

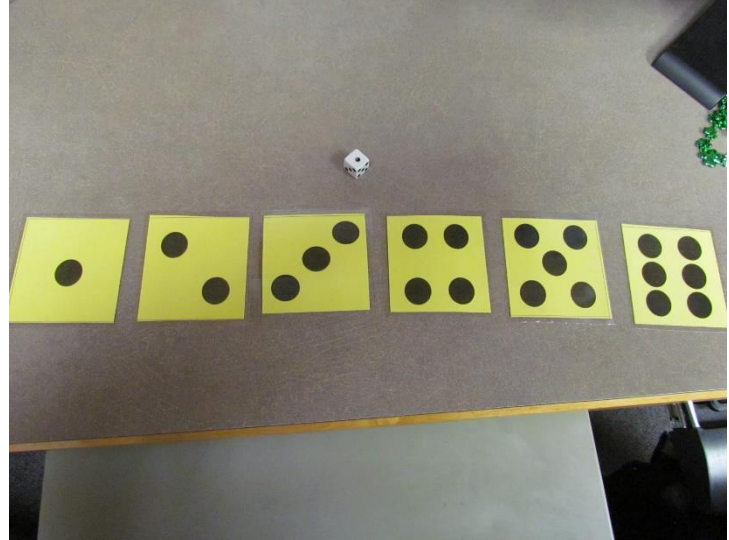
Shake 'N Roll Dice Game

Object of the Game:

To be the first player to turn all of their cards over.

Play:

1. Start with a row of cards from 1-6 face up in front of each player.
2. Roll the dice to see who goes first (high roll).
3. The first person rolls the die and turns over the card that matches with the corresponding number.
4. If any number you have rolled is already turned over you pass the die to the next person.



Modifications:

1. Add another row to play.
2. Use random cards (instead of 1-6).
3. Use two dice and turn over more cards in a turn. Do not add the numbers together.
4. If you roll doubles with the two dice, you get to roll again.

Tip:

- If the person with dementia is adding the numbers up, just go with it. You can change the game to reflect the person's interest in adding.
- If the person with dementia is looking at the turned-over card, have them give you the card and put it in a different pile away from play.

Program in a Program

- Attached are the playing cards that can be printed and then cut out.
- Print multiple pages because each player needs a set of 1-6 cards.
- Cards can be sorted by number.
- Cards can be sorted by sets (1-6).

