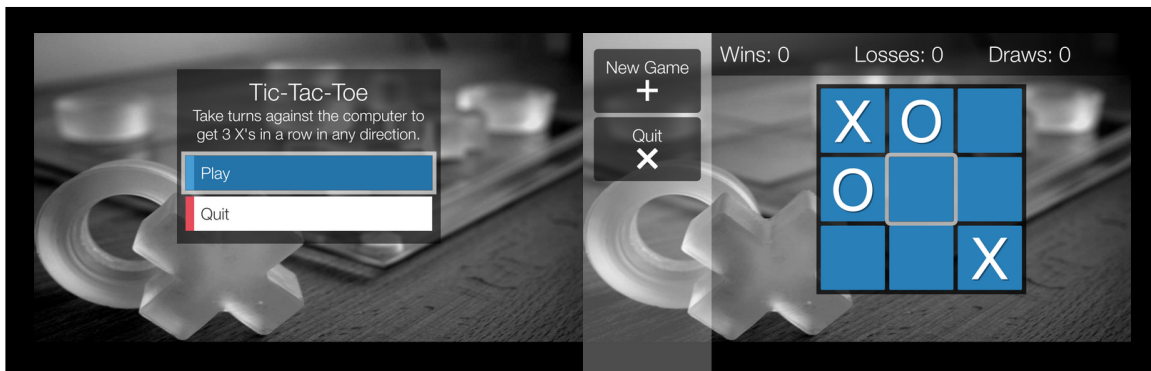
Choose one-card draw for lower difficulty.

EXTENDING THE ACTIVITY

Work on possible card patterns using red and black suits (Ex: diamond, spade, heart, clover). Work on number sense using the cards (Ex: What comes card before and after?).



CHASM



GAME EXPLANATION

Chasm works on cognitive skills such as attention, perception, visual/spatial processing, and sequencing. Help the Professor cross the bridge by choosing the right stones to step on. Each step he takes must land on a stone with either the same color or the same shape as the stone he is currently standing on. If you linger too long, the stone will crumble, sending The Professor into the chasm. Watch out for vultures, which can knock the Professor off of the bridge.

GAME NAVIGATION

The arrow buttons are used to select where the Professor will move.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a turn-taking group activity.

ADJUSTING FOR YOUR AUDIENCE

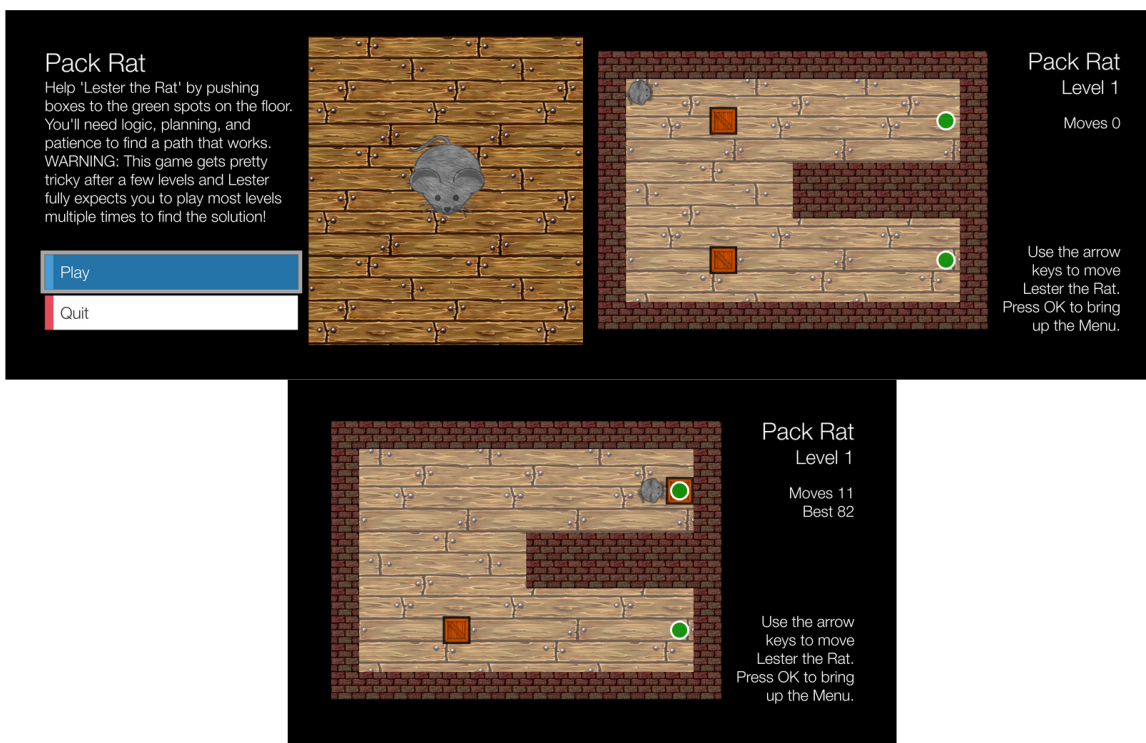
Players have time to map out a path before moving the Professor onto the bridge. Encourage and support players in visualizing their path before they start. Once the Professor has moved onto the bridge, he has ten seconds to move again before the stone he is standing on wiggles and falls into the chasm, ending the game. As you progress through the levels, the bridges become longer and it is even more important to plan out your path before you begin.

