

LEWINSVILLEOPOLY

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I created this game to celebrate 2006 Adult Day Services Week. We named it after our center to celebrate all of the activities in which we participate. This game can also be played on Monopoly's® birthday on March 7.

CREATING THE GAME

I spent time with other staff members and participants brainstorming all the types of activities that we do at our center so they could be incorporated as property names. You can also use the names of places within the facility's neighborhood and community to create property names. I used two large foam boards (each 30" x 40") to create the game board. There are a total of 48 squares on the board. (A Monopoly® board is 40 spaces.) Some of the spaces are similar to Monopoly® (i.e., Water Works, Electric Company, Chance, Community Chest) and some are a variation (i.e., instead of "Go to Jail", it is "Taking a Nap"). We also altered the colors of the properties.

Here are the property names in the order as they appear on the board as well as the buying prices. Two asterisks (**) are next to the properties that are on the four corners.

****COLLECT \$200 SALARY AS YOU PASS GO**

Light Blue - Cooking Court (\$40)

Light Blue - Snacking Square (\$45)

COMMUNITY CHEST (Follow Instructions on Top Card)

Royal Blue - Intergenerational Island (\$60)

ANNUAL BAZAAR TAX (Pay 10% or \$200)

Royal Blue - Volunteer Vineyard (\$65)

Metro Access (Transportation Property - \$200)

Royal Blue - Friendship Forest (\$70)

Royal Blue - Conversation Cliffs (\$100)

Purple - Artistic Avenue (\$110)

Purple - Beauty Shop Beach (\$115)

CHANCE (Follow Instructions on Top Card)

Purple - Gardening Grove (\$120)

Purple - Pet Place (\$140)

****JUST VISITING / TAKING A NAP**

Orange - Musical Mile (\$150)

Electric Company (Utility Property - \$155)

Orange - Dancing Den (\$160)

Orange - Singing Stream (\$180)

Yellow Taxi (Transportation Property - \$200)

COMMUNITY CHEST (Follow Instructions on Top Card)

Red - Spiritual Sights (\$190)

Red - Diversity Drive (\$200)

****ON AN OUTING (Free Space)**

Yellow - AFEP Alley (\$220)

Yellow - Nustep Nook (\$225)

Yellow - Strength Training Trail (\$230)

CHANCE (Follow Instructions on Top Card)

Yellow - Swimming Springs (\$240)

Green - Walking Way (\$260)

COMMUNITY CHEST (Follow Instructions on Top Card)

Logisticare (Transportation Property - \$200)

Green - Sporting Street (\$265)

Green - Gaming Gardens (\$270)

Green - Bingo Boulevard (\$280)

Water Works (Utility Property - \$290)

Dark Red - Reminiscing Road (\$300)

Dark Red - Trivia Terrace (\$310)

****GO RELAX (Free Space)**

Dark Red - Leisure Lane (\$315)

Dark Red - Community Service Cove (\$320)

CHANCE (Follow Instructions on Top Card)

Fastran® (Transportation Property - \$200)

Navy Blue - McLean Meadows (\$350)

Navy Blue - Tyson's Galleria (\$375)

SPECIAL EVENT TAX (Pay \$75)

Navy Blue - Great Falls Street (\$400)

I made money in the same denominations as Monopoly® (\$1, \$5, \$10, \$25, \$50, and \$100), but the center's logo was copied in the middle of the bills to personalize them. To make the playing pieces, I used pictures of the following objects: chair, walker, Kleenex®, Purell® hand sanitizer, Fastran® bus, fork, dog, and clock. I also printed out pictures of the houses and hotels to look like the ones used in Monopoly®.

Property cards for each of the properties were made with details including a picture, color on the game board, amount of rent a person owes, and cost to build houses and hotels. To determine the amounts of money for each property, I set the range from \$2 rent (Cooking Court) to \$50 rent (Great Falls Street), increasing by a small amount for each property.

I made several Community Chest and Chance cards to place in the folders on the playing board. I created some new ones and used some of Monopoly's® cards to create sayings on the cards (i.e., "Go directly to take a nap, do not pass go, do not collect \$200.").

DIRECTIONS ON HOW TO PLAY

The rules are similar to that of Monopoly®. At the Lewinsville Adult Day Health Center, we have about 24 seniors whom we divide into four teams of six people. On occasion, we play Lewinsvilleopoly with clients from other centers, so we have had up to six teams

with six people on each team. Individuals can play with each other, as well, but for the purposes of the rules, I'll explain it for a large group game.

Each team's players need to sit facing the board (there may be two or three lines of two people). Small tables can be used for teams to display their money and property cards. Each team begins the game with \$1500 consisting of two \$500s, two \$100, two \$50s, six \$20s, five \$10s, five \$5s, and five \$1s. Program Assistants help each team count money and make decisions when playing the game. A staff member is the banker and moves the playing pieces around the board.

To start the game, read the following descriptions of the rules:

Object of the Game: To move around the board trying to buy properties and avoid landing on the properties owned by other teams

Goal of the Game: To be the team with the most money at the end of the game (that includes the mortgage values of the properties)

Exceptions to the Game:

Rolling Doubles & "Taking a Nap" Space - If a team rolls doubles, they can have another turn and roll again, but if they roll three consecutive sets of doubles, they have to go to the "Taking a Nap" space. Once there, they have a choice of using a "Get Out of Taking a Nap Free Card" (if they have one), paying the banker \$50 to get off the space, or using the next three turns to try to roll doubles to get off the space for free. If they don't roll doubles by the end of their third turn, they have to pay the banker \$50.

Each team chooses one of the playing pieces. Use two big stuffed dice (which are easier to throw) or two regular-sized dice for the game. To determine who goes first, a member from each team rolls one die. The team with the highest number goes first, and the rest of the teams follow in a clockwise rotation taking turns. Tape each of the playing pieces that are used to the board, and the banker moves them.

For each team's turn, two team players each roll a die. Their rolls are added, and the team's playing piece is moved accordingly. If the piece lands on a property that is available to buy, the team decides if they want to buy it. If they buy it, they give their money to the banker, and he gives them the property card. Whenever a team lands on a Chance or Community Chest space, a member of the team chooses a card to see what the team has to do. If a team owns all the properties of a certain color, they can buy houses and hotels, just as in Monopoly®.

We play Lewinsvilleopoly for an hour, but our seniors usually are engaged enough to continue playing longer. At the end of the game, each team totals their money including the mortgage values on each of their properties, then the winner is announced.