

Senior's Casino Night
By: Rosalie Gardens / Pine Meadow (CBRF & Independent Living)

Supplies:

Spinning Wheel, Trivia Questions, Deck of Cards (2), Horse track, Fake Money or Poker Chips, Horse Figurines, four Dice, Casino party supplies, & other prizes.

Our day started out with the decorations, we ordered most of our decorations and dishware from "Oriental Trading". We made posters advertising the night's activities and Welcoming Everyone.

If your "seniors" are like ours they talk about going to the "Casino" but don't want to leave the building, Well, we brought the casino to them and at a less expensive evening!

To set up your "spinning wheel", we placed different categories on each of the different sections with a value underneath each.

Getting Started

The first thing we did was separate to different tables. You may want each person to pick a poker chip and whatever color it is; that is the table that you sit at. While doing this you can be asking them different types of trivia questions from your sheet.

After everyone has found a spot to sit you can get started with your games. The dealer moves from table to table not the residents.

Table one is "High / Low" this means everyone at the table is dealt one card face down and the dealer then goes to each person and if the dealer's card is higher than the resident's card, dealer wins. The other way you can do this is just have the resident cut the deck and if their card is higher than the dealers they win.

Table two is "21". Everyone at the table is dealt out one card face down and the next card faced up. You can then 'stay" at what you have or "hit" with another card until you get close enough to "21" without going over. The dealer also has a hand and that is who you are playing against. Player closest to "21" wins.

Table three is the 'spinning wheel". Prior to playing this we had each section set up as a different category. You may wish to put in "free" spins, bankrupt, or anything other than asking questions. We had trivia questions on the tables a week prior to doing this game and went back to those questions for this game. If you get the answer right you get that \$ amount, and if you get it wrong you don't get any money.

Table four is the last table of the night. This is the "horse track'. We bought 4 plastic horses from the "dollar store". You can paint numbers on the horse's backs, give them names or just go by the colors of the horses. We had 4 residents playing at a time with one di each. We tried to sound like an announcer and named the horse at the gate and yelled "they're off". As each resident would throw their di we would help move the horses down the track. (So if horse #1's di read 3 move that horse 3 spaces). Each resident is throwing their di at the same time. The first person to the finish line is the winner. Keep going until 2nd & 3rd place are taken.



At the end of the evening we had a little "store" set up for the residents to buy something with their money. For example we had: boxes of Girl Scout cookies, fruit cups, chips, microwave popcorn, hair brushes, whatever your residents might us.

Good Luck at the Casino!!