EXTENDING THE ACTIVITY

Count the number of different types of shapes and colors on each game board. Identify places where there are two shapes or colors in a row. This may help residents recognize patterns and visualize the path.



PACK RAT



GAME EXPLANATION

Pack Rat works on cognitive skills such as perception, visual/spatial processing, problem solving, and sequencing. Help Lester the Rat push the boxes to the green spots on the floor in as few moves as possible. Use the arrows to move Lester into position. Each tap of the arrow buttons counts as one move. It gets tricky, so don't worry if you have to play a level multiple times to find a solution.

GAME NAVIGATION

The arrow buttons are used to navigate Lester the Rat.

GROUP ACTIVITY SUGGESTION

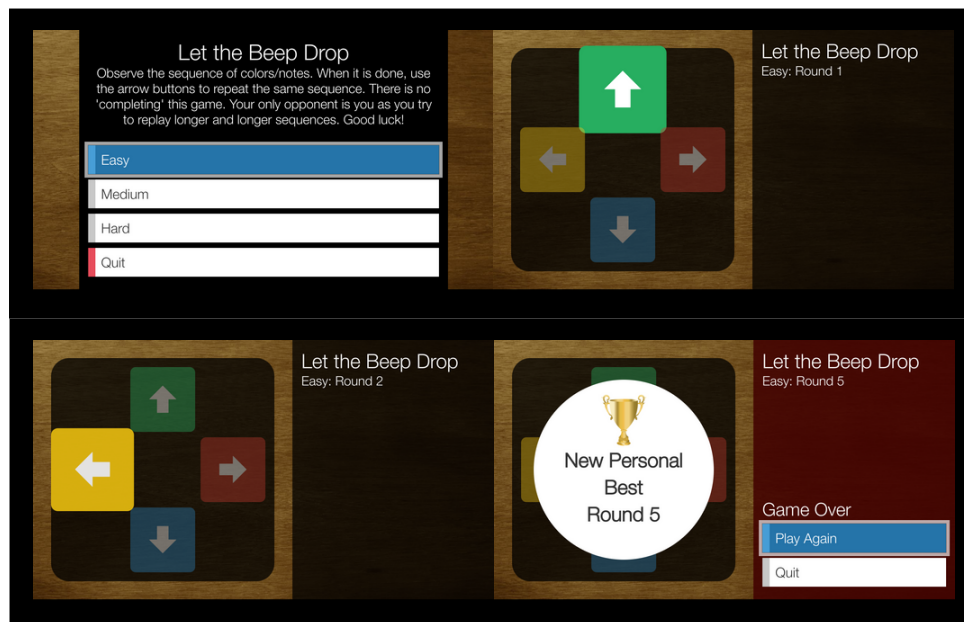
We suggest playing this game as a turn-taking group activity.

ADJUSTING FOR YOUR AUDIENCE

Pack Rat allows the same level to be replayed. Simply press the OK button on the remote to bring up the menu, then select Restart Level. Challenge the group by seeing who can complete the level in the fewest moves.



LET THE BEEP DROP



GAME EXPLANATION

Let the Beep Drop works on cognitive skills such as attention, memory, visual/spatial processing, and sequencing. Observe the sequence of colors/notes, and repeat the same sequence. Each round builds on the previous round's sequence - keep going as long as you can.

GAME NAVIGATION

The arrow buttons are used to play the notes and complete the sequences.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as either a teamwork or turn-taking group activity.

ADJUSTING FOR YOUR AUDIENCE

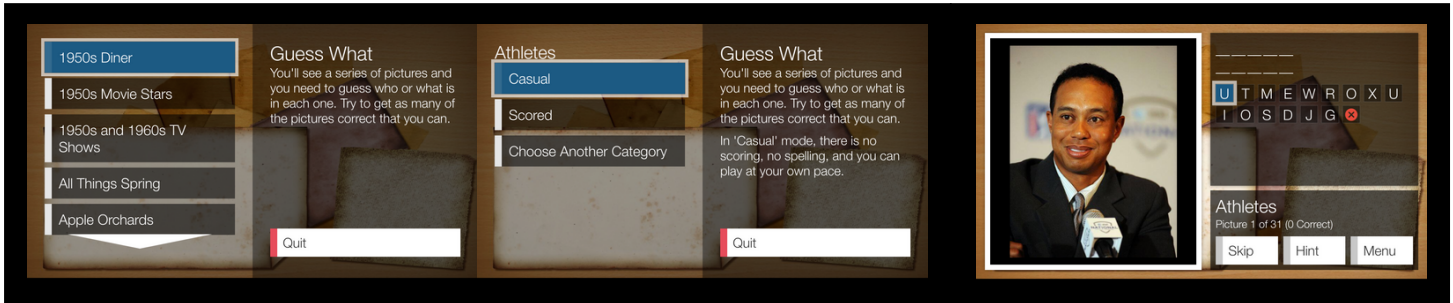
Easy, Medium, and Hard levels correspond to how fast the sequences move. Because it uses both visual and sound cues, the game is accessible to residents with visual or auditory impairments. It may take time for visually-impaired residents to become familiar with the notes assigned to each arrow button.

EXTENDING THE ACTIVITY

The game automatically tracks the personal best record on the particular device. You can track personal best records manually, if taking turns on the same device.



GUESS WHAT



GAME EXPLANATION

Guess What works on cognitive skills such as memory, language, and visual/spatial processing. Choose a category, and you will be shown a series of pictures. Identify who or what is shown in the picture. In Casual mode, you will see one dash for each letter of the word. Press the OK button to reveal each letter, one at a time. In Scored mode, you will see a dash for each letter of the word and a pool of letters to select from to spell the word.

GAME NAVIGATION

In Casual mode, the OK button on the remote is used to reveal the next letter. In Scored mode, the arrow buttons are used to navigate to the letter choice, and the OK button is used to select the letter.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a teamwork group activity.

ADJUSTING FOR YOUR AUDIENCE

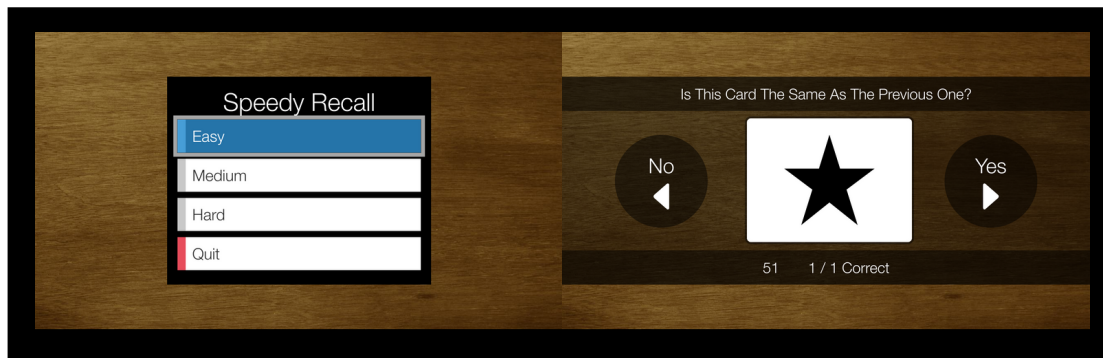
Pick a category that is interesting to your residents. Choose to play in Casual mode for simpler game play. If using Scored mode, use the Hint button to reveal the next letter if needed.

EXTENDING THE ACTIVITY

Talk about the category before you begin the game. Make guesses as to what might show in the category. As you guess the answer, discuss the picture. What does this make you think of? How does it make you feel? What do you know about this?



SPEEDY RECALL



GAME EXPLANATION

Speedy Recall works on cognitive skills such as attention, memory, and visual/spatial processing. A card appears onscreen, then another card slides over the top of it. Is the new card the same as the old card? Choose Yes or No. This game moves quickly and is timed - see how many correct answers you can give before the 60-second timer runs out.

GAME NAVIGATION

Use the left arrow to choose No and the right arrow to choose Yes.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a teamwork group activity.

ADJUSTING FOR YOUR AUDIENCE

Choose the appropriate difficulty level:

Easy - three basic shapes (heart, square, star).

Medium - four shapes (heart, square, umbrella, ice cream cone).

Hard - four shapes and two colors (red and black). Both must match.

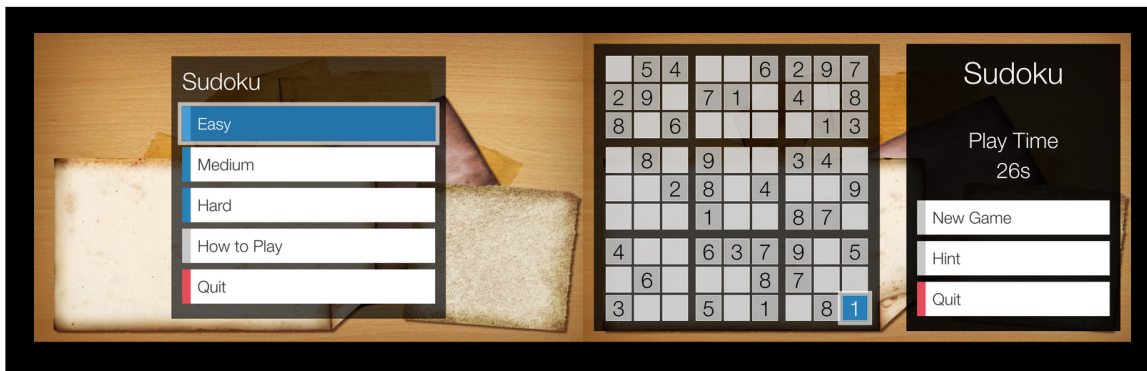
The game reports on accuracy, speed, and a final overall score - challenge residents to improve their score each time.

EXTENDING THE ACTIVITY

Work on shape and color names, not just distinguishing if they are the same as the previous card.



SUDOKU



GAME EXPLANATION

Sudoku works on cognitive skills such as perception and visual/spatial processing. Fill the numbers 1 - 9 into the 3 x 3 grids so that each grid, row, and column in the puzzle board contains each number only once.

GAME NAVIGATION

Use the arrow keys to select a square, then press the OK button to increment the number in that square.

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a turn-taking group activity.

ADJUSTING FOR YOUR AUDIENCE

Choose the appropriate difficulty level:

Easy - 45 pre-filled numbers.

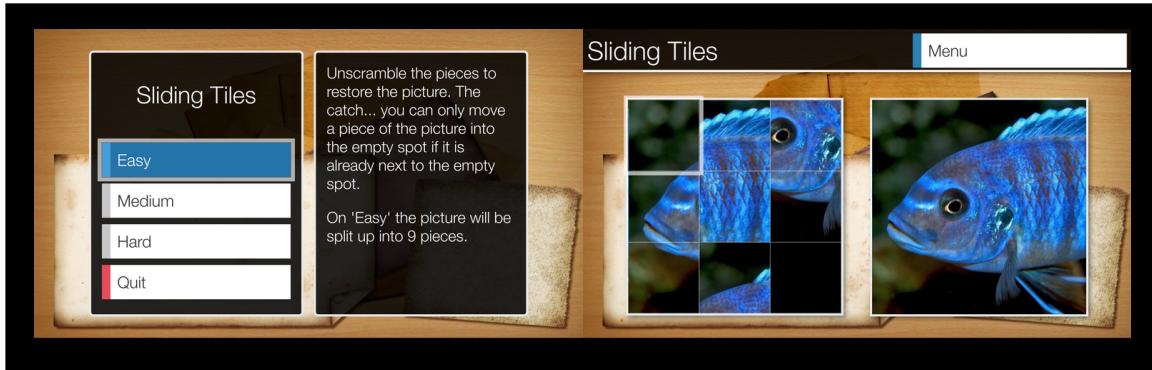
Medium - 35 pre-filled numbers.

Hard - 25 pre-filled numbers.

Focus on one box at a time. Put in the answer you think is right - you can always go back and change your answers as more boxes are completed. The game does run a timer, but you can cover the timer if it is distracting. For additional help, use the Hint button to reveal one of the missing answers.



SLIDING TILES



GAME EXPLANATION

Sliding Tiles works on cognitive skills such as perception, problem solving, sequencing, and visual/spatial processing. Unscramble the pieces to restore the picture.

GAME NAVIGATION

Use the arrow buttons to highlight the piece you want to move, then press OK to slide it into the empty spot. You can only move pieces to the empty spot if they are right next to the empty spot

GROUP ACTIVITY SUGGESTION

We suggest playing this game as a teamwork group activity.

ADJUSTING FOR YOUR AUDIENCE

Choose the appropriate difficulty level:

Easy - 9 pieces.

Medium - 16 pieces.

Hard - 25 pieces.

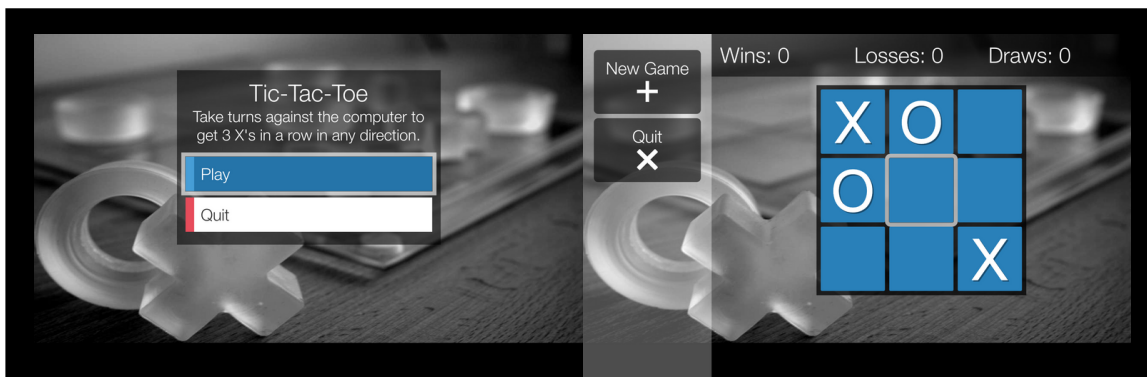
EXTENDING THE ACTIVITY

Discuss and try this puzzle-solving technique:

1. Arrange the top row.
2. Arrange the left column.



TIC-TAC-TOE



GAME EXPLANATION

Tic-Tac-Toe works on cognitive skills such as attention, perception, problem solving, sequencing, and visual/spatial processing. Play against the computer to be the first to get three in a row horizontally, vertically, or diagonally.

GAME NAVIGATION

Use the arrow buttons on the remote to navigate to an empty square in the grid, and press OK to place your X in the square.

GROUP ACTIVITY SUGGESTION

We suggest playing this game in an individual player setting.

ADJUSTING FOR YOUR AUDIENCE

Encourage multiple resident engagement by taking turns picking the square to place the X. Try starting with a square other than the center square.

EXTENDING THE ACTIVITY

Most everyone will have played Tic-Tac-Toe at some point in the past. Encourage reminiscence about who they used to play with and any memories it sparks.